

**Lighthouse Bay Bocce Rules
2025**

1. League teams shall consist of six players to a team. This is determined by the number of players signed up to play. League play is restricted to LHB residents and renters only.
2. Mixed League: Teams must consist of 6 players. Each player must play a minimum of 2 games.
3. Teams are randomly selected by the appointed captains. Rosters should be completed no later than one week prior to the beginning of the season. There shall be no substitutes outside the team roster.
4. The first game begins with a coin toss. The winner of the coin toss chooses color of balls and throws the pallino first. Subsequent games will start with the previous game winner throwing the pallino first. Ball color remains the same. Players do not have to change ends of the court for subsequent games. Doing so is optional
5. A game can be played with 3 players, however one end can only throw 2 balls.
6. A team forfeits if only two players show up.
7. No player can throw more than two balls.
8. A player arriving late cannot play until the next game begins. Exception: if a team is playing with less than four players, they may enter immediately.
9. A team not showing up within 10 minutes of the scheduled starting time forfeits the first game. Not showing up within 15 minutes of the original scheduled time forfeits all three matches.
10. All players present on each team must play a minimum of 2 games. In the playoffs if a match is decided by two games, each player present must have played in either of these two games. If it goes to three games any player that has not played two games must play in the third game or the game is forfeited. No substitutions are allowed in either league except in case of illness or emergency. Integrity and good sportsmanship apply here.
11. Consecutive or alternating throws by teammates shall be at the option of the players.
12. A team's ball or balls of the same color that are closest to the pallino are considered inside while the opposing teams are called outside. The outside team throws until it beats, not ties, the other team or has thrown its (4) balls. Only inside balls of the same color are scored.
13. To reduce damage to the courts, no ball should be released above the waist. Preferably it should be thrown below the knee. Balls may be thrown at any velocity; however, lofting is not allowed
14. A measurement can be called for at any time. Measurements should be made with the approved measuring device (Tape measure or the FREE Booble app if available).

15. Each team is to have 2 co-captains to be in charge of measuring, one at each end of the court. Co-captains can be changed from game to game, but they must be playing during that match.
16. Players must remain on their side of the center line. Exception: Player about to shoot may cross over to other side to review position of balls prior to shooting, but should not delay the game any more than necessary. The ball must remain in the rack and not carried for review.
17. Player movements are limited to the full foul line. A player cannot cross any part of the foul line before releasing the pallino or bocce ball. The player doing so will be warned one time; the 2nd time the thrown ball will be removed.
18. The pallino must cross the center line. If it does not or if it hits the backboard, the pallino is re-thrown by the opposing team who also throws the first ball. If the second throw is not put legally in play, the pallino is placed in the center of the foul line and the original shooter shoots first. Once the pallino has been put into play, it remains in play even if it hits the backboard after being hit by another ball. However, if the pallino is knocked out of the court or it is knocked back to the front court of the center line, the frame will end, no points are awarded and the game will resume from the opposite end of the court with the same team tossing the pallino.
19. Should a player's bocce ball make contact with the backboard before hitting the pallino or another bocce ball, this ball is considered a "dead ball" on impact and is removed from the play until the end of the frame. The same team continues to throw until it puts a ball legally in play or uses its four balls. If the first team throwing fails to put a ball in play, the opposing team needs only to throw beyond the mid court line for their ball to count.
20. If a bocce ball hitting only the backboard strikes a stationary bocce ball or the pallino after hitting the backboard, the stationary ball or pallino shall be replaced to its original position. The thrown ball is removed from play.
21. If a player throws the wrong ball, it should be replaced with the correct color after the ball comes to rest.
22. If a player rolls out of turn, the opposing team may leave everything, including the thrown ball exactly where it is, or may return any moved ball to their approximate original positions and remove the thrown ball from play.
23. If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is done in the spirit of good sportsmanship.
24. All balls NOT thrown or are not being thrown must remain in the rack until being used. If a person holds two balls while shooting and their first ball is inside, the remaining ball must be returned to the rack until they shoot again.
25. All rescheduled games due to unplayable courts must be played at earliest convenience after the original scheduled date. If a game in progress is to be rescheduled, it will be suspended and the game will be continued from the point of interruption, with the score and the pallino thrower being the same. Both team captains will note and agree on the stats and report them to the league or day captain. A sheet will be posted to sign up for courts. Rescheduled games shall be coordinated with other teams.

