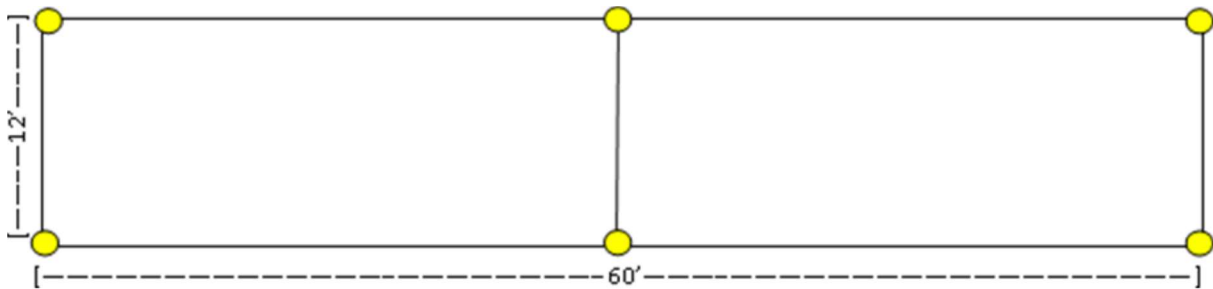




## SUMMER 2025 RULES & REGULATIONS

### 1. SET-UP

**1.1. FIELD LAYOUT:** Six stakes will determine the boundaries for the playing field, one at each of the four corners and two at the halfway point on each side (forming a rectangle) and connected by paracord. All play takes place within these boundaries. The length of the playing field will be 60 feet and the width will be 12 feet.



**1.2. FIELD SETUP:** The Sports Officer and any players they have delegated to help are responsible for setting the playing field.

### 2. EQUIPMENT

#### 2.1. BOCCE SET

**2.1.1.** A bocce ball set includes eight (four of one color and four of another color) balls, one white pallino, and one measuring tape. All equipment will be provided by Stonewall Sports.

#### 2.2. OFFICIAL ATTIRE

**2.2.1.** While participating, players must wear the official league t-shirt designated for the current season – no other shirts are permitted unless for special events sanctioned by the league.

**2.2.2.** Players are permitted to alter or decorate their shirts; however, no alterations or decorations may infringe on the League's or sponsors' logos.

**2.2.3.** Players are encouraged to fill out the sections of their t-shirts for their preferred name and pronouns.

- 2.2.4.** Players may wear additional layers of clothing due to colder weather conditions – either over or under the current season’s t-shirt. The current season’s t-shirt does not need to be visible, but players must wear the t-shirt in accordance with 2.2.1 and may be requested to verify use by the Commissioner.

### **3. PARTICIPANTS**

#### **3.1. PLAYERS**

- 3.1.1.** Eligible players must (a) be 21 years of age or older; (b) have signed the league liability waiver; and (c) be a registered player on their team for the current season of Bocce.
- 3.1.2.** No substitute players from other teams or outside of Stonewall Bocce are permitted. If a team does not have enough players, they will not be included in the schedule for the day.

#### **3.2. TEAMS**

- 3.2.1.** Teams will consist of three to five registered players. Each team must designate a captain who are responsible for the team. Captains shall adjudicate any rule or scoring disputes with one another or, when necessary, the Sports Officer.
- 3.2.2.** Each team must have a minimum of two players present by 5 minutes past start time (12:05PM) in order to be included in the tournament schedule for the day.
- 3.2.3.** If a team has fewer than four players, the team will still play with four balls, and one or more players will throw twice. If a player arrives during play, they may join their team at the start of the next frame.
- 3.2.4.** All team players present must participate in every game, but not necessarily every frame of play. If a team has 4 or more players, players may split sides and have 2-3 per side throughout the game. Teammates shall alternate throws; no players on the same side of the playing field may throw a second ball before another teammate on that side has thrown. This rotation should also apply to which players throw the pallino, when applicable.

### **4. TIMING**

#### **4.1. GAME LENGTH**

- 4.1.1.** A regulation Stonewall Bocce game takes place in a 30-minute period.

#### **4.2. START AND END TIMES**

- 4.2.1.** Games officially begin when the Sports Officer blows the whistle.
- 4.2.2.** Games officially end when one team reaches 11 points at the completion of a frame, or upon the completion of the frame in progress at the end of match time.
- 4.2.3.** If match time expires in the middle of a frame, the Sports Officer will determine if players can finish the current frame and whichever team has the highest score at the end of the frame (or partial frame) wins the game. This score may be a tie.
- 4.2.4.** It is not permitted to begin a new frame after match time has officially expired.

## **5. GAME PLAY**

### **5.1. DETERMINING ADVANTAGE**

- 5.1.1.** Prior to the start of each match, captains will use “rock-paper-scissors” to determine advantage. The captain that wins may choose which team throws the pallino and the first ball, OR which ball color they would like to use. The remaining choice is given to the losing captain.

### **5.2. BALLS**

- 5.2.1.** Each team will play with the four large balls of their assigned ball color (red, green, yellow, or blue). The small white ball, known as the pallino, is thrown by the designated starting team for each frame.

### **5.3. FRAMES**

- 5.3.1.** One frame consists of the pallino and all eight balls being thrown. The object of the game is to get as many of your team’s balls as possible closer to the pallino than the other team’s balls.

### **5.4. STARTING A GAME**

- 5.4.1.** A member of the starting team begins a frame by throwing the pallino from behind the field boundary closest to where play begins. A valid pallino throw must land between the center line and one foot from the opposite boundary of the playing field, and within the sidelines bounding the field. The player who threw the pallino then throws one of their balls and steps aside to allow a player from the opposing team to throw.
- 5.4.2.** If, on the first attempt, the pallino lands outside the valid area, the player who threw it gets one additional attempt to complete a valid throw. If the second attempt is also invalid, the opposing team takes possession of the pallino and throws first.
- 5.4.3.** If necessary for visibility, non-throwing players may enter the court to indicate the position of the pallino, but it shall not be marked in any way that may interfere with the free movement of the pallino, should it be struck by a ball (e.g., a flag or pin).
- 5.4.4.** If, during play, the pallino is knocked out of the playing field or is knocked in front of the halfway line, that frame becomes dead and is re-started on the opposite end of the court by the team who originally threw the pallino in that frame.

### **5.5. ORDER OF PLAY**

- 5.5.1.** Whenever a team gets a ball closer to the pallino than the opposing team, they must step aside and let the other team roll. That team throws until it beats (not ties) the opposing team’s closest ball. This continues until both teams have used all four balls, at which point the frame is finished.
- 5.5.2.** After a frame is completed, the team who scored takes possession of the pallino and begins the next frame from the opposite end of the field of play.

### **5.6. FOULS AND DEAD BALLS**

- 5.6.1.** A ball that comes to rest within the boundaries of the field or with any part touching a boundary line is considered in play. A ball that comes to rest outside the boundaries of the field is considered dead.

**5.6.2.** No dead ball shall count in the determination of throwing order or during scoring.

**5.6.3.** A player cannot step onto the field of play when throwing their ball. If they do, the other team may determine whether the frame is reset (with original starting team beginning the new frame) or the ball is declared dead and removed from the field of play.

## **5.7. SCORING**

**5.7.1.** The team whose ball is closest to the pallino at the end of each frame scores points for that frame. The winning team scores one point for each of their live (in-bounds) balls that is closer to the pallino than the closest ball from the opposing team, up to a maximum of four points.

**5.7.2.** If balls from both teams are equidistant from the pallino, no points are awarded for these balls or any more distant balls. If the equidistant balls are also the closest balls to the pallino, no points are awarded to either team and a new frame begins with the same team starting the new frame.

**5.7.3.** No team can score more than 11 points in a game. There is no requirement to win by a certain number of points nor is there a mercy rule.

### **5.7.4. SCORING EXAMPLES**



### **5.7.5. SCORE REPORTING**

**5.7.5.1.** At least one player from each game must report the score to the Sports Officer immediately after the completion of the game. The two captains must confirm and agree upon the official score, as well as which player will submit the score.

## **5.8. MEASUREMENT AND DISPUTES**

**5.8.1.** Only a team captain or their designated representative may measure any disputed balls or request assistance from a league representative.

**5.8.2.** Team captains or measurers should verbally agree on conclusions related to measurements and the resulting score and may request multiple measurements by different people for especially close scenarios.

**5.8.3.** Except for dead balls removed from play during the frame (see **section 5.6**), no player from either team is permitted to move any balls or the pallino from the field of play until the score for that frame has been agreed upon by both teams.

**5.8.4.** Distance should be measured in a consistent manner (either edge-to-edge or center-to-center) throughout the game.

**5.8.5.** If two teams are unable to settle a measurement or rules dispute amongst themselves, the captain(s) may request the assistance of the Sports Officer, who may not be a member of the

teams involved in the dispute. If the Sports Officer is unavailable or playing in the game, another designated board member will resolve the dispute.

## **6. TOURNAMENT**

### **6.1. FORMAT**

**6.1.1.** The end-of-season tournament will take place during the final week of play. It will be a single-elimination tournament. The 2 winning teams from each week of regular season play will qualify for the end-of-season tournament, for 8 teams total.

### **6.2. TOURNAMENT GAMES**

**6.2.1.** Games will be 40 minutes in duration, with no breaks between rounds.

**6.2.2.** If time runs out during a single-elimination playoff game and the teams are tied at the completion of the frame, another frame will be played with the team that scored last throwing the pallino. If the additional frame does not yield a winner, additional frames will be played until a winner is determined.

**6.2.3.** If a team fails to show up for their next-round game after a win, the losing team is allowed to take their place and resume tournament play.