



# Kennedy Township Bocce League

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## General Rules

1. League Dues: \$20.00 per person. All dues must be paid prior to opening day. Any person wishing to play must be paid in full prior to the start of the season. NO PAY, NO PLAY. New team players may be added throughout the year after submitting name and payment of \$20 League dues to the Commissioner. Any player who has not paid their league dues will be considered an illegal player. If the illegal player participates in any game, their respective team will forfeit all games that player participated in. No new players will be added to any team roster after the last full week in July.
2. Each team is required to have a minimum of four (4) players prior to the start of the season and each team must have a designated "Captain".
3. All players and spectators are prohibited from heckling/jeering or otherwise attempting to distract players during matches. A warning will be given for the first infraction; subsequent infraction will result in ejection from the playing area. A continuing offender will be dismissed from the league for that season. Each team Captain has the authority to enforce this rule.
4. If a player or spectator becomes intoxicated and creates a disturbance, they will be ejected from the playing area. If such person refuses to leave the area, the Police shall be called to escort the individual from the area. All illegal substances are banned from the bocce playing area. Any person(s) using such substances will be expelled from the league.
5. It is each team Captain and team member's responsibility to control all players. If a league member becomes a continuing problem, such person(s) will be dismissed from the league for the balance of the season. If upon returning, problems persist, such person(s) will be expelled from all future Kennedy Township Bocce League play. Each night's Commissioner has the final authority concerning rules interpretation and behavior issues.
6. Obscene language and/or jesters are prohibited by these league rules. Persons violating these rules will be given one warning. Any additional or continuing infractions will result in ejection from the playing area. (Remember this is a public park, women and children are in the area).
7. Any physical altercation or threats of physical confrontation will result in lifetime banishment from the Kennedy Township Bocce League for all those involved.



# Kennedy Township Bocce League

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8. **Teams:** Teams must be comprised of four (4) players. Two (2) players from each team will be permanently stationed at each end of the court, throwing two (2) balls each. At the end of each frame, the game resumes at the opposite end of the court.
  - a. If there are less than four (4) players on a team at the start of a game, no one (1) player shall throw all games alone. If two (2) players show up, they must alternate ends after each game. If three (3) players show up, they must alternate so as no one (1) player plays solo for more than one game.
  - b. Captains are responsible for rotation of all players. Teams must field four (4) players if four (4) players are available.
  - c. A player may participate on multiple teams on separate nights if that player's dues are paid for each team. During the playoffs, a player who is on multiple teams whereby the different teams are scheduled to compete against each other, the player must declare the team to which player will participate prior to the start of the match. Player shall be allowed to play on subsequent team(s) remaining but only at the beginning of a new game in playoff competition once eliminated from another team.
  
9. **Starting the game:** Begin the match with the flip of a coin between Captains of each team. The winner of the coin flip may have the first toss of the pallino or choose the color of the balls.
  - a. The first ball will be thrown by the team who originally tossed the pallino. If that bocce ball falls into the pit, the team must roll again until a point is made. Then you step aside and that team does not roll again until the opposing team has either rolled one of its balls closer to the pallino or has thrown all of its balls. Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team rolls until it beats (NOT TIES) the opposing ball. This continues until both teams have used all their bocce balls. The team who scored last throws the pallino to begin the next frame. Consecutive or alternating throws by teammates shall be at the options of the players. Players may use side rails at any time. If a player rolls the wrong color ball, simply replace it with the correct color ball when it comes to rest. If a player rolls out of turn or plays more than two (2) balls, the other team may leave all balls as is or remove the illegal ball from play and return all balls to their approximate position.
  
10. **Tossing the pallino:** A player may toss the pallino any place and any distance as long as it passes the centerline of the court and remains in bounds. If a player fails to toss the pallino properly, the two (2) teams will alternate until a team has tossed it correctly. Any time a player is rolling, the opposing team players must remain outside of the court and also away from the side rails where the pallino is resting.



# Kennedy Township Bocce League

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11. **Scoring:** Only one (1) team scores in a frame. One point is given for each ball that is closest to the pallino and closer than a ball of the opposing team. If at the end of the frame, two (2) balls are tied, no points will be given and the team who scored the last point will deliver the pallino for the start of the next frame.
- Seven (7) - Zero (0) constitutes a shutout.
  - Games are played to twelve (12) points.
12. **Backboard:** *(Note: Rule adopted from [United State Bocce Federation Open Rules](#))*
- If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court.
  - If a 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 any 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 at the opposite end of the court.
  - In the event ball/s resting against a backboard are moved as a result of a 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.
13. **Shooting:** Players must stay behind the foul line and in bounds when releasing the pallino or their ball. One (1) foot may be on the foul line but not over the foul line. Both feet must be in the court during delivery of the pallino or bocce ball.
- Lofting the ball is not permitted
  - If a ball is thrown and leaves the court, or rides on, or touches the top of the rail and returns into the court, that ball will be dead and not re-thrown. If it returns on the court and hits an opposing team's ball, or any other ball, it will be removed and all other balls shall remain as they are.
  - The shooter may proceed down the court at any time to observe conditions before delivering the ball.



# Kennedy Township Bocce League

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14. **Measuring:** Any two (2) players on the receiving end of the court may measure; preferably, one (1) person from each team.
- At no time shall there be more than two (2) people on the court measuring. No other players should be on the court watching the players measuring.
15. **Late Arrivals & Substitutions:** A team not showing and on the court ready to play within the ten (10) minute leeway of the scheduled start time shall forfeit the first game. Any team not showing up within twenty (20) minutes will forfeit the second game. No games shall be played after the second forfeit.
- A team must have two (2) players at the start of the game. A player arriving late may enter a game but only after the completion of the frame.
  - A team may make one (1) substitution per game. Substitutions may only be made between frames and the same substitution cannot be used more than once in a three (3) game set.
  - If a team is unable to field sufficient players for a scheduled match, they may request a postponement/reschedule from their scheduled opponent in advance of the match. It is entirely the decision of the other team's captain to accept the requested postponement/reschedule.
  - All scheduled matches (best of 3 games) shall not exceed 2 hours in total. All matches commencing at 6:00 PM must be completed no later than 8:00 PM. If a match is still ongoing at 8:00 PM, the game will end and the team with the most points will be declared the winner of the game. This will minimize the delay of 7:30 PM scheduled start games from starting too late in the evening. Team captains of each of the teams playing shall enforce this rule.
16. **Playoffs & Finals:** Playoffs and finals shall be best of three (3) games played to twelve (12) points.
- Seven (7) – Zero (0) constitutes a shutout.
  - No leeway start time will be given in playoffs or finals
  - No practice throws are permitted at playoffs or finals
  - All other rules stated above apply for playoffs and finals
  - Seeding for the playoffs and finals will be based upon percentage of wins vs. losses. For playoffs, head to head competitions will be the second qualifier. For playoffs and finals, the flip of a coin will be the final determination of seedings.
  - Only a rainout is an acceptable justification for a postponement of any playoff match. Each night's Commissioner has sole responsibility for the playoff schedule.



# Kennedy Township Bocce League

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## General Rules Review Summary:

- 07/01/15: Rules were re-typed and issued
- 04/17/17: Addendum Issued:  
Section 1: Added additional Dues Payment; New Players  
Section 15 c: Added new section  
Section 16 f: Added new section
- 04/17/18: Rule Change agreed at Team Captain's Meeting 04-17-18  
Section 8c: Added new section regarding player on multiple teams
- 04/27/22: Rule Change due to courts being repaired. There is no longer a pit area on the courts and the backboards will now be considered out of bounds. Section 12: Balls in Pit has been removed.  
Section 12 will now read: **Backboard**.  
The new rule follows the [United States Bocce Federation Open Rules](https://usbf.us/wp-content/uploads/2018/10/open-rules.pdf)  
<https://usbf.us/wp-content/uploads/2018/10/open-rules.pdf>  
Section 15d: Added to minimize delay of second game(s) starting too late.  
Many members have limitations participating in late evening hours.