

Valencia Cove Rules and Regulations for Bocce Season 2025-2026
Regular Season and Playoff Rules (Rev: 11/11/25)

The Mission of the Valencia Cove Bocce Club is to promote the play and growth of the sport of Bocce, to assist in the maintaining and scheduling the use of bocce courts, to educate those wishing to learn the sport of Bocce and to promote Bocce play as a healthful pursuit for all persons without regard to age, gender, race, or disability. The Valencia Cove Bocce Club is committed to an environment in which all individuals are treated with respect and dignity. We expect that all members of our club and invited guests will not engage in any form of harassment or physical intimidation. Conduct characterized as harassment may include but not limited to slurs, off color jokes and verbal, written or physical conduct that unreasonably interferes with a person resulting in an intimidating, hostile meeting or playing environment. We are playing for fun with neighbors. Physical intimidation or contact will not be acceptable during Bocce events. Violations of the policy will result in disciplinary action up to and including forfeiture of games, loss of team status and potential exclusion of Bocce Club membership as determined by majority of the Bocce Club Board.

Regulations:

- A. All players must be paid up members of Valencia Cove Bocce Club. Team rosters cannot be changed within 4 weeks of the end of regular season. Players can switch teams during the first half of season. In 2nd half of season, only new VC Bocce Ball Club members may be added to a team's roster.
- B. Each team will have a captain or designated "Match" captain present at each match. The Match captain designates a player at each end of the court to expedite decision making in determining which color balls are the closest to the pallino. Each team is permitted to have only one player on the scoring end of the court for measurements.
- C. No one should be on scoring end of court when player is ready to throw a ball.
- D. All players must wear rubber soled shoes or sneakers and both feet need to be on the court when tossing the balls. For the safety of individual players, open toed footwear is not allowed.
- E. Players should limit walking on the bocce court surface to the maximum extent possible to preserve the surface for their game and other games that follow by using the paths on the outside of the courts.
- F. A maximum of 4 members from each team will play during a game. There will be no substitutes once the match begins, except for injury or illness.
- G. The match consists of multiple frames with players from each team at each end of the court.
- H. Teams with fewer than 4 players cannot rotate players from one side of the court to the other during the game. Each player is only permitted to toss 2 balls in each frame. At the start of the game, if a team has 3 players, 1 will play from one end and 2 from the other end; with 2 players, 1 will play at each end of the court. Teams must start game with player(s) on both sides of court.
- I. All games are to start at their scheduled start time. A team with less than 2 players at the scheduled start time forfeits. Regular season games are limited to 60 minutes. Players arriving late may be added to the game on side missing a player at start of the next frame.

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J. A regular season match will end when one team reaches 12 points at end of a frame or when 60 minutes have elapsed. If a frame has started before the 60-minute mark, the frame shall be completed. If score is tied at 60 minutes, additional frame(s) will be played until 1 team has an advantage at end of frame. The match is over when a team has enough points to win and the opponent is out of balls to throw. A team needs to lead by just one point to win.

K. Only scheduled players are allowed on the courts and benches located behind each court during play. Board Members are also allowed when their teams are not playing and may intervene to keep play moving at expected pace.

L. No players, spectators or team members are to be in the middle area between the courts or along the sidelines while teams are playing. Grass areas on each side of the court are not included in the "stay out" zone. Player throwing ball may walk on outside path up to half court marker to better determine location of pallino or balls in play.

M. In the event of thunder or lightning or the field becomes unplayable the match will be stopped. If neither team scored 6 or more points or the score is tied, it will be considered a rainout, otherwise, the team in the lead will be declared the winner at the current score. Both Captains, or a Bocce Club Officer, must agree to end game early due to poor weather conditions. Regular season games either rained out in morning times, or if rain forecasted for late games can only be rescheduled for same day if both Captains agree, but not during regularly scheduled games (check the day's calendar). Notification must be sent to VCBOCCESCORES@GMAIL.com with new time. MAKE UP GAMES ARE OPTIONAL, BOTH CAPTAINS MUST AGREE OR IT'S A RAIN OUT.

N. Game scores are to be reported to VCboccescores@gmail.com within 24 hours by winning teams. **Non-reported scores will count as a loss for both teams.**

O. After a rain event, our Athletic Director will determine if the courts are playable for morning games. If they are not, a notice will be sent to the captains informing them of the morning cancelations. It is the responsibility of the captains to determine if the field is playable for all afternoon/evening games. If both captains, or an on-site Bocce Club Officer, decide(s) the field is not playable the afternoon/evening game will be canceled.

Rules:

1. The object for each team is to get their bocce balls closest to the pallino.
2. All balls are tossed underhand with player's feet totally behind the white foul line at each end of the court. Any ball lofted such that it lands beyond center line is out of play and will be removed from the court. Balls hit by lofted ball will remain where they rest.
3. If a player's foot mistakenly touches or crosses the foul line while tossing a ball, the ball will remain in play and all players on both teams will be given a warning. If it happens another time during a match, the tossed ball will be picked up from its final resting place and removed from play. All other balls will stay in place, even if they were moved by the ball being removed from play.

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4. The designated home team chooses which color their team will throw. Red always goes first. Home team is designated on the published schedule available in the Bocce storage container at courts or on our website.
5. Bocce balls must remain on the rack when not in play. Players may only hold one bocce ball at a time when throwing.
6. The tossing of the pallino starts each frame. It must rest past the center line or in front of the aft line (which is 43" from the back wall); and be at least 12 inches from the side wall to be considered in play. If the pallino touches or crosses the aft line it is considered out of bounds and must be tossed again or placed (#7).
7. The team with the rights to throw the pallino has two chances to toss the pallino in play. If successful, the same player throws their first bocce ball. If this team fails, the opposing team has one chance. If the second team is successful, the initial player from the first team throws their first ball. **(Note: The purpose of the second team tossing the pallino is for placement only.)** If neither team is successful, the pallino is placed at the midpoint of the foul line at far end of the court, and the first team's pallino player throws their first bocce ball. When it is the opposing team's turn, the same player that threw the pallino also throws their first bocce ball.
8. The team throwing their first bocce ball will continue until a ball is in playⁱ to establish the first point. If the first ball thrown fails to be in play, the teammate may attempt the next toss. Once a point is established, or all balls have been thrown from the first team, the opposing team tosses their color bocce ball. A ball is in play if it rests past the center line and does not hit the back wall without first hitting a ball (either a bocce ball or the pallino) or a corner. A ball that hits a sidewall and then a corner is in play. A ball hitting a sidewall and then the backwall is not in play. A tossed ball not in play is considered a "dead ball." A dead ball will be removed from play. However, if a dead ball hits another ball, the hit ball(s) will stay where they come to rest.
9. When the designated players from each team agree as to which ball is closest to the pallino, whether by visual or using the measuring device, that decision stands as long as other balls thrown after do not come into contention nor move those that are in contention for a point. Once the ball closest to the pallino is determined, the team whose ball is furthest ball from the pallino goes next. Players may choose the order of play; to throw consecutive balls or rotate players. All players are limited to two throws per frame.
10. All measurements will be done using the tape measures attached to the devices that fits over the pallino by the designated players from each team. This permits measurements from the center of the pallino to the **FRONT** of the bocce balls. Measurements should never be attempted using feet or other body parts.
11. The team furthest from the pallino continues to throw their balls, until one is closer to the pallino or they run out of balls to throw. Teams keep alternating when opposing balls are closer to the pallino until all balls are thrown. If the team closest to the pallino still has balls to throw, they continue to throw until all balls are played.
12. A frame is completed when each player has tossed 2 bocce balls from their end of the court.

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13. At the end of each frame, count the number of same color balls closest to the pallino; 1, 2, 3, or 4. That count is the score for the respective team.
14. The scoreboard will be adjusted at the end of each frame.
15. After each frame play will resume in the opposite direction.
16. After the first frame, the pallino is always tossed by the team receiving the last point.
17. If a player tosses the pallino, when the other team should have thrown it, the pallino is returned and the frame will start over.
18. If a player mistakenly tosses a bocce ball of the wrong color, the toss will count, and the ball replaced with the correct color ball.
19. Any bocce ball played out of turn will be picked up from its final resting place and removed from play. All other balls will stay in place even if they were moved by the ball thrown out of order.
20. If the pallino is knocked off the court as result of being hit, the frame will end with no score for the frame. The game will continue at opposite side of court with the same team throwing the pallino.
21. If a bocce ball is knocked off the court as result of being hit, the ball off the court will be out of play. Other balls will remain in play where they come to rest.
22. If any ball, including the pallino, are hit and comes to rest in front of the center line they are considered in play.
23. If at the end of a frame, each team's closest bocce ball is equidistant to the pallino, then there will be no points awarded for that frame. The match will continue with the team scoring the last point tossing the pallino. If the closet balls to the pallino are different colors and are equidistant during the frame, the team that threw the last ball, throws the next ball.
24. If any team player removes a ball from the playing surface before final agreement on point award is made, that team loses any possible point from the ball that was prematurely removed [if their color] or if the other team's ball, gives up that point to the other team if ball was in contention of earning a point.
25. If a player picks up the pallino prematurely, and both designated Captains do not agree on spot where it was lifted from, up to 4 points (or 2 points if offending team only has 1 player) depending on number of balls still in play will be awarded to the other team and frame will end.

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Playoff Tournament unique rules:

1. The team rankings are based on percentage of wins/total games played at the end of the regular season as reported on the VCBocceBall.com website. Rankings are only used to determine playoff brackets. Awards will be presented based on playoff results. All teams will play in the playoff double elimination tournament. If multiple teams are tied at the end of regular season, the following rules will govern final rankings in this order:
 - 1) Tied teams' head to head matches will be assessed: if Team A beat Team B more than vice-versa, Team A will be ranked above Team B.
 - 2) In the event of a Tie using breaker #1; Total points of head to head matches will be utilized to determine rankings.
 - 3) If these fail to differentiate the tied teams, a "virtual" coin toss managed by the Bocce Board will be used to determine final rankings due to limited time between end of season and Tournament.
 2. Teams must win by 2 points.
 3. There will be no time limit.
 4. During the playoff tournament, should there be any rainout games, those games will be rescheduled by the Bocce committee and all following scheduled games will be rescheduled as necessary and it is up to the team captains to ensure that their teams are present to play in accordance with the updated schedule.
 5. A Referee will be assigned to each playoff game.
 6. Games will start on time or early if both teams and Referee agree.
 7. Referees will use their judgement to minimize measurements; if not confident, they will do all measurements and will ask for assistance as needed.
 8. Each team has a challenge flag; if the team's Designee disagrees with referee's assessment of which team's ball is closer, the red flag is thrown, teams get **ONE** challenge forcing a measurement prior to the next ball being thrown. If the referee was correct, the team loses their challenge for the remainder of the game. If the referee was incorrect, the team retains their challenge.
 9. Referees will enforce policies regarding sportsmanship conduct etc.
 10. In case of rainout in middle of game, game will be rescheduled the following morning (if possible); starting at score of last completed frame. Team that last scored during the last completed frame will throw the pallino.
 11. The final match up for the Club championship will be the undefeated team against the winner of the consolation bracket. Since it is a double elimination tournament, if the undefeated team wins the match, they are declared Champions. If winner of consolation bracket wins the first game a second final match will be played with the winner being declared Champions. If a second game is needed it will be played on the other court.
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