

2026 Beadling Bocce Rulings, Penalties, and Forfeits

- 1) Each team must have a minimum of 6 players, Maximum 8 players.
- 2) If the first ball hits the backboard without hitting the Pallino first, the ball is removed, and the team throws again until they have a ball in play. Any ball hitting the backboard without first touching the Pallino or another Bocce ball is a dead ball and is removed from play.
- 3) If a player arrives after a game has started, but before their place in play has been taken, they may join the game in progress. If they arrive after that time, they may play only if the opposing Captain is agreeable; otherwise, they must wait for the next game.
- 4) If the Captains cannot agree on a scoring situation, a neutral party agreed upon by both Captains will be asked for a decision.
- 5) If a Player throws a ball of the opposing color, the ball will be replaced with the appropriate color, as accurately as possible, by the opposing team Captain or the designated player/team member.
- 6) If a player throws out of turn (opposing team's turn) or throws more than their allotted two (2) balls per frame, the ball is removed from the court if it has not contacted any other ball or Pallino. If it has made contact, the opposing team may take the points as they stand, or a two-point penalty will be awarded, and the frame is over.
- 7) If a player moves one or more of his team's balls before scoring is agreed upon, the affected ball or balls are removed from the court and considered dead. Play continues if there are balls yet to be thrown.
- 8) If a player moves one or more of the opposing team's balls before scoring is agreed upon, the affected ball or balls are removed from the court and the frame is over. The opposing team Captain either scores the balls as they sit or scores two points.
- 9) If a team's legally thrown ball is interfered with while moving by someone or something not on the surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their appropriate original position. If that cannot be determined, the frame is replayed. However, if a team member causes interference, the ball is removed from play. If other balls have been moved during the incident, and original position replacement cannot be agreed upon, the opposing Captain has the option to leave the balls as they lay or replay the frame.

- 10) Matches should begin at the scheduled time. After a five (5) minute grace period, that team will forfeit the first game. If still unready after fifteen (15) minutes, that team will forfeit the second game. Finally, if the team is still unready by the thirty (30) minute mark, the third game is forfeited as well. All matches should be played without unnecessary delays. Both Captains may agree to waive these rules if there are no scheduled matches following their match.
- 11) Throwing balls out of the court, abusing courts or equipment, or unsportsmanlike conduct is grounds for suspension or removal from the league, and possibly the Club.
- 12) No player may sit out more than one game per match. The only exception to this rule is for injury or illness. However, these conditions must be declared to and agreed by the opposing Captain **BEFORE** the start of play.
- 13) The captain may handle any situation that is not covered by the Bocce League Rules, Penalties, and Forfeits as listed if both could agree on the remedy. If an agreement cannot be reached, and a League Official cannot be consulted, the match shall be completed “under protest” and the protesting Captain must contact a Bocce Committee Member within twenty-four (24) hours of the occurrence to obtain a ruling.
- 14) If both captains agree, a match may be postponed and rescheduled within two (2) weeks’ time due to weather, holidays, etc. If a postponed game is not played within the designated two (2) weeks’ time, then both teams record a -0- wins and -3- losses for that match. All postponed games must be played before the final night of the league play for the season.
- 15) Anyone not paid in full after the third week of play will be suspended from the league. They will be replaced by someone from the waitlist. All players must be paid in full when the envelopes are checked after the third week to remain on active status.
- 16) Any player missing three (3) consecutive weeks of play without a legitimate medical or work obligation is subject to removal from their team and replacement of a player from the waitlist. The decision of the Bocce Committee on a case-by-case basis is final.
- 17) In the event of unresolved disputes, if both captains are unsure of a particular ruling, the game must be finished, and the captains must confer with the committee for a final ruling within 48 hours. Both captains must note the score at the time of the dispute.
- 18) If a team is playing with only 3 players, the opposing team starts with a one (1) point advantage. If a team is playing with only 2 players, the opposing team starts with a two (2) point advantage.

- 19) All bocce throws must be thrown underhanded with players assuring that their throwing hand doesn't rise above their waist on that throw's follow through.
- 20) Players must wear flat-soled shoes while playing. Examples are athletic shoes, loafers, and similar shoe types that have generally the same height from heel to toe.
- 21) Once a ball is measured and agreed to as "In" or "Out" it may not be measured again unless subsequent throws change position of balls or pallino.