

Prince Thomas of Savoy Women's Bocce 2026 - Standards & Rules

Game: A game of bocce is played to 10 points.

Match: A Match consists of 2 games for a total of 3 points – one point for each game, and the 3rd point for highest score of both games added together. If there is a tie in total points after both games, the 3rd point is split $\frac{1}{2}$ (.5) each.

MONDAY NIGHT TEAMS

Each team on the court has 4 players; 2 players from each team are stationed at each end of the court. The 4 players on the same end throw 2 balls each. Players are not allowed to switch ends during a game.

They can switch ends after a full game has been completed.

Match starting times are 6:00PM and 7:30PM.

All matches should start promptly at 6PM. If a team is missing a player, they have a 10-minute grace period to find a substitute. If not, they will take a forfeit, and all 3 points will be awarded to the other team.

The 7:30 pm matches can start early if 6pm match on scheduled court finishes early. Teams who play at 7:30 should plan to be at the club as early as possible.

Plan to be at the club each Monday regardless of the weather. In some cases, some matches can be played prior to inclement weather or after. Email and/or Texts will be sent to all players if play is called off due to weather.

If play is cancelled due to weather we will add that week's schedule to the end of the season (at least through first 2 weeks in August). ALL make-up games will be coordinated through the league, please do not plan your own make-up games without reviewing with league officials.

COIN TOSS

1. Begin the match with the flip of a coin between a representative from each team. The winner of the coin flip has the first toss of the pallino and chooses the color of the team's balls.
2. The initial pallino thrower is chosen at discretion of the team who wins coin toss.
3. The pallino must end up across the center white line and at least up to the end of the courts white line. If a thrower fails to do this after two attempts, the throw goes to the other team.
4. If a player throws pallino and/or first ball when other team should throw the pallino, the balls are returned, and the frame starts over.

BOCCE BALL THROWS

1. The initial pallino thrower always throws the first bocce ball.
2. Bocce players must stand behind the white line while throwing their bocce balls.
3. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. A team whose ball ties the opponent's closest ball must throw again. The "IN" team only throws if opponents have thrown all balls. Team members can throw in any order.
4. Balls may be bounced off or played against sideboards.
5. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play.
6. If a player throws the wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
7. If a player throws when other team should throw because of a miscall by the Referee, the ball is returned and the correct player throws.
8. If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position by a team member, an opposing player, or the referee before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved so the approximate original position cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
9. 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 in 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

1. The official score for frame is determined after all 8 balls have been played and measured to the team's satisfaction. One point is awarded for each ball of a team that is closer to the pallino than the opponent's closest ball (1 to 4 points).
2. The team that scores in the last frame throws the pallino in the next frame and play continues as above.
3. If each team's closest balls are tied, no score is made, and play continues at the opposite end with the team scoring the point(s) in the previous frame delivering the pallino.
4. The team that scores 10 points first wins the game.
5. There are 2 games played. Game points are marked on the board (on side of pavilion). Each game that is won is worth 1 match point. The third point available is given to the team that has the most game points. If the points for the two games combined are tied each team receives a $\frac{1}{2}$ point.

SUBSTITUTIONS

1. It is the responsibility of each team player to obtain a substitute and notify their team if they cannot play a scheduled match. The team is responsible for finding a substitute(s).
2. Substitutes should be on the League Substitute Roster (listed on schedule), but if all listed subs are called and no one is available, a player from an alternate league may be asked to sub.
3. A team is not allowed more than 2 substitutes during a match.
4. Substitutions may only be made at the start of a new game. A late arriving missing player or substitute may enter the match at the start of the next game.

CONDUCT AND COURTESY REMINDERS:

1. League Leaders (Linda Spescia, Kathy Trujillo, Chris Sanger, for Mondays) will be ultimate decision makers if questions arise regarding rules.
2. If a player is standing in the playing half of the court while the opposing team is shooting and they request that the player step aside, that request should be honored.
3. Only participating players and the referee should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
4. When playing 4-person teams, with 2 players on opposite ends, it is acceptable for the 2 players not throwing balls to view balls in play, provide input, tips and encouragement to their teammates. However, the players throwing should not be on the playing half of the court while they're throwing.
5. 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 and/or league leaders to the offending player. Severe violations or a violation after a warning may result in the player's expulsion from the game or match.
6. For Monday league, each week one team is designated to assist with cooking side dishes, helping with set-up and clean up. That team should enlist assistance if they're not able to fulfill the requirements. Reference FOOD overview provided at season kick-off meeting.