



ROMA LODGE BOCCE RULES

2025-2026 Season

(Rules Adopted/Amended September 8, 2025, by Bocce Team Captains and Players)

1. Only members of the Roma Lodge, and Members' children or grandchildren ages 16-20, may play in a league. The Members' children or grandchildren are not allowed to consume alcohol according to the State and local laws. Any violation will result in immediate removal from participating in the league. Team rosters and team dues must be paid in full by **November 19, 2025**. Team dues are collected by the captain and paid by check or money order and made out to Roma Lodge. It is the responsibility of the team's captain to ensure that dues are paid on time and rosters established. Any team participating in a game without dues paid on time will forfeit the games played. League cost is \$40.00 per roster player to play in one or both nights for Monday & Wednesday leagues, cost includes the Bocce Banquet.

If a player plays on both nights, each player must designate primary team and secondary team for the overall league playoffs.

2. Games start at 7:00pm as indicated on the wall clock. If a team doesn't have at least 3 players by 7:10 pm they forfeit both games. Games must be played on the night scheduled. Games can't be made up once cancelled. All games are played to 14 points. The Bocce Chairman is the only person who can officially cancel games in case of inclement weather. Teams will be notified no later than 5:30pm of the scheduled night. In all other cases, the team cancelling will forfeit the 2 games. If a team fails to notify the Bocce Chairman and the opposing team by 5:30pm of being unable to play on a scheduled night, that team must pay the opposing team's \$4 raffle fee the following week. 2 wins will be awarded to the opposing team. Two forfeits to the same team in one season

will result in the forfeiting team to forfeit **ALL REMAINING LEAGUE GAMES FOR THE SEASON**. In league play a team can have 4 players throwing 4 balls or 3 players throwing 4 balls. When a team only has 3 players, all three players will rotate throwing the extra ball. In all tournament games, a team **MUST** have 4 players throw 4 balls, or 3 players throw 3 balls.

3. Before the first game, the two captains will flip a coin. The winner will have his choice of ball color and to shoot the pallino first or to defer to the second game. The team who loses the toss will have their choice in one of the two games. Whoever throws the pallino first will also pick the ball color. Whichever color balls are picked in the first game must be kept in the second game. Only one man per team should be on the court directing his teammates or measuring. In the event a team hasn't thrown a ball yet, then one player from the team can go down to the other end of the court to direct his teammates; in all other cases if a player has not thrown his ball he is unable to direct his teammates nor cross the foul line. If two players cannot agree on a measurement by using the tape from the inside edge of the ball to the inside edge of the pallino, the team captains will measure. If they cannot agree, it will be ruled a tie. The two captains may dedicate a player from a different court to measure the point. The chosen player's decision will be final. You may measure to determine the point at any time. You may not measure to determine how many points a team has until all the balls have been thrown. When measuring to the nail, measure from the bocce ball to the white spot in the middle of the nail. A team may alternate a fifth player into the game, however once a player is taken out of a game, he may not return to play in that game. However, he may play in any other games that night.

4. The pallino must be shot past the mid-marker, but not off the end of the court. If unsuccessful on the first try, the other team shoots the pallino and the first ball. **A TEAM GETS ONLY ONE CHANCE TO THROW A QUALIFYING PALLINO BEFORE RELINQUISHING IT TO THE OTHER TEAM.** If the pallino should come back before the mid-marker after play has started, all play stops and the balls are brought back to the end where play began. **IT DOESN'T**

MATTER IF THE PALLINO STAYS WITHIN THE COURT OF PLAY OR NOT, THE FRAME IS REPLAYED. A player's bocce ball **DOES NOT HAVE TO PASS** the mid-marker to be in play. NOTE: The player throwing the pallino must also throw the first ball.

5. Whenever there is a tie for a point, the last team to shoot will continue to do so until the tie is broken or that team runs out of balls. If a player knocks all the balls off the court, including the pallino, the team that knocks it out throws next to determine the point. If a tie is not broken after all balls are shot, the team that scored the last point shoots the pallino in the next round. If the pallino is knocked off the court, the white pallino will be set on the nail (white spot). The pallino must stay on the nail at all times unless a bocce ball is in the way. Once the pallino is knocked off the court and placed on the nail, it stays there. Even in the event another ball taps the pallino and moves it to the side, the pallino goes back on the nail. If any ball hits the back of the court, that ball is dead and should be removed, all other balls accidentally moved by such action shall be replaced as accurately as possible.

6. Whether a player takes steps before he throws or not, the ball must leave his hand before either foot completely crosses the foul line. NOTE: A player's foot may be on the line. One warning constitutes notice. Any further violation results in a 1-point penalty. No player shall stand on the narrow boards between court #1 and #2 or between courts #3 and #4. If a player shoots his ball out of turn, the shot counts, and the ball stays as is.

7. If someone starts to pick up the balls or kicks one when there is still a ball(s) to be shot, the touched ball is to be removed if it belongs to the offending team. If it belongs to the opposing team, it is to be replaced as accurately as possible.

8. Prior to the games beginning, each team must pay \$4 in exchange for a raffle ticket. The raffle ticket is for a 50/50 raffle being drawn each night. The winning team will receive a Roma Lodge Gift Certificate. **ALL TEAMS MUST PAY A MINIMUM AMOUNT OF \$4.00 PER TEAM REGARDLESS OF THE NUMBER OF**

PLAYERS PLAYING. Each team must pay the \$4 entry fee for every scheduled week of play unless the scheduled night is cancelled by the Bocce Chairman.

9. The regular season 1st place team in each league automatically qualifies for the overall Club Championship and they are the top 2 seeded teams - determined by winning percentage.

Both Monday and Wednesday night leagues will hold their own playoffs to determine teams 3 & 4 (winning %) for the Club Championship. Teams 2-5 on each league night will play in a playoff with the champion from each night qualifying for the Club Championship.

Playoff games may begin upon the agreement of the opposing team captains but no later than 7:00pm. If there is a tie for a league winner, a one game playoff will be set up. If there is any other tie for deciding what playoff spot a team has, it will be done in the following manner: First is head-to-head record. Second is Point Differential. Third is a coin flip. During each night's playoffs, all teams will play best of 3. In each night's semi-finals the higher ranked teams will play on the best available courts. If a player has more than one of his teams making the overall club tournament, he must play with the higher entry fee team which he designated at the beginning of the season on his team registration form. If a team needs to replace a player who plays on multiple nights for the overall club tournament, the captain is allowed to choose any player(s) from that night. If a player's primary team loses in the first round of the club tournament he **IS NOT** allowed to go back and play on his secondary team(s) the following night(s).

10. All rosters must have a minimum of 4 players. Rosters are finalized for the season on **November 19, 2025**. An exception to this rule can be made if there is a medical reason relating to the player or his **IMMEDIATE** family, a player is dropped from the Roma Lodge Membership, or for circumstances beyond a player's control. Any rostered player may be replaced. In the event of this situation, it will be validated by the Bocce Chairman.

11. On each league night, teams must play the same number of games, if possible (depending on number of teams and weeks available to play), by the end of the season. A plaque of the overall club champion will be purchased out of league money and put up in the bocce courts at the conclusion of the season.

12. Leagues are capped at 10 teams per night. Preference is given to teams that were in the league the prior year. New teams must play on nights not already filled to capacity.

13. NO ONE IS ALLOWED TO SIT ON THE GREEN END CAPS ON THE SIDE THAT IS CURRENTLY BEING THROWN AT. THIS IS FOR EVERYONE'S SAFETY. ALL PLAYERS FROM AN OPPOSING TEAM MUST BE OFF THE COURT ON THE END THAT IS IN PLAY (END WHERE THE PALLINO IS) WHEN THE OTHER TEAM IS THROWING. PLAYERS FROM THEIR OWN TEAM MAY BE ON THE COURT. A PLAYER'S FEET MUST BE WITHIN THE COURT OF PLAY WHEN THROWING.

14. These are the rules voted upon and passed by the Roma Lodge bocce captains and players. There will be no captain votes for any rule changes during the season. New rules and rule changes are only allowed to occur at the yearly bocce meeting held in mid to late August/Sept.