

# **Open Bocce Rules for Moneyball Tournament 2018**

(based on US Bocce Federation Rules)

A set of 8 balls, four for each team (red or green, 107mm) and a white 50mm “pallino” will be provided. Measuring devices may include tape measures, antennae, expanding pens, calipers, and lasers. Referees will officiate all games.

Teams consist of 4 players (1 substitute player optional) with 2 members of a team stationed at opposite ends of the court and playing 2 balls each.

Court dimensions will be 10ft by 60ft, and constructed of lumber on carpet. Pointing/shooting/foul line is 10ft from backboard. Players may step on but not have their foot completely over the foul line before releasing the pallino or the bocce ball.

## **Start the game**

Begin the game with a flip of a coin between the Captains of each team. The winner of the coin flip will determine the end from which play will start and also has control of the pallino. The losing team chooses the color of balls it wants to use. Coin toss winner throws the pallino.

- Toss is valid if the pallino passes center line and does not touch the back wall on opposite end. (There is NO 12-inch rule for side and backboards)
- If the player fails to place the pallino in valid area, the opposing team will then put the pallino in play.
- If both players fail, the pallino returns to the original team for an additional attempt. Alternating process continues until pallino is in valid position.
- The Team that originally tossed the pallino will play the first ball.

## **The Game**

- The first ball may be rolled by either member of the Team that originally threw the first pallino.
- Should the rolled ball hit the backboard without touching the pallino, it is a dead ball and removed from the court.
- The same Team must throw again and continue rolling until a valid point is established.
- Once the point is established, the opposing Team must point or shoot until they make a new (closer) point.
- Players may use the side boards at any time.

- Balls can be measured at any time and, in case of doubt, a referee or Tournament official should be called. In the event a tie is determined, the last Team to roll a ball must roll again until the tie is broken.
- If after all balls are played there is still a tie, no points are awarded and play resumes with the Team last scoring tossing the pallino from the opposite end of the court.
- In the event a ball/balls are moved during a measurement by a referee, the balls are returned to approximate positions and official will still make the call. If however, a member of a Team currently playing measures and moves a ball, the point is awarded to the opposing team. In any case, the decision of a referee is final.
- One Team Member can cross the centerline to measure balls. Other players need to remain at their respective end of the court.

### **Backboard**

- If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court.
- If a ball is shot, hits the backboard illegally and then strikes a stationary ball/s, the shot ball is removed from the court and the stationary ball/s are placed in their approximate original position/s.
- The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If however, the pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the Team that started the frame will begin again at the opposite end of the court.
- In the event ball/s resting against a backboard are moved as a result of a valid shot, they remain in their new position. If however they move as a result of an invalid shot, they are returned to their approximate original positions.

### **Scoring**

- Only one team scores in a frame (unless there is a tie).
- Each match consists of one game; winner is first to reach 11 points
- Final game is played to 15 points.
- Tournament Directors can decide variations to game points but will do so prior to the start of the event.

### **Illegal Movement of Balls/Pallino**

- Players should never touch or move any ball or the pallino until frame has ended. If a player moves a ball prior to the end of a frame (thinking play is over) and the balls cannot be accurately relocated to their positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided and the frame is over.
- ALL non-shooting players should be out of the court.

### **Shooting and Pointing**

- Volo (lofting the ball in the air attempting to directly hit the target) is NOT allowed.
- Raffa (shooting at a target either by slightly lofting the ball or rolling the ball in a forceful manner) is permitted, as long as the first contact with ground is 10ft or less from the foul line. A raffa line will be clearly marked.
- Pointing is done with either foot or both feet before or on the pointing line. A throw is valid as long as any part of the foot/feet is on the line.
- The player is allowed to step on the line prior to releasing the ball. As long as even the heel is on the line, it is a valid shot.
- Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid.

### **Late Arrivals, Substitutions, Delays, etc**

- A team not present within 15 minutes of scheduled start of the game will forfeit the game.
- In a tournament where substitutes are allowed, a Team may substitute only once during a game and it must be announced to the opposing Team before the start of the next frame.
- A substituted player may not return to that game. If a player/s arrive late, the game will start with that Team playing shorthanded and minus the appropriate number of balls. Player may then enter game at “shorthanded” end after frame is completed. In the event a player must leave a game in progress, an alternate may enter at the end of a frame and the player that leaves cannot return for remainder of game. If no alternate is available, the game continues using the late arrival rule.
- Repeated “conferences” during a frame causing delays in the game are discouraged. If delays continue, the offended Team Captain should notify a referee.
- If a referee issues a one-minute warning and delays continue, the “burned ball” rule should be placed in effect and one of the offending player’s balls will be removed from the court.

## Game Notes

- Consecutive or alternating throws by teammates shall be at the option of the players.
- Any time a player is in action, opposing players should be off the court.
- If a player plays the wrong color ball, simply replace it with the correct color when it comes to rest. Play continues.
- If a player commits a foot foul while in the act of shooting, a warning is issued for the first offense. Should the same player foul again, the thrown ball is removed from play and all struck balls returned to their approximate original positions.
- If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team has two (2) options. Leave all balls as they rest, or remove the illegally thrown ball from play and return all other ball/s to previous position/s.