

The Field

Six cones will determine the boundaries for the playing field, one at each of the four corners and two at the halfway point on each side to form a rectangle. All play takes place within these boundaries. The length of the playing field will be approximately 60 feet by 12 feet. Directors are responsible for setting all playing field.

How to Play

Balls

Each team consists of a 4-6 players and will have four balls to play in each frame. Each team will have their own color balls. Begin the match by playing Rock/Paper/Scissors. The winner of the RPS may have the first toss of the pallina (small target ball).

Frames

One frame consists of the pallina and all 4 balls of both teams being played. The object of the game is to get as many of your team's balls closer to the pallina than the other team's balls.

Game Play

The starting team must throw the pallina between the halfway point and one pace from the end line of the playing field. The pallina will be marked using a rainbow flag to ensure visibility. The same player who threw the pallina then throws one of their teams balls and steps aside until the opposing team has either rolled one of its bocce balls closer to the pallina, or has thrown all of its balls.

If during play, the pallina is knocked out of the playing field or is hit in front of the halfway line, that frame is re-started on the opposite end of the court by the team who originally threw out the pallina in that frame.

Alternating Play

Whenever a team gets a ball closer than the opposing team, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have played all of their balls, at which point the frame is finished. The team who scored last throws the pallina to begin the next frame.

Fouls and Dead Balls

- If the starting team fails to throw the pallina between the halfway point and one pace from the end line in two consecutive attempts per frame, the other team gets to throw the pallina.
- If a ball is thrown in bounds and bounces out of bounds, without touching any other balls, the ball is considered in play.
- If a ball that is thrown in bounds and bounces out of bounds is knocked by another ball, both balls are still in play.
- If a ball is knocked out of bounds by another ball, the ball out of bounds is considered dead and is taken out of the field of play.
- A ball that lands on the boundary line is considered in play.

- If the pallina is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallina as the previous frame.
- A player cannot step into the court when throwing the ball. If they do, the other team determines if the frame is reset or if the ball is dead.
- No dead ball can count in scoring

Scoring

Only one team scores per frame. A maximum of four points are possible per frame (since a team has four balls, they can't score more than four points in a frame). For example, if at the end of a frame there are three green balls closer to the pallina than the closest blue ball, the green team receives three points.

If at the end of any frame the closest ball of each team is equidistant from the pallina, no points are awarded to either team and a new frame begins, with the same team tossing the pallina as the previous frame.

No team can score more than fifteen points in a match. Matches are never "win by two".

A forfeited match results in a score of 15-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

A scorekeeper should be determined before the start of the game and should read off the score before the start of each frame.

Etiquette of Ball Throwing

Teammates shall alternate throws to ensure as many players as possible participate in each frame. No individual player may throw a ball before another member of their team has thrown. Based on required team size, no player is allowed to throw more than one ball in any given frame. If an additional ball is thrown by a player who has already played a ball in the same frame- the ball will be considered a dead ball regardless of where it is placed and should be removed from the field before the next ball is played.

Regulation Games

A regulation game lasts 45 minutes from the designated start time and is played to fifteen points. The first team to reach that score wins. If no team has reached that score

within the allotted time, the team with the highest score wins. If there is a tie, teams will play an additional frame to determine a winner.

Team Captains will be responsible for reporting results to the tournament directors after a winner is determined.

Measuring and Disputes

Only team captains (or their representatives) may measure any disputed balls, or request assistance from the Head Ref. Final calls are made by the Head Ref.