



Stonewall Sports National Tournament Official Rulebook:

BOCCE

(Last Updated: March 25, 2025)

Stonewall Sports is For All

Stonewall Sports is dedicated to creating a community of diverse participants via organized sports and activities that take place in inclusive spaces. We are founded on the pillars of respect, holistic wellness, open-mindedness and the appreciation of diverse backgrounds.

Our shared responsibility is to bring our community together, empower individuals, and provide a safe, welcoming, and supportive environment to learn and grow, thus uplifting those who are part of the Stonewall community and beyond.

We believe in uplifting and celebrating all individuals within the LGBTQIA+ community — including lesbian, gay, bisexual, transgender, non-binary, Two-Spirit and queer people, among others — and we welcome friends and allies into these spaces with open arms.

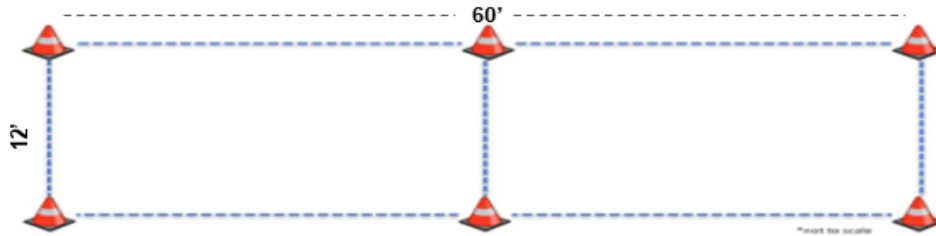
In pursuit of these values, we encourage each of our participating teams to embrace these principles with representation from members of the LGBTQIA+ community. Our Sports Operations team is empowered and encouraged to open a dialogue with teams when they see an opportunity to promote diversity and inclusivity within our spaces.

Please review and abide to the following throughout the tournament:

- [**Stonewall Sports Player Code of Conduct**](#)
- [**Stonewall Sports National Tournament Uniform Policy**](#)

1. BOCCE GAME SET-UP

- A. 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. The Sport Managers will be responsible for setting the playing field.



B. Definitions:

- o Pallino: Small White Ball that is thrown at the start of each frame.
- o Frames: One frame consists of the pallino and eight bocce balls (four red and four green).

2. TEAMS AND PLAYERS

- A. Teams:** Each team consists of 4-8 players and will have four bocce balls to play in each frame. Teams with fewer than 2 members will receive a forfeit of 0-15.
- B. Throwing Order:** Teams will decide on throwing order and have no fewer than 2 teammates throwing per frame. Teammates will determine to throw alternating or consecutive within each frame, but no player can take more than two throws in any given frame.
- C. Throwing Order:** Teams should not deviate from the throwing order during the match, unless a team member leaves or is unavailable (ie, bathroom break).

3. GAME TIMES AND POINTS

- A. Pool Play (Saturday):** Each official 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”.

- B. Elimination Bracket Play (Sunday):** All games will be played to 15 points and no specific time limit will be imposed unless it is changed by the Sports Manager due to other factors. 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 sports manager after a winner is determined.

4. GAME PLAY

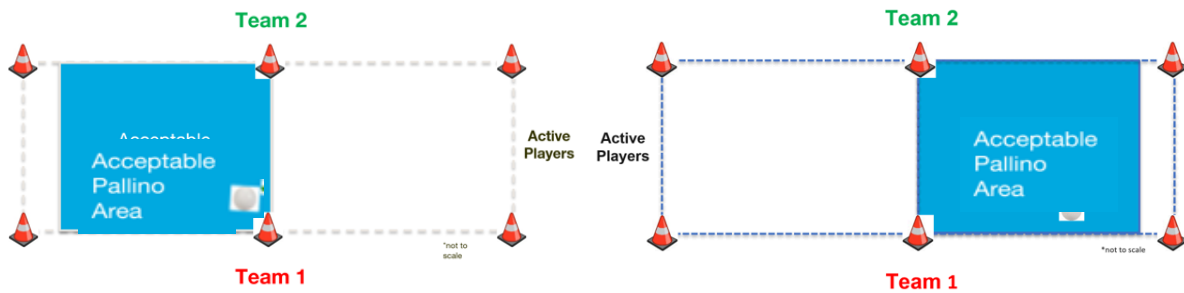
- A. Pool Play (Saturday):** Captains from opposing teams to play “Rock-Paper-Scissors”. Winning captain will determine which team will have the first toss and ball color choice (red or green).
- B. Elimination Bracket Play (Sunday):** The higher seed team will have those privileges (choice of the bocce ball color and who has the first toss).
- C. Frames:** One frame consists of the pallino, and all eight balls being thrown. The object of the game is to get as many of your team’s bocce balls closer to the pallino than the other team’s bocce balls.
- D. Starting the Game:** The starting team will throw the pallino and must land between the center line and the opposite boundary of the playing field, and within the sidelines bounding the field. The player who threw the pallino then throws one of their balls and steps aside to allow a player from the opposing team to throw. Additional pallino rules are listed below.
- E. Alternating Team Play:** Whenever a team gets the ball closer than the opposing team, they will step aside and let the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have played all their balls, at which point the frame is finished. The team who scored the most balls closest to the pallino will begin the next frame.
- F. Pallino Knocked Out:** If during play, the pallino is knocked out of the playing field or is hit in front of the centerline, that frame is re-started on the opposite end of the court by the team who originally threw out the pallino in that frame.

5. PALLINO RULES

- A. Must Cross the Centerline:** The pallino must land between the center line and the opposite boundary of the playing field, and within the sidelines bounding the field.
- B. Failure to Throw Correctly:** If the starting team fails to throw the pallino correctly on the first attempt they have another attempt. If the pallino on the second attempt is not acceptable, the other team gets to throw the

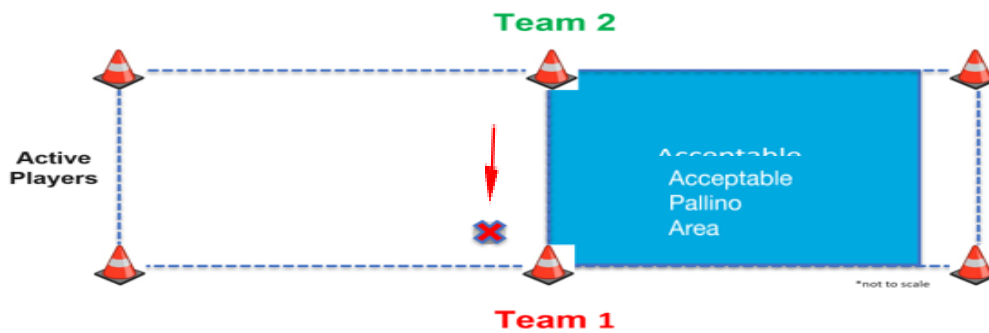
pallino and first bocce ball.

Acceptable Pallino Area:

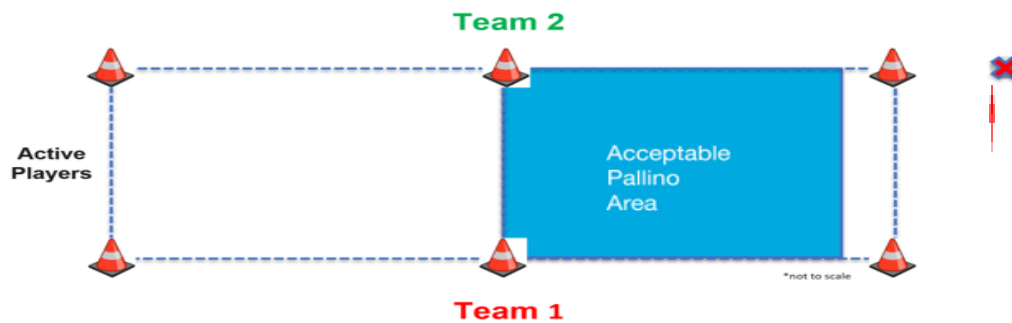


Not Acceptable Pallino Area:

Example 1



Example 2



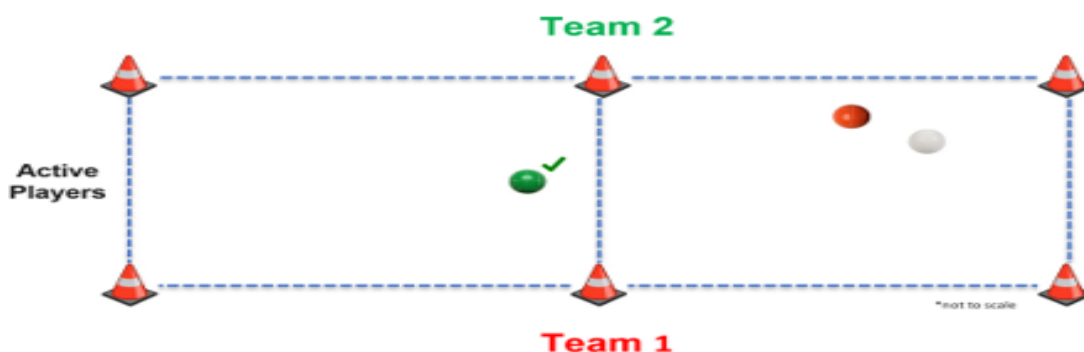
6. FOULS AND DEAD BALLS

- A. Any bocce ball that travels within the boundaries and comes to rest on or within the boundary lines is considered a live ball.
- B. If a bocce ball leaves the boundaries of the field during transit or at rest, it is

- considered a dead ball. Dead balls that are reasonably close to the pallino and could affect the path of subsequent balls (e.g. by knocking a ball that rolls out of bounds back into play) should be removed immediately, prior to subsequent throws. In the case that a dead ball should be knocked back inside the boundaries, it is still dead and should be removed.
- C. If the pallino is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team that knocked out the pallino.
 - D. Bocce balls should be tossed or rolled underhand. Any overhand tosses will be considered as a dead ball.
 - E. No ball can be thrown above waist level height.
 - F. 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.
 - G. Dead balls do not count towards measurements or scoring.

7. SCORING

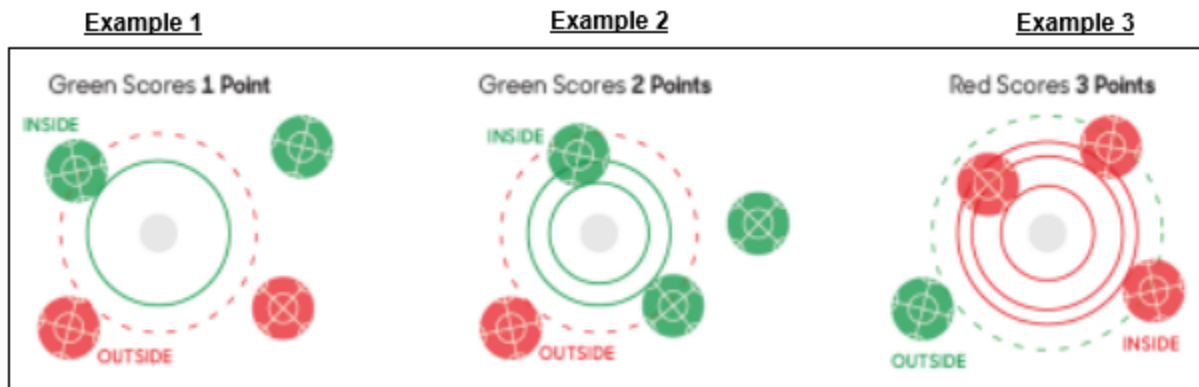
- A. Points:** Only one team scores per frame. Points are tallied at the end of the frame. Teams are awarded one point for every ball closer to the pallino than the other team's balls. A maximum of four points are possible per frame (one point for each ball). Only one team can have the winning points per frame, unless it's tied then no points are awarded.
- B. Bocce Ball Landing:** If a bocce ball lands halfway down the court, it is considered "in play" and counts towards scoring if it remains within the court boundaries; the position of the ball relative to the pallino determines if it scores points, not whether it landed exactly halfway down the court.



- C. No Points:** If at the end of any frame the closest bocce 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.
- D. Scorekeeper:** A scorekeeper should be determined before the start of the game and should read off the score before the start of each frame.

Clips boards will be provided.

- E. Forfeit:** 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.
- F. Scoring Example:** At the end of the frame, the team that has the closest bocce balls to the pallino receive points.
- **Example 1:** One green bocce ball is close to the pallino. Therefore, Green team receives 1 point.
 - **Example 2:** Two green **bocce** balls are closest to the pallino. Therefore, the Green team receives 2 points.
 - **Example 3:** Three red bocce balls are closest to the pallino. Therefore, the Red team receives 3 points.



8. MEASURING AND DISPUTES

- A. Only team captains (or their representatives) may measure any disputed balls, or request assistance from the Sports Manager. Final calls are made by the Sports Manager.
- B. Disputed balls should be measured from the center of the bocce ball to the center of pallino.
- C. If both teams are equidistant from the pallino, neither team is awarded points for those balls and scoring ends. If the closest bocce balls are tied, there are no points awarded that round.

9. UNIFORM POLICY

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:

- A. All individuals and teams are expected to play in their Stonewall-issued tournament shirts to take advantage of our photographers capturing both

action shots and team photographs during tournament bracket play. The sports manager will advise the captains which day this will occur (Saturday or Sunday) in advance.

- B. Teams are expected to wear coordinating uniforms during game play if not in Stonewall-issued tournament shirts. 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.
- C. Players are permitted to alter and decorate their shirts; however, alterations should not infringe on the Stonewall Sports or sponsorship logos.
- D. 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. 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.
- E. 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.