



2020 Rule Change Summary

Bocce

Change From	Change To
Old Formatting	See also date change at footer to reflect June 2020
<p>3. Court and Equipment</p> <p>3.1 Court</p> <p>3.1.3 The court walls are the side and the end walls of the court and may be composed of any rigid material. The end walls should be at least 304 millimeters (12 in). The side walls must be, at minimum, as high as the bocce balls. The side or end walls may be utilized during play for bank shots or rebound shots. Lines measuring 50 millimeters (2 in) in width should be marked on all courts for the following:</p>	<p>DELETE/ADD:</p> <p>3.1.3 The court walls are the side and the end walls of the court and may be composed of any rigid material. The end walls should be at least 304 160 millimeters (12 in 6.3). The side walls must be, at minimum, as high as the bocce balls at least 80 millimeters (3.15 inches). The side or end walls may be utilized during play for bank shots or rebound shots. Lines measuring 50 millimeters (2 in) in width should be marked on all courts for the following:</p>
<p>4. Rules of Competition</p> <p>4.1 Divisioning</p> <p>4.1.6 During the divisioning process, if the pallina is moved from its spot at 9.15-m (30-ft), 12.20-m (40-ft) or 15.24-m (50-ft), it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.</p>	<p>ADD: 4.1.6 During the divisioning process, if the pallina is moved from its spot at 9.15-m (30-ft), 12.20-m (40-ft) or 15.24-m (50-ft), it is to be replaced on the spot before the next ball is rolled and before any measurements are taken. If the ball comes to rest on the spot where the pallina is placed prior to it being thrown, then the pallina should be back on its original spot and the ball should be placed directly behind and touching the pallina. The remaining ball(s) would be played and measurements would be taken. If the ball is still next to and touching the pallina, then that measurement would be entered as zero.</p>
<p>4.3 Three-Attempt Rule</p> <p>4.3.1 The team possessing the pallina will have three attempts at placing the pallina past the 9.15-meter (30-ft) line and before the 3.05-meter (10-ft) line on the opposite</p>	<p>DELETE/ADD: The team possessing the pallina will have three attempts at placing the pallina past the 9.15-meter (30-ft) line and before the 3.05-meter (10-ft) line on the opposite end: the pallina coming to rest on the half-court marker</p>



<p>end: the pallina coming to rest on the half-court marker or on the 3.05-meter (10-ft) mark on the opposite end is deemed to be an unsuccessful attempt.– If these three attempts are unsuccessful, the opposing team will have one opportunity to place the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court at the 12.20-meter (40-ft) mark. However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball</p>	<p>or on the 3.05-meter (10-ft) mark on the opposite end is deemed to be an unsuccessful attempt.– Should the pallina come to rest on or before the half-court line or, on or past the 10' line on the opposite end, it is to be deemed an unsuccessful attempt. (Note: the same player must make all three attempts). If these three attempts are unsuccessful, the opposing team will have one opportunity to place the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court at the 12.20-meter (40-ft) mark. However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball</p>
<p>4.4 Sequence of Play</p> <p>4.4.1 The pallina is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing the pallina must deliver the first ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls. This "nearest ball" rule governs the sequence of played balls. The side whose ball is the closest to the pallina is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in," it steps aside and allows the "out" team to deliver.</p>	<p>DELETE/ADD: The pallina may only be is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing rolling the pallina must deliver the first ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls. This "nearest ball" rule governs the sequence of played balls. The side whose ball is the closest to the pallina is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in," it steps aside and allows the "out" team to deliver.</p>
<p>4.5 Initial Point</p> <p>4.5.1 It is always incumbent upon the team with the pallina advantage to establish the initial point. Example: Team A tosses the pallina and delivers the first ball. Team B elects to hit Team A's ball out of position. In doing so, both balls, Team A's and Team B's, fly out of the court, leaving only the pallina in the court. It is incumbent upon Team A to reestablish the initial point</p>	<p>DELETE/ADD: 1 It is always incumbent upon the team with the pallina advantage to establish the initial point. Example: Team A tosses rolls the pallina and delivers the first ball. Team B elects to hit Team A's ball out of position. In doing so, both balls, Team A's and Team B's, fly out of the court, leaving only the pallina in the court. It is incumbent upon Team A to reestablish the initial point</p>
<p>4.6 Ball Delivery</p> <p>4.6.1 A team has the option of rolling, tossing, 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. A player also has the option of hitting out any ball in play in trying to obtain a point or</p>	<p>DELETE/ADD: A team player has the option of rolling, tossing, 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. A player also has the option of hitting out any ball in play in trying to obtain a point or decrease the opposing team's</p>



<p>decrease the opposing team’s points. A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an underhand delivery. An underhand delivery is defined as releasing the ball below the waist.</p>	<p>points. A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an underhand delivery. An underhand delivery is defined as releasing the ball below the waist.</p>
<p>4.9 Coaching</p> <p>4.9.1 Discussion with any athlete and/or partner by a coach or spectator is prohibited once the athlete and or partner steps onto the field of play area as designated by the Tournament Director/Event Manager</p> <p>The only two exceptions to this rule are where the Competition Manager deem it to be warranted in the following two instances:</p>	<p>DELETE/ADD:</p> <p>Discussion with any athlete and/or partner by a coach or spectator is prohibited once the athlete and or partner steps onto the field of play area as designated by the Tournament Director/Event Manager Competition Manger</p> <p>The only two exceptions to this rule are where the Competition Manager deem it to be warranted in the following two instances:</p> <p>4.9.1.1 During the divisioning the coach may speak to the players after any of the first two “practice” balls played for each distance and</p> <p>4.9.1.2 During the competition the Competition Manager may allow the coach to speak to the player during an official “coaches Time-Out” (the duration, process and protocols of which will be advised to the coaches prior to the start of competition.</p>
<p>4.10.13 Scorecard</p> <p>4.10.13.1 It is the responsibility of each team captain, to sign the scorecard after a match. The signatures will indicate the indisputability of the final score. Games in which protests will be filed should not be signed by any captain who disagrees with the score or its validity.</p>	<p>ADD: It is the responsibility of each team captain, or coach to sign the scorecard after a match. The signatures will indicate the indisputability of the final score. Games in which protests will be filed should not be signed by any captain, or coach who disagrees with the score or its validity.</p>
<p>5.5 Specific Fouls</p> <p>5.5.1 Foul-line Fouls</p> <p>5.5.1.1 In both pointing and hitting, any part of the player’s body, including the player’s foot, or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc., must not be in contact with any part of the foul line until after the ball is released, and before the ball touches any part of the playing field in front of the specific foul line</p>	<p>ADD: In both pointing and hitting, any part of the player’s body, including the player’s foot, or any apparatus used by an athlete such as a wheelchair, crutches, cane, ramp, etc., must not be in contact with any part of the foul line until after the ball is released, delivering the pallina, and before the ball touches any part of the playing field in front of the specific foul line</p>

