

PEBBLECREEK BOCCE BALL ASSOCIATION

ETIQUETTE AND RULES Sep 8, 2025

ALL PLAYERS MUST FOLLOW THE BOCCE ETIQUETTE as defined below

1. Good bocce manners are common sense and common courtesy.
 - Have a positive attitude
 - Play fair and by the rules
 - Treat everyone with respect
 - Do not criticize, tease, taunt or bully
 - Take pride in winning, but don't rub it in
 - Be helpful
 - HAVE FUN
2. Seating is for active players on the assigned court. Guests should bring lawn chairs and sit in the back to observe. No one is allowed to walk on the court curbs at any time.
3. "Helpful Hints" on play should be given **only** when one asks for help.
4. Be ready to play when your turn comes.
5. Each team is responsible to retrieve all balls to the proper corner. (White in the right hand corner and blue in the left, as you face the court from the side with the balls).
6. Profanity or any other bad conduct by a player *is strictly prohibited. Any player found in violation of this rule will be asked to leave the premises immediately, and the player's team shall not be permitted to provide a substitute for the remainder of the game.* If necessary, a formal complaint can be filed to the Officers, which shall review the matter and impose additional disciplinary measures as deemed appropriate, including but not limited to suspension or permanent expulsion from club activities. .
7. The ball shall be rolled underhand. Players shall strive to minimize lofting. If the ball is thrown over the lofting line (first solid line after the fault line) before landing it will be removed.
8. The pallino must come to a complete stop before the bocce ball can be thrown. The same is true for bocce balls. All ball movement must be down before throwing the next ball.
9. When a player is delivering the pallino or a bocce ball, other non-playing players should take care not to block the view of the court.
10. There will be **NO SMOKING** or E cigarette use (vapors) within 50 feet of the bocce courts.

Cell phone calls need to be taken away from the playing area. **TEAM ORGANIZATION:**

1. Each team shall designate a team Captain and Co-Captain prior to the start of the league play or the team shall be disqualified from playing.

2. Teams **MUST** consist of 6 to 12 players. Captains should ensure they place enough players on the team to cover any absences.
3. Captains are responsible to designate team members to play in any given game.
 - a. If a team does not have 6 players available during a match, they may either reschedule or possibly forfeit game 3.
 - b. If any player plays more than 2 games during any match then their team will incur a 5 point penalty for each player playing a 3rd game
 - c. If during the season a person is no longer able to play, the captain can have them replaced with someone new. That person must pay the annual fee and have a signed waiver on file. The replacement player cannot come from other teams in the same league.
4. Once play has started, any active player in that game can only leave because of illness or other emergency. Should **this happen**, the captain may substitute another player without penalty. NOTE the 5 point penalty for playing a 3rd game will not apply in this case. The game shall continue without interruption or loss of any points. If a substitute is not available, or if an individual leaves for a non-emergency reason, **a 2 Two (2) point penalty will apply** for playing without sufficient players. Also, the end, where the person left, will only be allowed to throw 2 balls. **It is the responsibility of the player** to notify the Captain/Co-captain prior to the beginning of play that the player needs to leave early.

LEAGUE PLAY:

1. If a team is more than 10 minutes late from the designated game start time all 3 games will be forfeited.
2. The Officers will determine if weather or a catastrophic event is cause for cancellation of play.
 - a. Captain/Co-captains will be notified of the cancellation by email and it is their responsibility to send this information on to the team members.
 - b. Signs indicating that the courts are closed will be posted on the Sports Building and the shed.
 - c. Games played when courts are closed will not be counted.
3. Any games canceled or rescheduled will be played as a makeup game. The Statistician must be notified of any games being rescheduled and the date they will be played on. If possible the match will be played on the court originally scheduled for play. Canceled or rescheduled games shall be played as soon as the opposing team captains can agree on a date to play, but no later than the last scheduled day of league play. Score sheets shall indicate that the match is a “makeup” and indicate the originally scheduled date of play as well as the actual date of play.
 - a. When the team Captains reschedule a match, then that new schedule time shall be treated as a formal schedule requirement. All rules regarding start times and match play shall apply. If your team finds it cannot play at the rescheduled time then that team must either negotiate another reschedule or forfeit the match.

- b. Rescheduled games do not take precedence over a scheduled team practice sessions. Please check the court reservation book for available dates and courts
4. If team Captains cannot come to settlement of any dispute, it is their responsibility to contact an Officer to assist them in reaching a solution.
5. Teams should determine the choice of color etc as soon as possible, as to not delay the start of play and prepare the scoresheets.
6. League balls shall be used for all league games.

MEASUREMENTS:

1. Judges will be in charge of all measurements. Unless requested, by the judges, no other players are allowed to come on the court to observe or attempt to assist in the measurement process.
2. If necessary, and asked for by the judges, someone can assist the judge with the measurement. However, it is the judges who declare the point. **If** judges cannot agree on which ball is closer, then they can call the captains out to assist them.
3. Both the pallino and the bocce ball are to be secured before measurement is taken.
4. Measurement is to be made from the pallino **to** the bocce balls. i.e. Pull the tape from the pallino to the bocce ball. To ensure consistency of measuring, both ends of the tape should make contact with both the ball and the ground.
5. If a captain feels that there should have been a measurement then he/she can request the that judges measure. Only the captains can request a measurement.

POINTING BALLS:

1. Team that delivers the pallino shall deliver the first ball. In the unlikely event that a player delivers a bocce ball prior to delivering the pallino, **no penalty occurs**, as the frame does not start until the pallino is delivered. Simply return the bocce ball and deliver the pallino.
2. The player who delivered the pallino must deliver first ball.
3. Four balls of the same color for each team are delivered for each frame.
4. Balls may be banked. A thrown bocce ball that does not touch another ball or the pallino and hits the backboard is dead and must be removed from the court when it **comes to a complete stop**.
5. Ball is in play anywhere on the court.
6. Balls bouncing out of court are “out of play (dead).”
7. If a bocce ball knocks the pallino out of the court, the pallino is returned to the court by placing it on “**the center of the farthest foul line**” and play continues. The next team to throw will be the team not closest to the newly positioned pallino.

8. The team with a ball nearest the pallino lets the opposing team deliver balls until they have a ball closer. If the opposing team runs out of balls without placing a ball closer, the other team continues play until all of their balls have been played.
9. Sequence of delivery on a team is unimportant except that each player must deliver two balls.
10. If the team delivers a wrong color ball, it will lose their turn and errant thrown ball will be returned to the opposing team for play.
11. If someone delivers 3 balls in a frame that team will lose their ball that is closest to the pallino. NOTE any balls moved by the errant throw will remain where they are when removing the closest ball.
12. When a bocce ball is delivered out of turn, the offending side will lose that ball. See #11 above for movement of other balls
13. So that players can easily determine the number of balls to be played, only the delivering player shall have a ball in hand. Taking two (2) balls to the delivery point simultaneously **is not permitted**. If a player takes more than one ball to the line, one ball will be taken out of play. However, the player delivering the pallino may also take a bocce ball to the delivery point the same time as the pallino.
14. The only player allowed in the court is the one delivering the ball, except during measurements or in the case of the player's physical disability that requires assistance. Such assistance shall be coordinated between the team captains prior to the start of the match.
15. Prior to delivering the ball, only the player, who will be throwing the next ball, may go down the court in order to better evaluate the ball/pallino positions. **They may not carry the bocce ball with them. The bocce ball must remain in the pitching area or there will be a loss of the ball.**
16. When measurement results in a tie being declared, the team gaining the tie shall continue to deliver balls until they get a ball closer to the pallino. If the frame ends in a tie, zero will be placed on both frames for the white and blue and the balls thrown to the opposite end to begin the next frame. The team color that started the tied frame shall begin the next frame.
17. The designated judges shall determine which color ball is closest to the pallino. Once a point has been called it remains the point even if wrong unless that ball or the pallino is moved by another ball. Only those individuals designated for judging/measuring are allowed on the sides of the court during play. **These individuals are not permitted to coach or otherwise advise how the ball should be aimed and/or delivered.** All other players/spectators shall remain at the ends of the courts.
18. When a team achieves 11 points and the opposing team has no more balls to deliver, the game will be declared over by the judges. Any remaining winning team balls are then simply rolled to the other end of the court to start the next game.
19. Should the judges or a player on court inspecting the ball layout inadvertently move any or all of the bocce balls or pallino, the captains have the option to replace the ball (s) if they can reasonably agree to the ball positions, and continue the frame. However, if either captain disagrees, then that frame shall be null and void with a V placed on both frames for white and blue and the balls throw to the opposite end to begin the next frame. The team color that started the voided frame shall begin the frame.

SCORING:

1. Eleven (11) points constitute a complete game.
2. Maximum number of games to be played per match is three (3).
3. Team captains shall verify and post game results to the official score sheet. Each captain shall sign and add their team members to the score sheet.

PALLINO DELIVERY:

1. Team representatives determine how they will decide color and possession of pallino delivery at the start of the match. Example they can toss a coin or some other method. The winner of the toss has the choice of delivering the pallino first or color of balls to be used by their team.
2. The pallino must travel to the center line or beyond but no further than the farthest (back) foul line. If the Pallino is delivered out of court, or not within the limits stated, then it goes to the opposing team to deliver. On the line is acceptable, determined by the contact point of the pallino and the judges.
3. A team has one try to position the pallino. If unsuccessful, the opposing team gets one try to position the pallino. If they are also unsuccessful, the pallino is then placed on a spot at the **center** of the farthest foul line. The team that won the previous frame then delivers the first bocce ball.
4. If the wrong team delivers the pallino, it goes to the opposing team for delivery.
5. The team that wins point (s) delivers the pallino in the next frame.
6. The team that wins the game delivers the pallino to start the next game.

PENALTIES:

1. If a team has less than 4 members present when the match is scheduled to start then that team will forfeit the match (all 3 games)x. You must have 4 players present to start a match.
2. No player shall play more than 2 games in a match, If they do, then that team will incur a five point (5) penalty for every player playing a 3rd game.
3. If an **unregistered player or judge** is used, the team will **forfeit** all games that that person was involved in. Only registered players and judges are allowed to play in league play.
4. When a member of the team delivers more than two balls, the offending team will lose its ball nearest the pallino.
5. If a player is late and play has started, the player cannot play until next game.
6. If either foot of the delivering player is “out of court” or beyond the delivery pitching line at the time of pallino or bocce ball delivery, the offending team shall lose its turn and the ball. On the line is acceptable, but any part of the foot beyond the foul line is a foul.

7. Players can only play for the team on which they are registered.
8. If the ball is thrown over the lofting line before landing, it will be removed.
9. If a player leaves in the middle of the game for a non-emergency reason, the team captain cannot substitute another player and will receive a two-point penalty for playing without sufficient players. Also, the end, where the person left, will only be able to throw two (2) balls.
10. A thrown bocce ball that does not touch another ball or the pallino hits the backboard is dead and must be removed from the court when it comes to a complete stop. Bocce balls and pallino that are hit by a ball bouncing off the backboard will remain in play where they come to rest.
11. If the team delivers a wrong colored ball, it will lose a ball and the delivered ball will be returned to the opposing team for play. All ball movement caused by the ball thrown in error stay as they are. No attempt should be made to replace the balls where they were before the throw.
12. When a bocce ball is delivered out of turn, the offending side will lose that ball. All ball movement caused by the ball thrown in error stay as they are. No attempt should be made to replace the balls where they were before the throw.
13. So the players can easily determine the number of balls to be played only the delivery player shall have a ball in hand. All of the balls shall be in their appropriate corner. Taking two balls to the delivery point simultaneously **is not permitted**. If a player takes more than one ball to the line, one ball will be taken out of play. However, the player delivering the pallino may also take a bocce ball to the delivery point at the same time as the pallino.
14. If the wrong team delivers the pallino, the pallino goes to the opposing team for delivery.
15. Prior to delivering the ball, only the player, who will be throwing the next ball, may go down court in order to better evaluate the ball/pallino positions. They may not carry the bocce ball with them. The bocce ball must remain in the pitching area or there will be a loss of the ball.
16. Profanity, as well as any other bad conduct, of any player will **NOT** be tolerated. The individual will be asked to leave and the team cannot have a substitute for the game.

////