

Mesquite Senior Games Bocce Rules

Start the game

Begin the game with a coin toss between the captains of each team. The winner of the coin toss will have control of the pallino and determine which end of play will start. The losing team chooses the color of balls it wants to use. Coin toss winner throws the pallino.

- Toss is valid if the pallino passes the center line and does not touch the back wall on opposite end. All other balls do not have to cross the center line, in case of short play.
- If the player fails to place the pallino in a valid area, the opposing team will put the pallino in play.
- If both players fail, the pallino returns to the original team for an additional attempt. Alternating process continues until the pallino is in a valid position.
- The team that originally tossed the pallino will play the first ball.

Foul Lines

Players may step on but not have their foot completely over the foul line before releasing the pallino or the bocce ball.

The Game

- The first ball may be rolled by any member of the team that originally threw the pallino (winners of the coin toss or winners of the previous frame).
- Should the rolled ball hit the backboard without touching the pallino, it is called a dead ball and removed from the court.
- The same team must throw again and continue rolling until a valid point is established.
- Once the point is established, the opposing team must throw until they make a new (closer) point.
- Players may use side boards at any time.
- Balls can be measured at any time and, in case of doubt, the tournament director shall be called. In the event a tie is determined, the last team to roll a ball must roll again until the tie is broken.
- If after all balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the pallino.
- In the event a ball/balls are moved during measurements by the tournament director, the balls are returned to approximate positions and official will still make a call. If however, a member of a team currently playing measures and moves a ball, and cannot be returned to the approximate position, the point is awarded to the opposing team. In any case, the decision of the tournament director is final.
- One team member can cross the centerline to measure the balls. Other players need to remain at their respective end of the court.

Backboard

- If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court.

- If the ball is shot, hits the backboard illegally and then strikes a stationary ball(s), the shot ball is removed from the court and the stationary ball(s) are placed in their approximate original position(s).
- The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by a valid ball during a frame. If however, the pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the team that started the frame will begin again.
- In the event ball(s) resting against a backboard are moved as a result of the valid shot, they remain in their new position. If, however, they move as a result of an invalid shot, they are returned to their approximate original positions.

Scoring

The tournament director can decide any variation to the game points but should do so prior to the start of the event.

Illegal movement of balls or pallino

Players should never touch or move any ball or the pallino until frame has ended. If a player moves a ball prior to the end of the frame (thinking play is over) and the balls cannot be accurately relocated to their positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown of that team are voided and the frame is over.

Late arrivals, substitutions, delays, etc

- All late arrivals, player substitutions will be decided by the tournament director.
- Repeated “conferences” during a frame causing delays in the game are discouraged. If delays continue, the offended team captain should notify the tournament director.
- If the tournament director issues a one-minute warning and delays continue, the “burned ball” rule shall be placed in effect and one of the offending player’s balls will be removed from the court.

Game Notes

- Consecutive or alternating throws by teammates shall be at the option of the players.
- Any time a player is in the act of throwing, opposing players should be off the court and keep noise to a minimum while the player is in the act of throwing.
- No standing or walking along the side of court while a player is in the act of shooting.
- If a player plays the wrong color of ball, replace it with the correct ball when it comes to rest. Play continues.
- If a player commits a foot foul while in the act of shooting, a warning is issued for the first offense. Should the same player foul again, the thrown ball is removed from play and all struck balls returned to their approximate original location.
- If a player rolls out of turn or plays more balls than allowed, the opposing team has two options. Leave all balls as they rest or remove the illegally thrown ball from play and return the other balls to previous positions.
- No VOLO shots allowed.
- MSG Bocce rules are in accordance with the United States Bocce Federation with exceptions and modifications.