

Spring Bocce League 2025 Rules

We will be playing a 3-game match each week. The team with the best match record will win the league. In case of a tie, we will defer to the heads-up match (who won the match when the tied teams played each other) to break the tie. If there is more than one team tied, and the heads-up tie breaker is unable to be used. We will determine the winning team by using point differential. The team with the highest point differential will win. Point Differential is the numerical gap between points scored and points allowed.

Player Requirements

- All communities must provide a minimum of 4 players for each scheduled match plus someone to referee.

Rules and Clarifications

1. The pallina must go past the center court line but not over the foul line at the far end of the court; this will result in a one ball loss and loss of turn. The ball must clear the line entirely.
2. If the large ball does not hit the pallina or another large ball and goes beyond the far sideline, that ball is dead and removed from court immediately.
3. If the ball hits the pallina and the pallina goes beyond (or resting on) the far sideline, the ball is in play and every ball thereafter is in play.
4. On the other hand, if the pallina is near or resting on the short line, the ball must clear the line entirely or it will be deemed a dead ball.
5. If the pallina lands near or against the side wall, the pallina will be moved 6 inches from the wall which is approximately the width of the ref's paddle at its widest point.
6. "Banking" the ball against the side wall permitted.
7. The ball must be rolled and should not be lofted (under shoulder height). The first infraction is a warning and the next infraction the ball is taken off the court. ***Only the Referee can make this call.**
8. All releases must be from behind the foul line. First infraction, a warning from Referee. Second infraction or more, a one-point deduction.
9. If a person goes out of turn, he/she loses the ball. If possible, the referee will prevent that ball from hitting any other ball. If the Referee causes the mistake, the round will start over.
10. If a large ball hits another large ball and one or both goes over the foul line, they are safe.
11. If the pallina leaves the court, the round starts over. If a large ball leaves the court, it is dead.
12. If a player throws the wrong color ball, that ball will be called fair, the right color ball is placed where the wrong color ball is with no penalty.
13. Each team member throws two balls only. Players may throw the balls in any order.

14. Prompting or coaching by teammates will not be allowed from opposite ends of the court. Coaching from spectators on the sidelines prohibited. The two players on the same side of the court can coach each other. First violation, a warning. Second violation, a one-point penalty and the same for more violations.
15. A player may walk down to get a closer look to assess the situation before they throw at any time.
 - a. This should be done in a timely manner.
16. No player may throw until the pallina, or another ball, has come to a complete stop. This will result in the team forfeiting the ball, play continues.
17. If a ball is agreed upon as a point during the game, a team cannot ask for a measure of that point at the end of the round, unless that ball or the pallina is moved through contact.
 - a. Example (red ball is deemed a point so team that is throwing red "burns" their last ball to not lose the point due to a bad throw and then the captain immediately calls to do a measure
18. Ties in Measurements
 - a. If a tie in measurements occurs at the end of the round or game, the result of the round is 0-0 and play continues from the opposite side of the court.
 - b. If it is in the middle of the round, the second thrower throws again and must beat the other ball.
19. Spectators are not permitted past the foul line while the game is taking place. They may sit on the benches during the match but are prohibited from walking up and down the courts. Spectators may not yell or coach during the match (See Rule 14).

Referees and Scorekeeping

- A referee will be appointed by each team. The referees and game captains will do the measuring. All disputes are to be settled by these four individuals with the final decision to be made by the referee. If a call must be disputed further, to avoid conflict, a Monroe Recreation staff member will make the final decision. The team captain, who is not currently playing in the match, can referee. No coaching allowed.
 - If other team members come to center court
 - 1st time will be a warning.
 - 2nd time will result in a one-point penalty.
- Team Captains are to provide competent referees.
- Players from both teams on the scoreboard side will be responsible for changing the scores. Referees should make sure this task is completed after every round.
- When calling for a measurement, it is between the two referees and two game captains.

Sportsmanship

- 2 points will be taken off the scoreboard for each infraction of the following rules:
 - Anyone other than the Game captain interferes with the referee.
 - Giving the referee a "hard time".
 - Removing any balls before the game is officially ended.
- Rude, abusive, or aggressive behavior will not be tolerated. Any behavior deemed inappropriate will result in an immediate suspension of the player and depending on severity, indefinite suspension from all recreation activities.

Illness and Injury

- If it happens during the game, you may put in a substitute or play with 3 players. The swing person who goes to the other side will rotate.
- If you have less than 3, it is a forfeit.
- One player cannot throw all 4 balls.