



Burlingame Bocce League Rules
Burlingame Parks & Recreation Dept.
850 Burlingame Ave. / 650-558-7300



Equipment:

Bocce Ball sets are housed at the Burlingame Recreation Center (850 Burlingame Ave). The home team captains are responsible for the pick-up and drop-off of the equipment.

Start of Match:

The match shall begin with a coin toss. The winner of the toss may have the first toss of the pallino and choose the color of the balls.

A player may toss the pallino any distance so long as the pallino passes the center line of the court and does not hit the back wall.

If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to toss the pallino past the center line the pallino reverts to the original team.

In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino.

Play the Game:

The team who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the back board, that team must roll again. Otherwise he/she steps aside and their team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls.

The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, that team steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). **The team who scored last, throws the pallino to begin the next frame.**

- A) If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
- B) If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
- C) If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.
- D) Practice between games is limited to rolling up the court and back if time allows.
- E) Time: Games are 45 minutes in length. The league representative will be the official time keeper. The time will start running when your match is set to begin.
- F) If a team doesn't show up within 10 minutes after their scheduled time the win will go to the team that is present.

Dead Balls:

Should a player's bocce ball make contact with the back board the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

A) If the thrown ball comes to rest on the pallino or another ball that is touching the back wall - that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.

B) If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play.

C) If a bocce hitting the backboard is not removed quickly enough and, as a result, strikes a moving ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.

Pallino:

Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Scoring:

A) Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same team tossing the pallino.

B) The winner of the game is determined by the first team to score 12 points or the team that is leading at the end of regulation play. (45 Minutes)

a. If tied at the end of regulation play there will be a coin flip to determine the winner.

Captains of each team are responsible for keeping score on the scoreboard and reporting it to the League Director. To report scores, captains may drop off a score sheet to the Rec Center or email scores. The League Director will update the standings online. If emailing scores please email to mnoce@burlingame.org.

Number of Players on a Team:

There are a minimum of four players on each team. Each team may have a total of 8 players on their roster.

In foursomes, two players are stationed at opposite ends of the court and will roll two balls each. At the end of each frame, the next game begins from the opposite end of the court. Players are not allowed to switch ends during a game.

If only three people on a team are present, two players will be stationed at one end of the court and will roll two balls each. The remaining one player will be stationed at the opposite end of the court and will only be allowed to roll two balls in each frame.

If only two people on a team are present for a match, one player will be stationed at each end and will only be allowed to roll two balls in each frame.

A team may play a match with two or three players present; however, no player is permitted to throw more than 2 balls.

Substitutes:

Each team may have substitutes as long as the substitute has signed the official roster. Team's rosters will be turned into the League Director.

Substitutions during play may be made between frames, when both teams have rolled their balls and points are decided. Substitutes must remain on the same side throughout the entire game.

Adding Players:

Players must be added to a roster by a team's fourth league game. After a team's fourth game, an additional player may only be added if they are replacing a player on the roster due to an injury, medical reason, moving away, etc. with League Director approval.

Disputes/Protests:

The teams playing will referee their own game. Any disputes can be brought to the league director's attention following the match.

League Director – Mike Noce 650-558-7320 or mnoce@burlingame.org

All disputes and protest must be communicated to the league coordinator within 24 hours.

General Rules:

1. No drinking or eating on the courts at any time.
2. No pets on bocce courts.
3. Please refer Court Rules located at the bocce courts.

Conduct and Courtesy:

A) Team captains are responsible for the actions of their players.

B) If a player is standing in the playing half of the court while the opposing team requests that the player step aside, that request should be honored.

C) Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.

D) Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in that players expulsion from the league.