

Kansas Senior Games

Official Bocce Ball Rules

1. Play begins following a coin flip. The winner chooses the color of ball to be played. Winner rolls the jack or pallino ball to start the game and rolls the first ball to begin play.
2. The first ball is then put into play and rolled underhand from behind the foul line. Either the pallino or bocce ball may be rolled off the sideboards. The pallino ball must cross the center line and remain a ball's width from the side and not hit the backboard. If this does not happen, the opposing player or team rolls the pallino. If neither player places the pallino in play, it is then placed in the center of the court, nine feet beyond the center line.
3. When rolling, players may step on but not over the proper foul line before releasing the pallino or bocce ball. The toe of the foot can not exceed the width of the foul line. For the first violation, a warning is given. The next violation will result in nullifying the pallino throw or removal of the bocce ball from play.
4. After the first ball is put in play, the opposing player or team then rolls their bocce ball and tries to get closer to the pallino than the opponent. The player furthest away from the pallino rolls until their ball is closer than that of the opponent.
5. If the pallino is knocked out of the court, the frame ends and play will resume from the same of the court. The same team will begin play.
6. A team's ball that ties the opponent's closest ball must throw again. The "IN" team (the one closest to the pallino) only rolls after the opponents have rolled a ball closer.
7. Lofting the ball towards the opponent's end of the court is not allowed and the ball will be removed from play.
8. Spocking or hitting is declared (an underhand roll directly at the ball on the court with the intention of moving any or all balls in play). Balls must be released prior to crossing the 2nd foul line. Intent to spock must be declared prior to rolling the bocce.
9. Any ball hitting the backboard without touching another bocce is a dead ball and removed from play. Should the roll hit any other ball in play and hits the backboard, it stays in play.
10. If a player rolls the wrong color ball, it is replaced with the correct color ball.
11. If a player rolls out of turn, that ball is removed from play and any hit ball will be returned to its original position.
12. When measuring, any ball accidentally moved will be placed back to its original position. The official will be the one measuring and their decision will be final.
13. Players wanting a measurement or requesting a spot, may ask for such at any time or proceed no farther than the middle of the court, walking on the outside of the court, to check the lie of any ball in play.
14. The official score is determined after all eight balls have been played and measured to the player's satisfaction. One point is awarded for each ball of a team or player that is closest to the pallino than that of the opponents (1-4 points).
15. The team scoring in the last frame begins play in the next frame except in the case of a tie and then play will begin with the player or team scoring the last point.
16. The first team to score the minimum number of points after play is completed will be determined the winner. The total is agreed upon prior to play
17. A team on the court has two players. Only the team captain can ask for a measurement which can be requested at any time.

For more information contact the Sport Commissioner