



RULES

v2025.2

*Any of these rules are subject to change by the tournament, league, or game organizer(s). Changes must be specified to all players **before** play starts. Otherwise, the common rules below will be used.*

STARTING THE GAME

1. The game begins with a coin flip between the captains of each team.
2. The winner of the coin flip:
 - Chooses the end from which play will start.
 - Has control of the pallino.
 - Chooses the color of balls their team will use (if using "house" balls).
3. The coin toss winner throws the pallino.

Balls

- Chico Bocce exclusively uses 107x920 balls.
- "House" balls are always available.
- Both teams must use balls of the same size and weight.

Serve (Toss)

1. At the start of each frame, the first ball may be rolled by any member of the team that originally threw the pallino. This applies to both the winners of the coin toss and the winners of the previous frame.
2. A toss is valid if:
 - The pallino passes the midline.
 - The pallino does not touch the back wall.
3. If the player fails to place the pallino in a valid area:

- The opposing team will put the pallino in play.
 - If both teams fail, the pallino returns to the original team for another attempt.
 - The process alternates until the pallino is in a valid position.
4. The team that originally tossed the pallino plays the first ball until a point is established.
 - If no point is established by the initial throwing team, they must continue rolling until a valid point is achieved.
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PALLINO (Jack)

1. The pallino is always a valid target and remains in play even if it strikes the back wall after being hit by a valid ball during a frame.
 2. If the pallino:
 - Is knocked out of the court **or**
 - Bounces back in front of the centerline
 - The frame is void, and the team that started the frame will begin again at the same end of the court.
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GAME FORMATS

Back Wall Live

- A ball that hits the backboard after first touching another ball or the pallino remains in play.
- Any ball that strikes the back wall **without first hitting another ball** is **dead** and removed.
- If a dead ball strikes a stationary ball(s):
 1. The dead ball is removed from play.
 2. The stationary ball(s) are returned to their approximate original position.

Back Wall Dead

- Any ball that strikes the back wall is **dead** and removed.
 - If a dead ball strikes a stationary ball(s):
 1. The dead ball is removed from play.
 2. The stationary ball(s) are returned to their approximate original position.
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DURING THE GAME

1. Once a valid point is established, the opposing team must attempt to get a closer point by rolling or shooting.
 2. Players may use sideboards at any time.
 3. **Measuring Rules:**
 - Measurements can be requested by either team.
 - If a tie measurement is determined:
 - The last team to roll a ball must roll again until the tie is broken or all balls have been played.
 - If a tie remains after all balls are played, **no points** are awarded. The team that scored in the previous frame tosses the pallino from the opposite end.
 4. If a ball leaves the court, it is considered dead and removed from play for the rest of the frame.
 5. Volo shots are NOT allowed unless specified otherwise.
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ILLEGAL MOVEMENT OF PLAYERS, BALLS, OR PALLINO

1. Players must not touch or move any ball or the pallino until the frame has ended. • If a player moves a ball before the end of a frame and the balls cannot be accurately replaced:
 - All remaining non-thrown balls of the non-offending team are counted as points.
 - All remaining non-thrown balls of the offending team are voided.
 - The frame is over.
2. If a player plays the wrong color ball, it should be replaced with the correct color when it comes to rest. Play continues.
3. A player's foot must not pass the foul line but may be on the line.
 - First offense: Warning.
 - Second offense: The thrown ball is removed from play, and any struck balls are returned to their approximate original positions.
4. If a player throws out of turn or plays more balls than allowed, the opposing team can choose to:
 - Leave all balls as they rest, or
 - Remove the illegally thrown ball and return all other balls to their previous positions.

SCORING

1. Only **one team** scores per frame.
2. Points are awarded for **all of a team's balls that are closer to the pallino** than the opposing team's closest ball.
3. A ball **touching the pallino** at the end of the frame is **scored as 2 points**.
4. Games are played to 10 points.