

Bocce Tournament Rules

(Updated March 12, 2024)

The Field

Six cones will determine the boundaries for the playing field, one at each of the four corners and two at the halfway point on each side to form a rectangle. All play takes place within these boundaries. The length of the playing field will be approximately 60 feet by 12 feet. Directors are responsible for setting the playing field.

Definitions

Pallino: Small White Ball that is thrown at the start of each frame.

Frames: One frame consists of the pallino and all 4 balls of both teams being played.

Game Play

The object of the game is to get as many of your team's balls closer to the pallino than the other team's balls. Each team consists of 4-6 players and will have four balls to play in each frame. Each team will have their own color balls. Begin the match by playing Rock/Paper/Scissors. **During pool play**, the winner of the RPS **earns the choice of which color balls to use and gets** the first toss of the pallino (small target ball). **During elimination bracket play, the higher seeded team has those privileges.**

The starting team must throw the pallino between the halfway point and one pace from the end line of the playing field. The same player who threw the pallino then throws one of their team's balls and steps aside until the opposing team has either rolled one of its bocce balls closer to the pallino, or has thrown all of its balls.

If during play, the pallino is knocked out of the playing field or is hit in front of the halfway line, that frame is re-started on the opposite end of the court by the team who originally threw out the pallino in that frame.

Alternating Play: Whenever a team gets a ball closer than the opposing team, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have played all of their balls, at which point the frame is finished. The team who scored last throws the pallino to begin the next frame.

Fouls and Dead Balls:

- If the starting team fails to throw the pallino between the halfway point and one pace from the end line in two consecutive attempts per frame, the other team gets to throw the pallino. ● If a ball is thrown or knocked out of the boundary lines it is considered a dead ball. ● A ball that lands on the boundary line is considered in play.
- If the pallino is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallino as the previous frame.
- A player cannot step into the court when throwing the ball. If they do, the other team determines if the frame is reset or if the ball is dead.
- No dead ball can count in scoring

Scoring

Only one team scores per frame. One point is awarded for each ball that is closer to the pallino than the closest ball of the opposing team. A maximum of four points are possible per frame (since a team has four balls, they can't score more than four points in a frame).

For example, if at the end of a frame there are three green balls closer to the pallino than the closest blue ball, the green team receives three points.



If at the end of any frame the closest ball of each team is equidistant from the pallino, no points are awarded to either team and a new frame begins, with the same team tossing the pallino as the previous frame.

A scorekeeper should be determined before the start of the game and should read off the score before the start of each frame.

Forfeits

A forfeited match results in a score of 15-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

Etiquette of Ball Throwing

Each team can decide whether teammates will throw alternating or consecutive throws within each frame, but no player can take more than two throws in any given frame. All rostered and present players should participate equally throughout the course of the game.

Regulation Games

During pool play, each regulation game is scheduled to start at the top of the hour and must start no later than five past the hour (9:05 am, 10:05 am, etc.). If a team is not present with a minimum of two players to start the game by five past the hour, the result will be a forfeit to the opposing team. No new frame is permitted to start after 50 past the hour (9:50 am, 10:50 am, etc.). The first team to reach a score of 15 points wins. If no team has reached that score within the allotted time, the team with the highest score wins. If there is a tie, teams will play an additional frame to determine a winner. No team can score more than fifteen points in a match. Matches are never "win by two".

During elimination bracket play, all games will be played to 15 points and no specific time limit will be imposed. The start of subsequent games on elimination day may be delayed as a result and forfeits will only occur if teams are not present within a five minute grace period of the revised start time.

Team Captains will be responsible for reporting results to the tournament directors after a winner is determined.

Measuring and Disputes

Only team captains (or their representatives) may measure any disputed balls, or request assistance from the Head Ref. Final calls are made by the Head Ref.

Uniform Policy

1. Stonewall Sports seeks to foster an environment of respect, body positivity, and inclusiveness. As such, we have adopted the following guidelines and requirements for team uniforms: 2. All individuals and teams are expected to play in their Stonewall-issued tournament shirts on Sunday to take advantage of our photographers capturing both action shots and team photographs during tournament bracket play.
3. Teams are expected to wear coordinating uniforms during game play on Saturday. This may include team-designed and purchased uniforms, a second tournament shirt purchased during registration, or color coordinating outfits. We encourage color coordinating outfits to showcase their chapter's Stonewall shirts if possible.
4. Players are permitted to alter and decorate their shirts; however alterations should not infringe on the Stonewall Sports or sponsorship logos.
5. Players are encouraged to use their name and pronoun boxes on tournament-issued shirts. Name and pronoun boxes are encouraged, but not required to be present on team uniforms worn on Saturday. Misuse of the name and pronoun boxes may result in removal from the tournament without warning and will be referred to tournament leadership as a violation of our code of conduct.
6. Players must have their shirts visible and on their body when on and off the field to help other players, volunteers, and leaders identify them.