

FOULS

FOUL-LINE FOULS. In both pointing and hitting, the foremost part of the specific foul-line will not be surpassed by any part of the foot before the ball leaves the player's hand. One official warning may be granted each team after which penalty will be prescribed. The penalty for a team committing a 2nd. foul-line infraction will be as follows:

A the team fouled against will be awarded points as they were immediately preceding the foul and the frame will end. The team committing the foul will be awarded no points for the frame.

B or the fouled against team may have the option of declining the penalty and completing the frame.

ILLEGAL MOVEMENT OF A BALL BELONGING TO YOUR OWN TEAM. If a player moves one or more of his team's balls, or they are removed from the court and considered dead and play continues.

ILLEGAL MOVEMENT OF AN OPPONENT'S BALL. If a player moves one or more of his opponent's balls, those balls are removed and awarded one point each and play continues.

Only one team is awarded points, so only the team fouled against can be awarded points.

ILLEGAL MOVEMENT OF THE JACK BY A PLAYER. If the jack is moved by a player, the team fouled against will be awarded as many points as the number of balls that team has already played the frame will end.

Or, the team fouled against may have the option of declining that penalty and completing the frame.

"Illegal Movement" refers to any movement of a ball by means other than the result of normal play such as kicking, touching, etc.

If a player interferes with an opponent's ball in motion, the team fouled against has the option of:

A playing the ball over

B declaring the frame dead or

C declining the penalty, accept the lie of the touched ball and continue playing.

If a spectator, animal or object interferes with a ball in motion and it does not touch another ball already in play, it must be played over by the same player.

If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play, the frame is dead.

OTHER DISRUPTION OF PLAY. Any action which interfered with the position of a ball in play - **RENDERS THE FRAME DEAD.**



EQUIPMENT

Balls must be of composition heavy synthetic and of equal size.

The jack must be of a color visibly distinct from both bocce ball colors.

DEFINITIONS

LIVE BALL. Any ball in play or waiting to be thrown is considered a live ball.

DEAD BALL. Any ball that has been disqualified. A ball may be disqualified if:

(A) it is the result of a penalty

(B) it has gone out of the court

(C) it has come in contact with a person, object or thing which is out of the court

(D) it hits the top of the court boards

JACK. Small object ball sometimes called cue ball.

SPOCK. A throw which is thrown with sufficient velocity that it would hit the back board if it missed the target. The spock line may be used to determine a foul.

BANK SHOT. A ball which is played off either the side boards or back board.

POINTING. A ball thrown or rolled to obtain a point close to jack. The roll line must be used to determine a foul.

FRAME. The period in the game in which balls are played from one side of the court to the other and points awarded.

SCORING

4 man team - 1 ball/player= 16 points 3

man team - 1 ball/player= 16 points 2

man team - 1 balls/player= 16 points 1

man team - 1 balls/player= 11 points



THE COURT & MARKINGS

THE COURT, is an area approximately 12' wide by 60' long. Although this is the recommended court size, variations are acceptable provided foul lines and in-bound markers are clearly established.

The court surface may be composed of stone dust, dirt, clay, grass or artificial surface providing there are no permanent or temporary obstructions in the court that would interfere with the straight line delivery of a bocce from any direction.

The side and end walls of the court may be composed of any material that would not move during play and be at least as high as the bocce balls. The side or end walls may be utilized for bank shots or rebound shots.

All courts should be clearly marked for the following:

A 1' from side boards - in bounds for first throw of jack.

B 3' from back boards - in bounds for first throw of jack.

C 4' from back boards - foul line for pointing. Distance may vary provided foul lines are clearly marked.

D 9' from back boards - foul lines for spocking or hitting. Distance may vary provided foul lines are clearly marked.

E Half court marker - minimum distance jack may be thrown on first throw of jack. Courts may have additional minimum distance markers for jack which would overrule half-court markers. During the course of play, the position of the jack may change as a result of normal play; however, the jack may never come to rest closer than the half point marker or frame is considered dead.

COURT DIAGRAM

Recommended dimensions 12'x60'

Dotted lines represent **IMAGINARY** line drawn between court markers.

THE GAME

Bocce is played with eight large balls and one smaller target or object ball called the jack. There are 4 balls to a side, or team, and they are made in two colors to distinguish the balls of one team from the 4 balls of the opposing team.

A coin toss will determine which team has the jack and which color balls that team selects.

The jack is thrown out by a member of the team having won the coin toss to start the game. The same player throwing the jack must deliver the first bocce ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their 4 balls. This "nearest ball", rule governs the sequence of thrown balls. The side whose bocce is the closest to the jack is called the "in" ball and the opposing side the "out" ball.

Whenever a team gets "in" it steps aside and allows the "out" team to bowl.

A team has the option of rolling, throwing, bouncing, banking, etc. its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers. A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team's points.

At the end of each frame (when both teams have exhausted 4 balls each), a designated official under the scrutiny of the captain/or designee of each team, will determine the points scored. Scoring points are all those ball of one team closer to the jack than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurement.

In the event that the two balls closest to the jack belong to opposing teams are tied, no points will be awarded, and the jack returns to the team which delivered it. Only balls which are distinguishably closer to the jack than any opponent's balls may be awarded points.

