

2024 BOCCE RULES

GENERAL SKYLINE RULES

- No dogs allowed at the facility.
- Since the weather can change so quickly, all cancellations or delays are determined on game day at **5:00pm**. If you don't hear from us at 5pm, games will be played as originally scheduled. For outdoor leagues, we will play in the rain but will delay, and then cancel for lightning.

SUMMER BOCCE LEAGUE BREAKDOWN

Bocce Courts: 1, 2, 3, 4, 5

Game times: 6:00pm, 7:00pm, and 8:00pm

- Tuesday | Open
- Wednesday | Open & Upper
- Thursday | Open

ROSTERS

Rosters need to be set before playoffs. If you need help adding your teammates to your roster, please view our [Frequently Asked Questions](#).

- Each team must have a minimum of 2 players to play.
- If a team has more than 4 players, they may substitute players after each frame.
- If a team chooses to post teammates at a designated end, each needs to follow the original rules.
- Each player may only throw one ball per frame.
- Only actively participating players may be on the court during the game

SUBSTITUTES

Substitute players are allowed. Teams are responsible for finding substitute players. Subs may enter between games, but not between rounds. If you have a long-term substitute player, please add them to your roster.

REF FEES

There is a \$3 ref fee (cash only) each night per team. Ref fees are paid to the ref on your court before the match starts for the night. A ref will not start the match until both team's ref fees are collected.

FORFEITS

Forfeits happen and we understand that you might not be able to make it every night. If you do need to forfeit, please contact us in advance, so we can contact your opponent.



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- The forfeiting team will be responsible for both their own and their opponents' ref fees for the week that they are absent. The forfeiting team will owe a forfeit fee of \$6 the following week as a result. Teams will not be able to play in their next games until forfeit fees are collected.
- If a team misses the first two weeks of the season, they will be removed from the league and replaced with a waitlist team.
- If a team forfeits a total of 3 games in a season, they will be removed from the league.

HOUSE RULES & FOULS

- For the pallino throw to be valid for play, it must cross the yellow center line and not end up closer to the back or side wall than the width of a bocce ball.
- A team has the option of rolling, bouncing, banking, etc. its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers.
- If the thrown ball hits the backstop, it is considered dead and will be removed from play after it comes to rest. All balls affected by the throw remain as they land. If the thrown ball hits another ball OR THE PALLINO and then hits the back wall, it is still considered dead. Once the ball is in play, it is live even if it is hit into the back wall by another ball.
- A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point or decrease the opposing team's points.
- Skyline bocce DOES NOT permit overhand throwing, and the ball must hit the turf before crossing the center line. These violations will result in a foul and the ball will be removed from play.
- If a thrown ball leaves the court, the ball is dead, and the opposing team gains one point.
- If a player throws out of turn or accidentally moves a ball in play, the opposing team earns two points, then the frame is over.
- If there is a dispute between teams about which ball is the closest, the ref can be called to make the final decision.

DETERMINING SIDE & ORDER ROTATION

The coin toss winner chooses the color of their game balls. The coin toss winner also throws the pallino to start the game

ROLL ROTATION

- The same player that throws the pallino must throw their bocce ball first.
- The opposing team will then throw their bocce balls until their ball is no longer closer to the pallino or they have exhausted their four balls.
- The "nearest ball" rule governs the sequence of thrown balls. The team whose bocce ball is closest to the pallino is called the "in" ball and the opposing side is "out." Whenever a team gets "in," they step aside and allows the "out" team to throw.



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SCORING

- At the end of each frame (when both teams have exhausted 4 balls each) the captain of each team will determine the points scored or the ref can be summoned to make the determination.
- To score points, count all the balls of one team that are closest to the pallino, which can be determined by viewing or by mechanical measurement. A team can score up to four points per round if all four of their balls are closest to the pallino compared to the other team's balls.

TIME LIMIT

You will play two games to 8 points and one game to five points OR one hour from the start time of the match. If the time limit is reached, you will finish the frame in progress and throw one more frame and the game will be over, in which case the point would be awarded to the highest score. The ref will determine when the last frame will be thrown. Three games will be played each night, if the time limit is reached before completing the first or second game, a sudden death frame will be thrown for each of the remaining un-started game(s).

PLAYOFFS

After all the regular-season games are played, scores are tallied, playoffs are determined based on standings, and schedules are updated with the playoff games. A standard single-elimination playoff bracket is followed over 2 weeks.

QUESTIONS

For league questions and more details, please contact our league team:

- Email: leagues@skylinesocialandgames.com
- Phone: 218-520-0539

