

THE NAPLES FLORIDA AREA BOCCE LEAGUE (NBL) RULES

All NBL games are to be played under these Rules. Unless otherwise stated herein, any violation of these Rules shall result in a warning for the first violation and a loss of two (2) points for any subsequent violation during that game.

1. **The Coin Toss** - The match shall begin with the flip of a coin by the official between the captains from each team. The winner of the coin toss has the choice of the color of the balls and tosses of the pallino to begin the game.
2. **The Pallino Toss** - A player may toss the pallino any distance as long as it passes the center line of the court and does not hit the back wall. If a player fails to toss the pallino beyond the center line or the pallino hits the back wall, the opposing team then throws the pallino. If the opposing team also fails to put the pallino in play, the official places the pallino in the center of the foul line. When the pallino has been properly put in play, the team player that originally tossed the pallino first will throw the first bocce ball.
3. **Ball Tosses and Play** - If any bocce ball hits the backboard, without hitting the pallino or another bocce ball, that ball is considered dead and the ball is taken out of play. If this is the initial throw of the frame, that team continues to throw until the initial point is established. If the ball rebounds off of the backboard and hits another ball or the pallino, the official returns all balls hit to their approximate original positions. That team keeps on throwing until its bocce ball is closer to the pallino or all their balls have been thrown. The team whose bocce ball is closer to the pallino is called "inside" and the opposing team "outside". Whenever a team gets "inside", it steps aside and lets the "outside" team roll. The outside team throws until it beats (not ties) the opposing team's ball. This continues until both teams have used all of their bocce balls. The team that scores last throws the pallino to begin the next frame. Team members may alternate or throw two consecutive balls. No team member may throw more than two balls in each frame.

Consecutive or alternating throws by teammates shall be the option of the players. If a player rolls out of turn or rolls more than two balls, the other team may leave all balls as they are or have the official remove the illegal ball from play and return all balls to their approximate position (Rule of Advantage).

The pallino remains in play unless it is knocked out of the court or knocked in front of the center line, then the frame ends with no points scored and play resumes from the opposite end with the same team as started the frame tossing the pallino.

If the wrong color ball is rolled, the official will simply replace it in the same

spot with the correct color ball.

If a player or official accidentally moves the pallino or any other ball, the official will simply return them to their approximate previous position.

Players should never touch or move any ball or pallino until the official has indicated that the frame has ended. If a player moves a ball or the pallino prior to the end of the frame (thinking play is over) and the balls or pallino cannot be accurately relocated by the official to their proper positions, all remaining non-thrown balls of the non-offending team are counted as points and the frame is over (if the playing team commits the offense, all non-thrown balls of that team are voided).

The shooter may go down the court to view a ball position before shooting, but should not delay the game any more than necessary.

Only the shooter may be on the court when shooting. All other players should stay off the courts when another player is rolling.

Each team should have a captain-player at each end of the court and only he/she can call for a measurement and enter the court to aid in such measurement.

The team coach may advise the shooter, as long as such action does not disrupt the play of the game.

All unused balls must remain on the ball rack until the shooter removes his/her ball to make a shot. The shooter may hold two (2) balls when shooting, but must return any unused ball after shooting. Any non-shooter may not hold any ball.

All courts shall be groomed after every game upon request.

Shooting - All thrown balls (pallino and bocce balls) are to be thrown with both feet within the bocce court. Arcing the ball in the air is not allowed to reduce damage to the courts. No delivered ball may be released above the waist. On the first offense a warning is issued. The second offense is a violation at which point the other team may leave all balls as they are or have the official remove the illegal ball from play and return all balls to their approximate position (Rule of Advantage).

4. **The Foul Line** - The player's foot is not allowed to cross any part of the foul line while tossing the pallino or bocce ball. On the first offense a warning is issued. The second offense is a violation at which point the other team may leave all balls as they are or have the official remove the illegal ball from play and return all balls to their approximate position (Rule of Advantage). If there is not an additional official watching the foul line, the captains at the throwing end of the court shall notify the official of the violation. The official returns all balls

hit to their approximate original positions.

5. **Scoring** - Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the team that originally tossed the pallino to start the next frame. Even if not asked for by the captains or the official during the play, either the captains or the official may call for a measurement at the end of the frame. Any measurement made will count as the official score for that frame. No balls may be picked up from the court until the official has indicated that the scoring for that frame is complete and that the balls may be picked up. The team that scores 12 points wins the game. If a team forfeits, the forfeiting team receives zero points and the opposing team gets 12 points.
6. **Measurements** - Communities/Clubs may use any type of measuring device they choose. Measurements are taken and ruled upon by the officials. Referees and team captains may request measurement of any ball at any time.
7. **Ball Size Penalty** - If a Host Community/Club does not use the correct size bocce balls (107 mm) or pallino (50 mm), the Host Community/Club will forfeit the twelve points and a win for each of the three games scheduled. Opponents will receive twelve points and a win for their games against the host. The other schedule games will be played and scored as scheduled.
8. **Late Arrivals** - A team not showing up within 5 minutes of the scheduled starting time loses two points. A team not showing up within 15 minutes of the scheduled starting time forfeits the game.

A team missing one player at the start of the game may play; however, each player may only roll two balls and the team must rotate players so that each player delivers two balls on an equal basis. A player arriving late may enter a game, but only after the completion of the frame. If only two players are available the game is forfeited; but an attempt can be made to fill the team with bystanders from that Community/Club.
9. **Substitutions** - A team may make up to four non-injury substitutions per game. Captains must notify the official of the substitution. Substitutions may only be made between frames. Once a player has been substituted, he/she cannot re-enter that game.

10. **Timing-** Normally practice time is 8:30-8:55 am, with priority given to the visiting teams. Normally games start at 9:00 am. Some communities are restricted to a later starting time, so please confirm the starting time with the host team captain.

11. **The Host Community/Club Responsibilities** -The Host Community/Club is responsible for the postponement of the games at their Community/Club due to inclement weather, and also for the rescheduling of the games after conferring with the visiting Communities/Clubs. Rescheduled games should be played as soon as possible after the original date of the scheduled games.

12. **Code of Conduct** - Friendliness, courtesy and respect shall be displayed at all times. Smoking at or near the courts is not permitted. Profanity and unsportsmanlike conduct are not permitted.

November 6, 2024
Rev #4