



**SPECIAL OLYMPICS SUMMER SPORTS RULES**  
**BOCCE**

The following are the Bocce Competition Rules for Special Olympics Southern California. Rules from the International Bocce Association, Inc., along with Southern California amendments are included.

**SECTION A – OFFICIAL SOSC EVENTS**

1. **Bocce Team**

4 athletes per team

2 athletes at each end of court

2 balls/player

Team members will remain at the end of the court from which they started, throughout the game

2. **Unified Sports® Bocce Team (SOSC does not offer this event)**

2 Athletes, 2 Partners per team

1 Athlete, 1 Partner at each end of court

2 balls/player

Team members will remain at the end of the court from which they started, throughout the game

Partner and athlete must alternate throwing of the bocce balls during the frame.

**SECTION B – THE COURT AND EQUIPMENT *SPECIFICATIONS***

1. Court

a. The Standard court is an area 12 feet wide by 60 feet long.

1) Standard courts may be longer than 60 feet.

2) A “Short Court” is 44’ long, inside dimension

b. **Court Surface** – may be composed of stone-dust, dirt, clay, grass or artificial surface provided there are no permanent or temporary obstructions in the court that would interfere with the straight line delivery of a ball from any direction. These obstructions do not include variations in grade or consistency or terrain.

c. **Court Walls** –are the side and end walls of the court and may be composed of any rigid material. The walls may be as high as the bocce balls at all points. The sidewalls may be utilized during play for bank shots or rebound shots.

d. **Markings** – Standard courts should be clearly marked for the following:

1) 4 feet from far end boards: in-bounds for legal toss of pallino

2) 4 feet from near end board: foul line for pointing

3) Half court marker – minimum distance pallino may be played for legal toss of pallino.

e. **Marking** – Short courts should be clearly marked for the following:

1) 7 feet from far end boards: in-bounds for legal toss of pallino

2) 7 feet from near end boards: foul line for pointing

3) Half court marker: minimum distance pallino may be played for legal toss of pallino

2. Equipment

a. **Bocce Balls** – may be of composition, wood or metal and of equal size. Official league and tournament ball sizes may be from 4.20” and 4.33”. The color of the balls is immaterial provided that the four balls of one team are clearly and visibly distinct from the four balls of the opposing team (Red and green balls are recommended).

1) All balls used in a tournament shall be of equal size and weight.



- b. **Pallino** – must not be larger than 2.5” or smaller than 1.875” and should be of color visibly distinct from both bocce ball colors; usually white or yellow.
- c. **Measuring device** – may be any device that has the capacity of accurately measuring the distance between two objects, and acceptable to tournament officials.

## SECTION C – RULES OF COMPETITION

### 3. The Game

- a. **Equipment** – Bocce is played with eight bocce balls and one pallino. There are four bocce balls to a team, and are two different colors to distinguish the bocce balls of one team from those of the opposing team.
- b. **Pregame activities** – Teams have up to 10 minutes after published scheduled start time to arrive and be ready to start a game. Teams that are not ready to start a game 10 minutes after the start time will forfeit the game. Prior to the coin toss, the team coach must complete the roster of those participating in the game, select a team captain and a minimum number of players must be present.
- c. **Pallino and Color** – A coin toss by the referee will determine which team has the pallino and choice of ball color.
- d. **Start of game** – A member of the team who has won the coin toss rolls the pallino into play. After the pallino comes to rest in a legal position, the player who delivered the pallino must then deliver the first bocce ball to establish the initial point.
- e. **Sequence of Play** – The team with the pallino advantage (the team who won the coin toss, or the team that won the previous frame) starts a frame by legally delivering the pallino and the first bocce ball. The player delivering the pallino must be the one to deliver the first bocce ball. The team who delivers the first bocce ball becomes the “In Team”.

After the pallino and first bocce ball have been delivered, the opposing team “Out Team” delivers a bocce ball in an attempt to position their bocce ball closest to the pallino. If they are successful, they step aside and allow the other team to deliver. If they are unsuccessful, they remain the “Out Team” and continue to deliver until they become the “In Team” or have exhausted their four bocce balls.

The “nearest ball” rule governs the sequence of played balls. The team whose ball is closest to the pallino has the “in” ball and opposing team the “out” ball. Whenever a team gets “in” it steps aside and allows the “out” team to deliver.

- f. **Pallino Delivery** – A legal pallino delivery attempt must come to rest in-bounds. In-bounds refers to any area between the mid-court line and the pointing foul line at the opposite end of the court.

Rule Interpretation - If the initial delivery of the pallino comes to rest in-bounds and within 12 inches of the sideboard, the referee will leave it there and play will continue.

During the course of play, the position of the pallino may change as a result of normal play; however, the pallino may never come to rest closer than the half court marker or the frame is considered dead.

If the pallino is hit out of bounds by a bocce ball, the frame is over. The “pallino advantage” remains with the team that delivered it, but the new frame will be played at the opposite end of the court.

- g. **Three Attempt Rule** – The team possessing the pallino will have three attempts at placing the pallino in-bounds at the start of the frame. (It must be the same player for the 3 attempts.) If **the player** is unsuccessful after three attempts, the opposing team will have one attempt to legally place the pallino. If both teams are unsuccessful, the referee will place the pallino in the center of the court just past mid-court.



No matter who legally sets the pallino, the team that had earned the pallino advantage, delivers the first bocce ball.

- h. **Initial Point** – It is always incumbent upon the team with the pallino advantage to establish the initial point.

Example 1: Team A tosses the pallino and delivers the first bocce ball to establish initial point. Team B hits Team A's ball out of position, in doing so, both balls go out of the court, leaving the pallino in the court. Team A must now deliver the next ball to reestablish the initial point.

Example 2: Team A player 1 tosses the pallino and delivers the first bocce ball, but the bocce ball is ruled dead. Team A player 1 must deliver the next (second) bocce ball. If he is unsuccessful then Team A player 2 has two attempts to throw a legal bocce ball.

Unified - Initial Point: If the player who delivers the pallino is unable to establish the first point, then the other player who he is teamed with will attempt to establish the first point. They will continue alternating until the first point is established or they run out of bocce balls.

The partner and athlete will always alternate. Except when one player is completely missing then the lone player can deliver two bocces in a row since there is no partner to alternate with.

- i. **Ball Delivery** – A team has the option of rolling, tossing or banking their ball down the court provided the ball does not go out-of-bounds or the player does not violate the foul marker. A player has the option of hitting out any ball in play in trying to obtain a point, or decreasing the opponent's points. All ball deliveries must be underhand **releasing the ball below the waist.**

"Volo" is not allowed. A volo shot is an aerial shot that **is capable of going** beyond the mid-court line. The **delivered** ball **must** be no higher than the shoulders. **Violation of this rule will result in a "warning" to the offending player and coach. Further violation of this rule will result in disqualification (without replacement) of the player from the game.**

"Dead" backboard – If a bocce ball hits the backboard without first touching either a bocce ball or the pallino, the ball will be ruled "dead" and removed from the court. If after striking the backboard without first touching another ball, it then caroms into a ball or balls, the displaced balls must be returned to their approximate original locations. If after striking the backboard without first touching another ball and causes balls leaning against the backboard to move, the displaced balls must be returned to their approximate original locations.

To legally deliver the ball, the player must have two feet inside the court at all times and the player must stay behind the foul line (not touching the foul line). The players may legally step over the foul line during follow-through if they have already released the ball.

A ball that is dropped behind the foul line is not considered to be a delivered ball

A bocce that rolls along the top of an enclosed court will be considered a dead ball, even if it falls back into the court.

Rule Interpretations:

Legal start of a frame is legal delivery of a pallino.

If the first bocce delivery knocks the pallino out of play, then the frame is dead and play starts over at the opposite end of the court with the same team still having pallino advantage



If a team delivers a legal pallino, but exhausts all bocce balls trying to establish the first point ending up with no bocce balls in play. Then play continues in the same frame with the other team still having 4 bocce balls to deliver.

- j. **Scoring** - At the end of each frame (when both teams have exhausted all balls), points will be determined as follows: One point will be awarded to each of the balls of one team that are closer to the pallino than the closest ball of the opposing team. This will be determined by the referee either visually or mechanical measuring.

Referee will be responsible for validity of scorecard and scoreboard. It is incumbent upon the team captain to verify the accuracy of the posted score at all times.

- k. **Ties During Frame** - In the event the two opposing bocce balls are equidistant from the pallino (tied), the team that rolled last will continue to roll until the tie is broken.

Example: If Team A rolls a ball and establishes “in” or “pallino advantage”, then Team B rolls its ball and the referee determines that both balls are exactly 12” **inches** away from the pallino, Team B must continue to roll until it has a bocce ball closer to the pallino or it has exhausted all its balls.

- l. **Ties at the end of a Frame** - In the event that the two closest bocce balls to the pallino belong to opposing teams and they are tied, no points shall be awarded and the “pallino advantage” remains with the team that delivered it. The new frame shall be played from the opposite end of the court from which the previous frame was played.

- m. **Winning Score** - the Tournament Director will determine the winning score.

- n. **Scorecard** - It is the responsibility of the coaches to sign the scorecard after a game and the signatures will indicate the indisputability of the final score ***and the acceptance of all events during the game as “non-protestable”***. If a protest will be filed, the coaches disagreeing with the score should not sign the scorecard. Once the scorecard has been signed this makes any protest null and void by the coach. See also Rule 4 Penalties- number 3b.

- o. **Forfeiture** – Teams with less than the prescribed number of players will forfeit the match.

- p. **Position of Coaches** – Coaches must remain at the end of the court behind the players, or in a designated area. At no time may a coach give instructions to his players during a game. Coaching may be permitted during a tournament, by the tournament director for “C”, “D” and “Short Court” division or any subset of same. (See #9 Below for further info)

#### 1. Player Designation

- a. **Captain** – On any team, the captain must be designated and made known to the official before the start of a game. The captain may not be changed during the course of a game, except if the captain must leave the game.

- b. **Rotation of Players**

**Bocce Ball** - The players of a team may elect to play their bocce ball in any rotation provided the player who throws the pallino delivers the first bocce ball.

Exception: Unified teams must alternate between athlete and partner when delivering their bocce balls.

**Pallino** – All teams; the team with “pallino advantage” must alternate between team members, respective to their side of the court, from frame to frame when delivering the pallino.



Example: Player 1 and 2 of Team A are at the same side of the court. If Team A has pallino advantage and Player 1 delivers the pallino; then the next time Team A has pallino advantage (at the side of the court that has Player 1 and 2), Player 2 must deliver the pallino.

c. Position of Players

1) To deliver a legal ball all players will be required to have two feet inside the court at all times.

a. Pallino: If a player has only one foot inside the court this will be considered their first attempt. The official will remind the player of having to have two feet inside court. Any other pallino delivers with only one foot inside court will be their second and/or third attempt.

b. Bocce ball: If a player delivers a ball with only one foot inside the court the first time in the game this happens the ball will be considered “live” a warning will be given to each team after which penalties will be prescribed.

The penalty for a team committing a second ball delivery with only one foot inside the court during a game will be removal of the ball from play for that frame. Any “live” balls displaced will be returned to their approximate positions before the foul.

2) Only the player delivering a ball is allowed access to the court.

d. Substitution of Players – Alternates must register for a team before a tournament begins. Alternates must play in seeding rounds. Only one substitute may be allowed per team per game. That substitute may take the place of any player on the team and may substitute for different players on the same team during different games. Once a player has registered to substitute for one team during a tournament, he may not substitute for any other team during that tournament. The substitute player should have “the same as or less than the same” athletic capability as the substituted player as determined by the Tournament Director.

e. **Emergency substitution** – Only in the event of a verified emergency may a player be substituted during the course of a game. Emergency substitutions will only be made at the end of a frame. Once a substitution is made, the substitute must complete the game.

**Exception** – A tournament that does not allow substitutions may use the following guidelines to allow games to continue when there are less than 4 players left on a 4-player team.

- The game will continue with 3 players.
- If a team has less than 3 players, then that team will forfeit the game.
- A player who leaves a game may re-enter the same game at the beginning of a subsequent frame.
- A team that begins a game with 3 players may not add a 4<sup>th</sup> player during the game.
- A player may not throw more than his allotment of bocce balls. 2 balls per player.

2. Time Outs, Delays-of-Game, Checking Position of Points, and Asking for Measurement

a. **Time Out** – The official may grant a time-out whenever the circumstances appear to be of sufficient validity. The time-out will be limited to ten minutes.

b. **Intentional Delay of Game** – If, in the opinion of the official, the game is intentionally delayed, the official will give a warning. If play is not resumed immediately, the delaying team will forfeit the match.

c. **Delays Caused by Weather, Acts of God, Civil Disorder or Other Unforeseen Reasons** – In such delays, the ruling of the League or Tournament Director will be decisive and final.

d. **Checking Position of Points** – Team Captains may proceed, outside of the court, to the half court mark to check position of points before delivering a ball.



- e. **Asking for Measurement** – The Team Captains or designated coach from each team are allowed to ask for a measurement. When only one team has exhausted all of its balls, the referee shall not be permitted to declare, by measurement or viewing, which team is “in”.

### 3. Penalties

#### a. Enforcement of Penalties

- 1) **Determination** – Immediately upon determination by the official that a foul has been committed, the official will notify both teams and inform them of the penalty imposed. The ruling of the official is final.
- 2) **Penalties Not Covered** – For conditions not specifically covered in these rules, the League or Tournament Director’s ruling shall be decisive and final.
- 3) **Protests** –
  - a) Any protest to an official’s or Tournament Director’s decision during a game must be made by the team protesting’s coach before that team plays it’s next ball, or the decision will be considered as accepted. The protested activity/decision must be brought to the attention of the referee on the court at that time.
  - b) To protest a completed game, see Rule Section C- 1 letter m, on page #4.
  - c) Any protest to an official’s or Tournament Director’s decision must be made by a Special Olympics certified bocce coach within 15 minutes of the completion of any game or the decision made by the official or Tournament Director will be considered as accepted. Protests will be acknowledged and judged on the basis of merit in circumstances not specifically proved for hereunder.
- 4) **Protest to Forfeiture** – If a team must forfeit a match as a result of not being present for a schedule match or as a result of violations hereunder prescribed, no official protest will be acknowledged.

#### b. Specific Fouls

- 1) **Foul-Line Fouls** – A player must remain behind the foul line (not touching it) before the ball leaves the player’s hand. This also includes wheelchair athletes who must keep all four wheels behind the foot foul line. The referee or line judge must witness a foul.

If the foot foul is committed by having both feet way over the foul line, the ball will be replayed and a warning issued. This type of foul is also known as a Gross Foot Foul.

One official warning will be granted each team per game after which penalties will be prescribed.

The penalty for a team committing a second foul-line foul during a game will be removal of the ball from play for that frame. If possible and safe, the referee will seek to stop the ball just delivered before it reaches the pallina and the other balls “in contention”, remove the just released ball from the court and declare the just released ball to be a dead ball. If the just released ball does come in contact with the pallina and/or other balls “in contention” and these balls are moved from their original position, then the referee will place the balls back as close to their original position as possible and play will continue.

- 2) **Illegal Movement of a Ball Belonging to Your Own Team** - If a player moves one or more of his team’s “live” balls, it or they will be marked “dead”, removed from the court for that frame and play continues.
- 3) **Illegal Movement of an Opponent’s Ball** – If, after all eight balls have been thrown a player moves one or more of the opponent’s balls, the opponents’ balls that were moved will be awarded one



point each. If a player moves one or more of his/her opponent's balls, and there are remaining unplayed balls, the official will return them to their approximate original position. If the official is not able to return them to their approximate original position, the frame is dead and started over from the same end.

- 4) **Illegal Movement of the Pallino by a Player** – If the pallina is moved by a player, the opposite team will be awarded as many points as the number of live balls that were "in contention" plus the number of balls yet unplayed. If the team fouled against has no balls "in contention" and no balls remaining the frame is dead and started over from the same end.
- c. Accidental or Premature Movement of Balls or Pallino by Referee
- 1) **Accidental Movement of a Ball or Pallino by the referee during play** (when more balls are yet to be played) – If an official moves the pallino or a "live" ball, the official must return it to its original position. If the official is not able to return it to its original position, the frame is dead and started over from the same end.
  - 2) **Accidental or Premature Movement of a Ball or Pallino by an official, after all balls are played** – If the points were obvious to the official, they will be awarded. All uncertain points will not be awarded.
- d. Interference with a Ball in Motion
- 1) **By One's own Team** – If a player interferes with his own team's ball in motion, that ball will be considered "dead" and removed for that frame and play will continue.
  - 2) **By Opponent's Team** – If a player interferes with an opponent's ball in motion, the team fouled against will deliver their ball again.
  - 3) **By a foreign Object** – If a spectator, animal or object interferes with a ball in motion, the ball will be replayed
- If "live" balls have been moved and cannot be returned to their original position then the frame is dead and will be replayed from the same end.
- e. Wrong Color Delivery
- 1) **Replaceable** – If an "out" player delivers the wrong color ball, the ball may not be stopped by a player or referee. The ball must be allowed to come to rest and be replaced with the proper color ball by the referee.
  - 2) **Unidentifiable** – If an "out" player delivers the wrong color ball, which cannot be identified by the referee, the frame will be considered dead. The frame will be replayed from the same end of the court.
- f. Wrong Rotation of Play
- 1) **Initial Roll** – If a team wrongly delivers the pallino and its first ball, the referee will return the pallino and the ball and begin the frame over.
  - 2) **Rolling out of Turn** –  
If a player delivers a bocce ball when his team is "in" and the other team still has balls left, the ball in question remains where it comes to rest, is considered "live" and play continues. This ruling holds true regardless of who indicated the ball was "in".
  - 3) **Rolling too many bocce balls** – If a player rolls more than his/her allotment of bocce balls during a frame, the illegal ball is marked "dead" and removed from the court for that frame. If possible and



safe, the referee will seek to stop the ball just delivered before it reaches the pallina and the other balls “in contention”. Any scattered balls are returned to their approximate original position.

- g. **If the pallino is knocked out of bounds** - If the pallino is hit out of bounds by a bocce ball, the frame is over. The “pallino advantage” remains with the team that delivered it, but the new frame will be played at the opposite end of the court.
4. Officials
- a. Objections
    - 1) **Objections to Officials** – Each team has the right to object to a designated official for any reason prior to the start of a game. This objection will be considered and decided upon by the Tournament Directors.
    - 2) **Participant Officials** – No member of a team or registered substitute of a team will be allowed to function as an official in a game in which that team is also playing.
  - b. Substitute Officials
    - 1) **During a Game** – Substitutions of officials may occur during a game only with the permission of the Tournament Director.
    - 2) **Additional Officials** – Additional officials may be assigned to any games during the course of play provided permission is granted by the Tournament Directors.
    - 3) **Team Requests** – Officials may be changed during the course of a game if either team presents sufficient cause to the Tournament Directors.
    - 4) **Official’s Uniform** – Referee should be clearly distinguishable from players, it is recommended that vests or common shirts should be worn.
  - c. Ethics
    - 1) **Officials’ Code of Ethics** – A referee will:
      - a) Study the rules of the game.
      - b) Be fair and unbiased in his decisions, rendering them without regard to the score.
      - c) Be firm but not overbearing; courteous but not ingratiating; positive, but never rude; dignified but not arrogant; friendly by being a companion; calm, but always alert.
      - d) Be prepared, both physically and mentally, to administer the game.
      - e) Not give information, which would benefit or give advantage to one team over another.
5. Other Circumstances
- a. Broken Ball
    - 1) **During Play** – If during the course of a frame a ball or pallino should break, the frame will be considered dead. Replacement of ball or pallino will be the responsibility of the Tournament Directors.
  - b. Court Grooming
    - 1) **Prior to Play** – All courts must be groomed to the satisfaction of the Tournament Directors before the start of each game.
    - 2) **Court Grooming During Play** – Courts may not be re-groomed during the course of the game. Obstacles or objects such as stones, cups, etc. may be removed during the course of a game.





- 3) **Unusual Court Conditions** – If in the opinion of the Tournament Director, the court conditions are such that play is impractical, the game can be stopped and resumed on another court or at another designated time.
- c. Moving Objects
  - 1) **Moving Ball or Pallino** – No player may play his ball until a pallino or another ball has come to a complete rest. The ball must be returned and delivered again. If the ball touched any balls that were still in motion, then frame is considered dead and will be replayed from the same end. If the ball touches “live” balls that were not in motion, then those balls will be returned to their approximate original positions.
6. Player Behavior
  - a. Conduct
    - 1) **Disqualification** – Players shall act in a sportsmanlike manner at all times. Any act that is deemed as poor sportsmanship such as insulting language, gestures, actions, or words that engender ill will, if flagrant, may result in disqualification.
    - 2) Physical or Behavioral Problem- Coaches may be invited into the playing area to assist Referee in player “physical or behavioral problem”.
  - b. Attire
    - 1) Shirts - Matching shirts will be worn by all players of a team. Teams may wear either short or long sleeve shirts.
    - 2) Pants - Matching pants shall be worn by all players of a team. Short pants or long pants may be worn.
    - 3) Shoes – Shoes are required. Shoes which cover the foot will be worn by all players (no sandals or open toed shoes). The soles of the shoes shall not damage or disrupt the court surface.
    - 4) Objectionable Attire – Players wearing objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.
7. Coach’s Behavior
  - a. The coach’s job during a tournament is to encourage his players.
  - b. The coach must remain behind his players at one end of the court while a frame is in play, and while points are being determined.
  - c. The coach may not give verbal or visual instruction to his/her players.
  - d. The coach may not physically help his players deliver a ball.
  - e. The coach must treat all players and officials with respect.
  - f. A coach that fails to follow these rules may be asked to leave the venue and/or have their team forfeit.
8. Coaching During A Tournament
  - a. Coaching will be allowed in “C” divisions as well as “D” divisions. Coaches must not delay the game. The coaches in these divisions will be allowed to walk from one end of the court to the other between frames to help the players at the opposite end of the court.
  - b. Coaches may remind players of the following:
    - 1) not to cross the foul line



- 2) aim for the pallino
  - 3) not to throw too hard or too slow
- c. Once Athlete Steps Into Court
- 1) Discussion with any athlete is prohibited once the athlete steps onto the court.  
Exception – An exception to this rule will be given to any visual impaired athlete
  - 2) If an official determines that a coach or spectator is violating this rule, the official may sanction the offending individual. Sanctions may include: verbal warning, citing the coach with unsportsmanlike conduct or expulsion from the game.
  - 3) Sanctions –
    - a) If a coach violates this rule they will be given a verbal warning first. If the coaching continues then the coach will be cited with unsportsmanlike conduct and if the coach continues after that then the coach will be expelled from the current game.
    - b) If a spectator violates this rule they will be given a verbal warning first. If the coaching continues then the spectator will be expelled from the current game and further told that if they continue they will have to leave the tournament.
- d. Short Court: Coaching will be allowed for all games whether prelims or regular games.
9. Short Court Division:
- a. This court will become its own division.
  - b. If two players on the team are able to make shots from the tournament “long court” foul line to the tournament “long court” half way line, that team will move up in Division from the short court to the long court.
  - c. All other rules apply to the short court as they do for the long courts.

10. Preliminary Round

In the preliminary round we will have a final score of nine or a twenty minute time limit on the game.

At the beginning of each game the referee will instruct the scorekeeper to start the clock for the twenty minute time limit. The clock will start when the player with the first pallino delivery is in the court ready to deliver the pallino.

The game will be considered finished if one team gets to the final score of nine before the twenty minutes are up or when the clock time runs out.

If the time runs out and a new frame has already started that frame will continue to its completion. If one team is ahead at that point they will be the winner. If there is a tie the teams will play one more frame to determine the winner. (New frame defined: Any legally delivered ball(s) that are on the court before the clock has timed out)

Further defined:

If an athlete is holding the pallino in their hand the frame will not be considered to have started.

If an athlete has been trying to put the pallino in play and is somewhere in the middle of the three attempt rule the frame will not have be considered to have started.



11. Use of Ramps

When ramps are used on either the long or short courts the athletes will play from one end of the court. There will be no need to exchange sides as in a normal game.

12. Mechanical Aid

a. The Event Manager/Tournament Director shall have the discretion to allow for certain modifications/interpretations of the current technical rules based upon a physical disability characteristic. Such interpretation shall be requested and ruled on prior to the athlete's participation in a competition and shall not give advantage over another athlete. Delivery action interpretations will be concerned with the action a limb(s) is performing while delivering a pointing or hitting shot.

b. If due to a medical or physical condition an athlete requires the use of a mechanical aid to spot the position of the pallino, then discretion can be given to the Event Manager/Tournament Director for this to be permitted. Items such as a bell or bright colored cone, large scoreboard, referee paddle for a visually impaired athlete are examples of this type of mechanical aid. If a cone is used as a mechanical aid it should be placed as close as possible to the Pallino, usually behind, and removed from the court once the Bocce ball is released from the athlete's hand. If a bell is used it should be rung while held over the Pallino.

13. Gold Foul Line

a. On courts where "D" division players are playing, the use of a "gold" foul line is permitted to assist those players unable to deliver a bocce ball past the ½ way line from the "standard tournament foul line. This "gold" line will be drawn on both ends of the court. This "gold" foul line will be drawn half way between the "standard" tournament foul line and ½ way line.

This "gold" line is to be used only by those athletes that have demonstrated the inability to deliver a bocce ball that would surpass the "standard" ½ way line.

The athlete may stand anywhere behind the "gold" line when delivering the bocce or pollina ball. Should an athlete using the "gold" line deliver two balls during a game that go beyond the "gold" line on the other end of the court, the athlete will be required to go back to the standard foul line for the balance of the game. Pollinas delivered by an athlete using the "gold" line will be required to not surpass the "gold" line on the opposite end of the court to start the game.

14. Tournaments That Are Short on Time

If a tournament is showing that it is going to be short on time the Tournament Director has the discretion of using a time clock for games as well as having a final score.

If a time clock is used the time for the games will be 45 minutes and the final score can be either 9 or 11 points.

**SECTION D – DEFINITION OF PLAYING TERMS**

1. Ball: Live and Dead

a. A "live ball" is any ball in play that has been legally delivered.

b. A "dead ball" is any ball that has been disqualified or forfeited. A ball may be disqualified if:

1) It is the result of a penalty.

2) It has gone out of the court.

3) It hits the top of the court wall.

4) It hits the covering over the court or any supports thereof.



- 5) It hits the end board without first hitting another bocce ball or the pallino.
  - 6) It rolls on top of the court enclosures, the ball is considered dead even if it falls back into the court.
  - 7) See also Penalties.
2. Bocce Ball and Pallino
    - a. Pallino (alternate spelling Pollina) is a small object ball also know as a "Target Ball" or "Jack" usually white or yellow in color.
    - b. Bocce Ball is the larger playing ball traditionally Red for one team and Green for the other team. Colors are to be different enough to be easily distinguishable.
  3. Other terms
    - a. "Pointing" - refers to the act of delivering a ball to gain a position closest to the pallino in order to score a point.
    - b. "Hitting" - is sometimes known as "spocking," "shooting," etc. A delivery that is thrown with sufficient velocity that it would hit the backboard if it missed the target.
    - c. Bank shot refers to playing a ball off of the sideboards.
    - d. Frame is the period in the game in which balls are played from one side of the court to the other and points are awarded.
    - e. The "IN Team" is the team whose ball is closest to the pallino. The "IN" Team must step aside to allow the "OUT" Team to deliver its bocce ball(s).
    - f. The "OUT Team" is the team that is not closest to the pallino. The "Out" Team must deliver the bocce balls one at a time until it is determined by the referee that they are the "IN" Team. This will continue until either they become the "IN" Team or all of their balls have been exhausted for that frame.
    - g. Pallino Advantage refers to possessing the right to start a frame by tossing the pallino and the first bocce ball. Pallino Advantage is determined at the start of a game by a coin toss. Subsequently, the team that wins a frame by scoring a point (or points) also wins pallino advantage for the next frame.
    - h. Foul is a rule infraction for which a penalty is prescribed."
    - i. "In Contention", refers to balls in potential scoring position.
    - j. "End of Frame" is when the score has been announced by the Referee, each end of the court given a 10 second opportunity to dispute the score and the pollina picked up by the Referee.
    - k. No one beside the Referee and his/her invited assistance is to enter the court until the "end of the frame".