

Skyline's Bocce Simple Rules

1. Bocce is played with eight large balls and one smaller target ball called the pallino
2. A simple way to describe the object of bocce ball is to get one or more of your teams' balls closer to the pallino than any of your opponents' balls.
3. There are four balls to a side (or team), and they are made in two colors to distinguish the balls of one team from the balls of the opposing team
4. The winner of the coin toss gets to throw the pallino and choose the color of their game balls
5. The pallino is thrown out by a member of the team having won the coin toss to start the game
6. The same player throwing the pallino must deliver the first bocce ball
7. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls
8. The "nearest ball," rule governs the sequence of thrown balls. The side whose bocce ball is the closest to the pallino is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in" it steps aside and allows the "out" team to throw
9. A team has the option of rolling, bouncing, banking, etc. its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers. If the thrown ball hits the back stop it is considered dead and will be removed from play.
10. A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team's points.
11. Skyline Bocce DOES NOT permit overhand throwing, and ball must hit turf before crossing the center line. These violations will result in a foul and ball will be dead and removed from play.
12. At the end of each frame (when both teams have exhausted 4 balls each) the captain of each team will determine the points scored or the ref can be summoned to make determination
13. Scoring points are all those balls of one team closer to the pallino than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurement

Bocce Ball Frequently Asked Questions

1. **How many people on a team?** A minimum of 2 players per team must be present to play. However, a team is only allowed to use as many balls as they have players. If a team has more than 4 players, the team may substitute any additional players after each frame. If a player arrives during play, they may only join their team after a frame. For coed leagues, teams may not have more than three males on the court at anytime. If a team chooses to post teammates at a designated end, each needs to follow the original rules (i.e. each player may only throw one ball per frame and must consist of one female)
2. **How long is a match?** You will play two games to 8 points and one game to five points **OR** one hour from the start time of the match. If the time limit is reached, you will finish the frame in progress and throw one more frame and the game will be over, in which case the point would be awarded to the highest score. Ref will determine when last frame will be thrown. Three games will be played each night, if time limit is reached before completing the first or second game, a sudden death frame will be thrown for each of the remaining un-started game(s).

3. **How do I know when I play?** The schedule and standings for each week is posted on the schedule page at www.skylinelanes.com. For weather related information and any other questions during the day, call Skyline at (218) 727-8555.
4. **What happens if the other team doesn't show up?** A team has 10 minutes past the designated start time to show up. If they do show up late, but within the allotted 10 minutes, teams will not receive extra time to play and you must complete your game in the remaining time. If they do not show up at all, the result is a forfeit. The team that shows up will be awarded all 3 points.
5. **What constitutes a valid throw of the pallino?** You ONLY get one chance to throw the pallino and it must cross the yellow center line and not end up closer to the back or side wall than the width of a bocce ball, however the pallino can bounce off back wall and is still consider in play if it obeys the original rule of being a bocce ball width from the wall. To measure a legal throw, slide a bocce ball between the wall and pallino; if it hits or "ticks" the pallino or does not cross the yellow line, the opposing team gets to place the pallino where they choose; given it is a legal placement of the pallino.
6. **What happens if the closest ball of each team is equal distance from the pallino at the end of a frame?** If the captains decide the closest ball of each team is equal in distance from the pallino, NO points are awarded and the game continues from the opposite end, with the same team throwing the pallino as the previous frame. Ref can be summoned to make determination
7. **Players on court?** Only players permitted on the court are those actively participating in the game.
8. **What if a player touches a ball that is active in play?** The player's team who caused the infraction loses two points and the opposing team gains two points. Once this infraction has occurred, the frame is over. "Teams may be left with negative points"
9. **What if a ball is thrown out of turn?** The player's team who caused the infraction loses two points and the opposing team gains two points. Once this infraction has occurred, the frame is over. "Teams may be left with negative points."
10. **What if a volleyball interferes with a bocce game?** Any volleyball that interferes with play will be considered a "hazard of the game." Any bocce balls moved as a result of volleyball interference will be left "as-is."
11. **What if a thrown ball leaves the court?** The ball is dead, and the opposing team gains one point.
12. **What if ball is thrown and knocks pallino out of bounds?** The opposing team gets to place pallino where wherever they like and thrown ball is removed from play and consider dead.
13. **What if ball is thrown and knocks other team's ball out of bounds (off court)?** The throwing team's ball is removed and opposing team gets to re-throw knocked out ball(s).

Rules 11 thru 13 are for players and spectators safety

Bocce Players Information

- **Score cards** will be picked up and delivered by the Ref.
- **Standings and schedule** will be online at www.skylinelanes.com
- **\$2 Ref fee** for each team each night, there will be one Ref for all the Bocce courts.