



BOCCE RULES **IMPORTANT NOCTICE ON RULE CHANGES**

There is a time limit on the Tournament's Round Robin. All Round Robin matches must end by 12:45 p.m. Each team should monitor the approximate time of other teams, and if needed, call a director if other teams are playing too slow. The final decision will be left to a director. The leaders on the scorecards at 12:45 p.m. will advance to single-elimination.

REFS: The third team on the scorecard will ref the first match and then the winners of each match will ref the next match. Each team on the court must ref at least one match during the Round Robin.

LINEUP: Throw in any order in any round, but the player that starts the round must finish prior to partner throwing any of his/her scoring balls.

FOUL LINE: Use official foul line provided by the NCAA. Foul line must be laid in a straight line. Player tossing can not go wider than the foul line. **Also, players can not cross the foul line until each of their scoring balls have been thrown (see penalties below).**

MINIMUM TOSS: The pallino must be tossed minimum of 10 feet.

START: The pallino is thrown by a member of the team having won the coin toss or odds-even, to start the match. Loser selects bocce color. The player throwing the pallino must throw the first scoring ball. At the end of each round, the foul line may not be moved more than 5 feet in any direction and the placement of the line can not encroach on the "Corey Rule" (see below)

COREY RULE: All throws must originate within the court they are playing on and the foul line must be placed at least 4 feet inside the court. This allows a player to have at least 1 step for their toss.

SCORING: Games are to 11. If the match is tied, teams play an additional round, or rounds, until there's a winner. One point for each bocce ball closer to the pallino than opponent's closest bocce. Two points for a leaner. A leaner is when a scoring ball touches any part of the pallino. When a leaner by one team is matched by a leaner of the opposing team, the team with the first leaner throws. If opposing teams each has a leaner at the end of a round, two points are given to each team and the pallino goes to the team that threw the first leaner.

PENALTIES: If a player steps over the rope while throwing a scoring ball, that ball is not counted in that round and is removed from the court. No player can cross the foul line until after all his/her scoring balls have been thrown. If they do, they lose 1 scoring ball for that round.

OUT OF BOUNDS: If any part of the pallino or a scoring ball is touching one of the court boundary lines, the pallino or scoring ball is "in play." If a player tosses a scoring ball out of bounds, that ball is not counted, unless the pallino is knocked out of bounds. Then, all scoring balls are live. No player can cross the foul line until after her/his bocce balls have been thrown. If they do, they lose one bocce for that round. If the pallino is thrown out of bounds while starting a round, the team gets one more chance to toss it in bounds. If it again goes out of bounds, other team gets the pallino and first toss.

LOSS OF BOCCE: If you toss one of your opponent's bocce balls, your team loses one scoring ball for that round.

DISPUTES: If there is any dispute, players can ask for an appeal from the tournament director, whose decision is final.