

Pine Lakes Bocce Rules 2026 - 2027

Schedule

- Bocce is played on Wednesday starting at 9:00. Teams are scheduled to play on the hour. The ending time depends on the number of teams and matches.
- The team schedule is computer generated and cannot be changed. The schedule will be sent out prior to the first scheduled week of play.
- The schedule will tell you whether your team is on Court 1 or 2. It also tells you which end of the court that you are playing on.
- The home team is designated on the schedule. The home team plays first and picks the color of the ball.

Teams

- Teams are comprised of two players, one male and one female. The teams are randomly drawn out of buckets marked male and female. If after signing up there are more of one gender than the other, then a team may be made up of two players of the same gender. The first member will be listed as F and the second listed as M.
- Husbands/Wives/Significant others will not be placed on the same team.
- No one will be allowed to play unless they have paid their fees; this includes substitutes. Games played disregarding these rules will be deemed a forfeit whether someone complains or not.

Substitutes

- The team member should arrange for a substitute in advance of the game, if possible, and notify their partner who that person is.
- Males should start with the male list but may use a female if no males are available and the same for female players.
- If a substitute is not available, then a Regular player may sub ONE TIME ONLY during the season.

- If a registered sub is at the court at time of play and the regular player is unable to play, then they may be asked to sub at that time by the other team member.
- If a Regular player that has not already played as a sub that season is at the court and available to play, then they may be asked to sub for that game if a sub is not available.
- There can be only one substitute used on each team per game. At least one regular team member must play every game, or the team will need to forfeit that game.
- A substitute can only substitute two times in one day.
- If a sub is used on the same team for 4 weeks or more, that sub will become a permanent player on that team.

Forfeits

- The player or sub that starts a game must complete that game or they will need to forfeit. You cannot exchange a player for a sub or a sub for a player once the game has started.
- The games are scheduled on the hour and end when one team reaches 16 points. Team members should arrive 15 minutes before their scheduled play time. If both players of each team are not at the courts at the time of their scheduled play time, then the team will need to forfeit that game. Please be on time for your partner.
- If a game is forfeited for any reason, then the other team automatically gets 1 point. Even if you have been notified that the other team is forfeiting, your team needs to show up at the court on time. If you are not present, then it will be considered a double forfeit and both teams get 0 points.

Tossing the Pallino

- A player may toss the pallino any distance so long as:
 1. The player does not step or cross the foul line
 2. The pallino passes the center line of the court
 3. The pallino does not hit the back wall
- If a player fails to toss the pallino properly, he or she may try again. If he/she fails to toss the pallino properly a second time, the opposing team

will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino on 2 tries, the pallino reverts to the original team, etc.

- If the pallino is thrown out of turn and then that person also throws their first ball, the ball is placed out of play and is dead. The pallino is then thrown by the correct person.

Starting the Game

- Any time a player is rolling, the opposing players must remain outside the court.
- Players must stay behind the foul line when releasing the pallino or their ball.
- Play always begins at the scoreboard end. Each team will throw 4 balls. The home team will decide which color balls they will use. At the end of each frame, the game resumes at the opposite end of the court.
- The match will begin with the toss of the Pallino by the home team on the schedule. The **first ball** will be thrown by the team who originally tossed the pallino. If that bocce ball hits the back board without hitting the pallino, then that ball will be removed and is dead. That team must roll again until a ball is in play. That team does not roll again, until the opposing team has either rolled one of its bocce balls closer to the pallino, or has thrown all their balls.
- Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats, **not ties**, the opposing team's 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.
- Players may use the side walls at any time.

Player throwing wrong color ball or out of turn

- If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. There is no other action required.

Player throwing out of turn

- If a player rolls out of turn, the ball thrown is removed out of play and is dead. All other balls are returned to their *approximate positions*. Play then

resumes with the correct player throwing the next ball. The term *return all balls to their approximate position* will be mentioned often in the rules.

- It is assumed that the balls cannot be returned to their exact position. If it is determined that a reasonable agreement cannot be reached, the frame will end with no points scored.
- Play will resume at the opposite end of the court with the same team tossing the pallino.

Moved Balls prior to all balls being thrown

- Any ball or balls moved before the last ball has been thrown will cost the team of the person moving the ball 4 points. These points will be added to the opposing team's score.

Moved Balls after all balls have been thrown

- After all the balls in the frame are thrown and a measurement is required, and a ball still in play is picked up or kicked away, the opposing team wins the measurement but not necessarily the point.
- Example: One orange ball is clearly a point, but the next orange ball and the closest green ball need to be measured. The green team kicks away the orange or green ball to be measured, so the orange team would score 2 points. If the orange team moves the orange or green ball to be measured, the green ball wins the measurement, but the first orange ball still gets the point. If no point is established the team moving the ball loses the point. If a ball is moved that is not in contention, there is no penalty.
- Ideally one person from each team should do the measuring. If that is not possible due to physical limitations it is permissible to have someone else help with the measurement if all parties on the teams are in agreement.

Scoring

- Only one team scores in a frame.
- One point is given for each ball that is closer to the pallino than the closest ball of the opposing team.
- If at the end of any frame the closest ball of each team is equal distance from the pallino, no points are awarded to either team and the game

resumes from the opposite end of the court with the same team tossing the pallino.

- Games are played to 16 points.
- At the end of the game the home team should record the scores for their game on the bocce score sheet. The winning team gets 1 point and the losing team gets 0 points

Pallino/Bocce ball hitting the back wall/Over the side rail

Pallino

- Once the pallino is in play it remains in play even if it hits the back board during the game.
- If the pallino is knocked out of the court the frame will end, and play will resume from the opposite end of the court. No points will be awarded. The same team tosses the pallino.

Bocce Balls

- A ball hitting the back board is dead and must be removed from play **unless** it first hits another ball or pallino in which case all balls are in play.
- If a thrown ball does not first touch another ball and hits the back board, but then strikes a stationary ball, that stationary ball shall be replaced to its *approximate position*. The thrown ball is removed from play.
- If a thrown ball jumps the side rail and leaves the court, it is considered a dead ball and removed from play.

Measuring

- All players from both teams may assist in the measurement of the balls.
- A member from each team, if possible, will measure by holding the pallino and the Bocce ball in place and measure from the bottom of the Bocce ball to the middle of the pallino. Every attempt is made not to move either ball while measuring.
- If a point is declared, either visually or by measurement and the rest of the balls are thrown and none of the previously measured balls have moved, the players cannot decide to re-measure those balls and change the point. The change would not be valid. The first call will remain in effect.

Disputes

- All disputes will be resolved according to the rule book.
- If there is a dispute, at least one member of each team should look up the rule on the bulletin board. If it is a situation that is not covered in the rules and you cannot agree on a compromise, that frame will end with no points being scored. Play will resume at the opposite end of the court with the same team tossing the pallino.

Common Courtesy

- We are all here to have fun and play. All rules should be observed by everyone at the courts.
- No foul language, bullying, or intimidation is allowed. A warning will be issued; on a second occurrence the offending team will forfeit.
- No aggressive physical contact will be tolerated. Any person(s) initiating contact will be removed from the league. Violations will be dealt with on a case-by-case basis.
- Coaching by partners or by standers about how to play is not allowed during the game. Please do not offer instructions or comments to the players.

Early Make-up Games

- If a team knows that they will not be here for an upcoming game and wishes to play the scheduled game on a different day instead of getting a sub, they may contact the team they are scheduled to play and make that request.
- If both teams agree on a day and time to play the team requesting the change should notify the Chairperson to reserve the court and equipment. The same court and same end will be used as originally scheduled.
- ALL make-up games must be completed by the **Saturday** of the week of the original play so the scores and standing can be recorded. Any scores not being reported by end of day on Saturday will result in a forfeit by both teams. Teams should record their scores on the cancelled day's scoresheet. This is the only record that will be used to determine standings.

- The score should be initialed by both teams and given to the same person they set up the time with. They will pass the scores on to the computer scheduler.
- The equipment used should be returned.

Rain Dates

- The Chairperson/Bocce Committee will be responsible for determining if the courts are unplayable due to rain.
- If this is determined prior to the start of the day's slate of games then all games for that week will be cancelled and will not be rescheduled. The total number of games played for the season will be shortened by one week.

Rain disrupts game after game has begun

- If weekly play has already started and it becomes necessary to cancel the rest of the games due to weather, then the teams should try to complete their play on another day and time prior to the next regularly scheduled game.
- A player from the home team should contact the Chairperson to advise of the date and time agreed upon so that the court and equipment will be reserved.
- The score will resume where it left off when it was rained out. The court and ends will be the same as the original game.
- ALL make-up games must be completed by the **Saturday** of the week of the original play so the scores and standing can be recorded. Any scores not being reported will result in a forfeit by both teams. Teams should record their scores on the cancelled day's scoresheet. This is the only record that will be used to determine standings.
- If both teams fail to agree to a make-up day, a forfeit of the game will be made for both teams.
- All players originally starting the game will complete the make-up rain day. If there is a medical reason for one person to not continue play then the committee can waive this restriction. This is to promote fair play and fun.

Prizes Awarded

- Prizes will be awarded at the banquet in March at the Bocce Banquet.
- Prize money, if awarded, will be determined by the amount in the treasury at the end of each season.
- Prizes are awarded for 1st, 2nd, 3rd place winners.
- Team standings are determined by most games won.
- In case of a tie for 1st, 2nd, or 3rd place playoff games will be scheduled for the Wednesday following the last regular scheduled bocce game. The Bocce committee will determine the playoff type and schedule play.
- There shall be **NO** substitutions for playoff games. In the event of a medical issue, the Committee may issue a waiver of this restriction.
- There will be a celebration party after the play-off game for the Fall Season. Everyone is invited to attend.

CONTACT FOR MAKE-UP GAMES OR ANYTHING HAPPENING AT THE COURTS THAT NEEDS A COMMITTEE MEMBER:

BOCCE EMAIL: pinelakesbocce@gmail.com

**Preferred contact via email – if anything needed urgently, please call one of the
members below:**

Chairperson – Jackie Bartilucci (856) 207-4644

Co- Chairperson - Barb Patton (239) 292-9620

Treasurer – Jackie Yablonsky, (914) 805-1359

Coordinators – Jerry Seiwert (716) 498-0868 and Sandy Boles (859) 655-5373