

NORTHAMPTON TOWNSHIP SENIOR CENTER - BOCCE
RULES OF PLAY

1. Toss coin for starting position and choice of ball color.
2. First player rolls out target ball, which is called the Pallino. It must pass the center line and stop before foul line, and not closer than one foot to either sideboard. If it does not pass the center line, or if hits backboard, it is passed back and the opposing team rolls it. If it goes beyond the foul line and does not hit backboard, it will be placed on the center of foul line and the team that threw the ball goes first. If it stops closer than one foot from sideboard, it will be placed in one foot from side; thereafter it remains in play, no matter where it may be moved by the bocce balls. If it is knocked off the court, it will be placed in one foot from the point where it went off the court..
3. The first bocce ball is rolled by the same player who makes a proper placement of the Pallino. All bocce balls must pass the center line or be removed; they may not be on the line. Said player then steps aside and does not bowl again until the opposing team has placed one of its balls closer to the Pallino. The team whose ball is furthest away from the Pallino always rolls the next ball.
4. If a player on the red team rolls a green ball (or vice versa) the roll will count and the correct colored ball will be put in place of the wrong ball.
5. If a player on the red team rolls a ball when it is the green team's turn to roll (or vice versa) the following will apply:
 - a. If player's ball does not contact the Pallino or other balls, it will be removed from the court.
 - b. If player's ball contacts the Pallino or other balls, it will be removed from the court and two points will be added to the other team's score.
6. To minimize damage to the courts, players should roll balls as smoothly as possible. No lobbing of balls.
7. Each player's feet must be behind the foul line when the ball is released.
8. After all balls of both teams have been bowled, the balls of the team closest to the Pallino score one point for each ball.

(continued on back)

9. The team who scores will throw out the Pallino and the first bocce ball when play resumes at the opposite end of the court.
10. Should a player's ball make contact with the backboard, it is considered a dead ball and the ball is removed from play until the end of the frame. Likewise, if a ball fails to cross the center line, it will be removed from play.
11. If a thrown ball - after hitting the backboard – strikes a stationary bocce ball, that stationary ball shall be replaced in its original position. The thrown ball is removed from play.
12. The shooter cannot walk to the opposite end of the court to check the position of the bocce balls.
13. No measurement can be done until **all** bocce balls are rolled. If it is too close to call, the team who shot last will shoot again.
14. Eleven points wins a game –must win by two points.
15. The winning team will start the next game of a match, and the end match will consist of three (3) games.
16. Each scheduled game will be played between two (2) teams, consisting of two or more players on each team. If a captain cannot field a team of two (2) players, substitutes are permitted even if playing for another team. Substitutes may be used only if a team has two (2) players.
The opposing captain will choose a substitute to fill in.
17. If a captain cannot field a team of at least two (2) players prior to the time a match is scheduled to begin, or not later than fifteen (15) minutes past the said time, that match will be cancelled, and that captain's team will forfeit three (3) games to the opposing team. If neither captain can field a team for a scheduled match, it will be cancelled, and no score recorded for either team. However, in this case, the two captains have the option of postponing the match to a later date.
18. **It is the judgment of the Center that a match should not be played due to the court being too wet. Teams can reschedule to a later date.**
19. **Matches will not be played if the temperature is over 92 degrees.**