**Yountville Bocce Club Rules**

2010 amended June 2012

**I. FEES:** Payment is $40.00 per annum. No matches are allowed until the annual fee is paid.

**II. START OF THE MATCH:** Matches other than tournament matches will start promptly at 5:30 p.m. unless otherwise determined by the nightly Court Manager. The match will begin with the flip of a coin. The winner of the coin flip will have a choice of the first toss of the pallino or the color of the balls. The starting team must toss the pallino past the center line and not hit the backboard and then roll the first bocce. Failure by the starting team to place the pallino on the first roll gives the opponent a chance to toss the pallino into play. However, the starting team always tosses the first bocce ball.

**III. GAME BASICS:** The first live ball rolled becomes the point. The opposing team rolls until they get closer to the pallino or use all their balls. The team with the ball closest to the pallino is called “inside” and all other balls are called “outside”. Whenever a team gets inside, that team steps off the court and lets the outside team roll. The outside team rolls balls until it beats the opposing ball. This continues until both teams have rolled all their balls, then the teams agree on the number of points scored by the inside team. The team winning the frame starts the next frame.

**IV. DEFINITIONS:**

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| * **Bocce** | The large balls that are rolled to score points. |
| * **Pallino** | The small ball, which serves as the target ball. |
| * **Cappo** | The person designated to represent the team and decide on coin toss, point scores, rulings and protest. |
| * **Live ball** | Any bocce ball that is legally put into play by being rolled past the fault line and does not hit the backboard. |
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| * **Dead ball** | Any bocce ball that touches the backboard or bounces off the court is dead and removed from the court, (i.e. out of play). |
| * **Inside ball** | The bocce closest to the pallino. |
| * **Outside ball(s)** | Any other ball(s) |
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**V. PLAYERS:**

1. Any part of a player’s foot may step on, but not completely pass the white fault line before releasing the pallino or ball. Only after a player has been verbally warned should a protest be lodged and the ball called dead.
2. The whole body must be inside the court when releasing the ball.

1. Players may use the sideboards at anytime.
2. If a player rolls three balls, the third ball is dead and must be removed from the court. (Applies to four member teams).
3. Lofting the ball is not permitted.
4. Footwear should be smooth and safe for the surface of the court (smooth soft soled shoes only).
5. No one is allowed on the sideboard during play.
6. Brief consultations with team partner may be conducted at the center court line.

**VI. MEASUREMENTS.**

1. One representative from each team should be active in measurement.
2. All measurements should be made from the inside of the bocce ball to the top center of the pallino.
3. No ball may be moved when measuring.
4. A ball may be measured at any time.
5. If a point ball is driven out of play leaving no balls on the court the team that rolled last must roll again.

*F Balls can be measured at any time and, in case of doubt, an official 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 an official, 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 or official is final.*

**VII. SCORING:**

1. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
2. A game is won by the first team to reach 12 points or whatever is the agreed upon point total.
3. When a game winning point is scored and agreed upon by one representative of each team, the game is officially over. The remaining balls need not be rolled.
4. If all the opponent’s balls are dead, the remaining balls, after being dropped over the foot fault line, may be assumed to be points scored.
5. When a player moves an opponent’s ball while it is in play, the player rolling the ball is awarded 1 point and allowed to re roll the ball.
6. When a player moves an opponent’s stationary ball, the player rolling the ball is awarded 1 point and the ball is replaced in its original position.
7. If you are unable to play a third game due to lack of an opponent, you are awarded 1 point.
8. Points are awarded each night as follows: **1 point** for each **Win** plus **3 points** for **First Place**; **2 points** for **Second Place**; and **1 point** for **Third Place**. Placements are determined by 1) **Number of Wins**. 2) **Points Scored** ( if tied for Number of Wins ) and 3) **Points Against** ( if tied on numbers 1 and 2 ).
9. Each team is responsible for keeping its own score.

**VIII. DEAD BALLS:**

1. Any balls on the court that have been moved by a ball after hitting the backboard are to be placed back in their original positions.
2. No ball may be removed or touched until it is a dead ball and must be removed as soon as it hits the backboard to avoid interfering with balls still in play.
3. If the pallino is hit and rolls into the back wall, it remains in play where it comes to rest.

**IX. MOVEMENT OF BALL:**

1. No balls will be moved until a representative of both teams decides the point score.
2. If a point is challenged and the pallino or any questionable ball is moved by a player, before the point is decided or during measuring, the point goes in favor of that player’s opponents.
3. Any balls belonging to your own team, moved by your player during play, are dead balls and removed from play and play continues.

**X. CONDUCT**:

The Yountville Bocce Club encourages friendly social interaction and competition.

Unsportsmanlike conduct will not be tolerated and may result in dismissal from the Club.

**XI. STARTING TIME:**

A team not present within 15 minutes of the scheduled starting time may forfeit their first game.

**XII**. **SCORE KEEPING:**

Each team is responsible for recording its score.

**XIII. DISPUTES:**

The teams will referee their own game. If a dispute occurs, stop the game immediately and

have the designated Court Manager resolve the matter.

**XIV. REGULATION BALLS:**

Balls must conform to the following specifications:

* + 1. Regulation size (107mm - 114mm diameter)
    2. Regulation weight (920 - 1100 grams)

**XV. INDIVIDUAL STANDINGS:**

Each win and total points will count in the individual standings.

**XVI. TOURNAMENT PLAY:**

1. Rules and scoring may be different during tournament play.
2. Consecutive or alternating rolls by teammates in tournaments when played with four member teams will be at the option of the players including pallino placement and 1st ball.
3. A four member team may play with a minimum of three players. However, that team will lose the number of balls the missing player would have rolled.