

Lower Providence Bocce (LPB)

I. GAME RULES

- a. A game consists of two teams with four players on each team.
 - i. A game is official when there are “4” players on the team at the scheduled start time of the game.
 - ii. A game will start at the scheduled time if there are “3” available players present, except during the playoffs. Players will rotate ends.
 1. If the 4th player arrives before the beginning of the second frame, the 4th player may enter the game and start on the end that has not played a frame.
 - iii. If a team is unable to field a team with “3” players within 10 minutes of the scheduled start time of the game, that team will incur a forfeit.
- b. A match consists of the best of 3 games.
- c. Players from opposing team may not remain in playing area when the other team is shooting.
- d. No substitutions are allowed once a game has started except in case of an emergency.

II. PALLINO

- a. A coin flip starts the match. The winner of the coin toss has the option to choose the pallino or bocce ball color. The opposing team receives the choice not chosen. Upon concluding this selection, the team that holds the pallino will roll it for the 1st frame.
- b. Once the pallino is thrown, it must be followed by a bocce ball thrown by the same person until initial point is established. If that person throws 2 foul balls, then the other teammate must establish initial point.
- c. Pallino must not rest within 12” from the sideboard. Measurement is to the front of the pallino. Pallino is foul if it rests on the center or back foul line. The entirety of the pallino must be clear of the lines. If the team with possession of the pallino fouls the pallino, the opposing team will shoot the pallino. If the pallino is fouled by both teams, the pallino is placed in the center of the playing area. The team that initially pointed, will throw the first bocce ball to establish point.
- d. The frame is void when the pallino leaves the playing area at any time during a roll. When the pallino gets knocked out of the court, the team that originally held the pallino, at the beginning of the frame, will start the frame over at the opposite end of the court; regardless as to which team caused the infraction. The same process will occur if the pallino is knocked back behind the center line during a roll.

III. ROLLING AND SCORING

- a. All balls must be thrown from behind the 4’ line at each end.
- b. Each player must throw 2 balls.

- c. Your toe may be on the foul line if shooting. You may cross the line after release of the bocce ball.
- d. If a bocce ball is hit out of court – the ball is disqualified from that frame. Play continues.
- e. If Pallino leaves the court at any-time during play, frame is over. (See II d)
- f. All players will play each pass from the same end of the court except for cases where there are 3 players and walkers.
- g. If a player throws the wrong color ball, it will be replaced with right colored ball after ball has come to rest. A warning is given first time offense; the ball is disqualified any time after that.
- h. If a player rolls out of turn, that ball is disqualified and removed from field of play.
- i. If a player crosses shooting line with a bocce ball, the bocce ball will be disqualified.
- j. Any bocce ball hitting the back board without hitting another ball is disqualified and removed from the field of play. Any bocce ball displaced by the disqualified bocce ball is returned to its original location.
- k. If a player throws 3 balls in one frame (instead of 2) the 3rd ball is disqualified and no points will be allowed for the offending team. The frame is over immediately. However, if the other team was in for a point prior to the disqualified ball being thrown they will count. If not, no points for either team.
- l. The player that throws the pallino must throw the first bocce ball. Bocce ball thrown must be fair. If the first bocce ball is foul, that same player must throw the next bocce ball. If the second ball is foul, the other player on the team must throw the next ball.
- m. If there is a tie during the frame, player rolling the ball continues to roll. Must beat the opposing point, not tie. When all balls have been thrown, and there is a tie between 2 balls and there are no other balls that point, this is declared a draw. No points in this frame. Another frame must be thrown. The team holding the pallino throws from the opposite end of the court.
- n. No player can advance down court until all four balls have been thrown, except in the case of the walker. The walker may advance down the court after the release of 2nd ball.
- o. You may cross the foul line after the bocce ball is released. Keep in mind, your toe must stay behind the foul line until the ball has been released.
- p. When a team reaches the score of “11” and the opposing team has no more balls, the game is over.
- q. DROPPED BALL: the attempted roll that crosses the foul line (4’ mark) is in play. If it doesn’t stop in playing field, the ball is foul and out of play.
- r. Closest ball to the pallino scores, 1-4 points per pass.
- s. Captains are responsible to sign off on the scores in the book.

IV. LEAGUE PROCEDURES

- a. All games **MUST** start on time as listed in the schedule.
- b. Matches begin on time except in case of pending forfeit. (Fewer than 3 players present).

- i. See V. Forfeit for explanation.
- c. There will be no more than a 5 minute break between games.
- d. There is no maximum of registered players on a team.
- e. Players registered on a team, may not move to another team during the season.

V. FORFEITS

- a. Matches begin on time except in case of pending forfeit. Forfeits are incurred when a team cannot field “3” players for a game.
- b. If three players are not present by the scheduled starting time of their match, that team will forfeit at ten (10) minutes after that team’s scheduled starting time.
- c. If 4 players are on court at the start time, game must start immediately.
- d. If 3 players are on court at the start time, game must start immediately, except during playoffs.
- e. If a team forfeits more than 3 times during the spring/summer season or 2 times during the fall season, they may be disqualified.
 - i. Teams may contact opponents before the match to discuss make-up matches to avoid a forfeit.
 - ii. Make-up matches must be played within 4 weeks of the original match date.
- f. Each team must have 4 players for all playoff matches.

VI. STANDINGS

- a. Weekly standings will be posted.
- b. Standings are decided by the following
 - i. Game Win Percentage
 - ii. Head to head match record, still tied then (Each team beat each other)
 - iii. Most Recent Head to Head match results.