

TECHNICAL RULES OF THE GAME

Art. 1 - The game's playing area

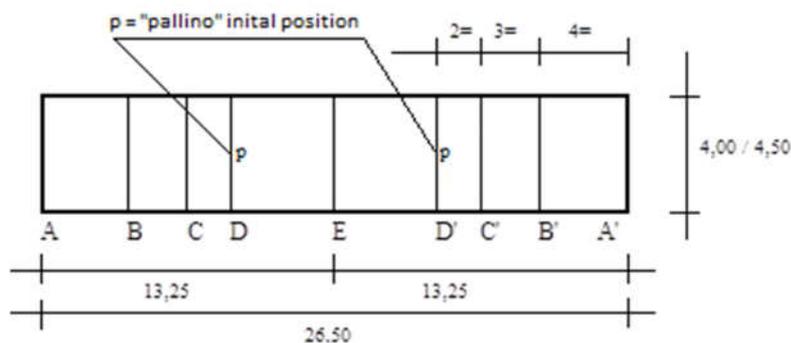
- a) The game of "bocce" must be played on flat and perfectly levelled surface subdivided into lanes. These lanes must be enclosed by wooden planks or by some other, non-metallic sidings, 25 cm. high, with a tolerance of 2 cm. over or below;
- b) Lanes must be 26.50 metres long and anywhere between 4 and 4.50 metres wide. Lanes between 24.50 metres and 28.00 metres long may be accepted only by previous authorization from the C.T.A.I. and width of 3.80 meters;
- c) Lane heads must be made with swinging boards, possibly of synthetic rubber, hinged on the upper part of the sidings. Lane heads should not be fastened to either the latter or the ground in order to prevent the bowls and the "pallino" from bouncing back;
- d) The lanes' surface may consist of either the natural ground or of synthetic materials which are appropriate to this game's technical requirements. Under no circumstances may these materials constitute a danger to the players' or referees' health;
- e) People, fixtures, objects or any other thing (posts, lamps, metal wires, branches, ceilings, walls, protection nets, etc.) to be found either upon the siding planks, or outside of them, including the retaining walls supporting the latter, are considered as foreign to the game and thus irrelevant to the game regularity.

Art. 2 - The game's markings

The lanes must be marked with transversal, coloured lines (chalk, marble dust, paint or other), but such markings should in no way interfere with the smoothness of the terrain. The vertical sidings must also bear vertical, reference lines matching those on the ground.

These lines must be measured from the lane heads, as shown in the picture 1, and must be at the same distance in all lanes.

Picture Np. 1



- a) Lines A and A' coincide with the lane heads and show the backmost starting position players may avail themselves of;
- b) Lines B and B' indicate the farthest position allowed for a player to stand in order to make either a "punto" or a "raffa" play;
- c) Lines B and B' indicate the farthest position allowed for a player to stand in order to throw the "pallino";
- d) Lines C and C' indicate the farthest position allowed for a player to stand in order to make a "volo" play;
- e) Lines D and D' indicate the minimum distance a played "bocce" must land and after a "raffa" throw and it also represents the maximum position a player may stand when playing a "punto" throw;
- f) Line E (midfield) indicate the minimum distance beyond which the "pallino" must be thrown and it also represents the farthest position a player may reach after a "raffa" or "volo" throw;
- g) In case the lines become either partially or completely erased, measurements will be taken with a rope, starting from the center of the lines traced on the vertical sidings.
- h) The referee before beginning a game, must insure the regularity of the lanes' markings, the measuring tool and the "pallino".

Art. 3 - The game

The game of "bocce" consist of:

- a) "Punto" throws;
- b) "Raffa" and "volo" throws which are allowed provided the player has first declared the item ("bocce" or "pallino") he wishes to hit;
- c) Keeping on throwing one's bowls for the duration of a round until one has scored either one or more points;
- d) Trying to be the first, during a game, to attain the highest score.

Art. 4 - Formation

A. The game may be played:

1. SINGLE: one player against another with four bowls per player;
2. DOUBLE; two against two, with two bowls per player;
3. TRIPLE (TERN): three against three, with two bowls per player

Each of the above teams may have an official Technical Officer (T.O).

B. The teams' rights and duties:

- a) In double and triple competitions, the game may begin only if teams are complete; all incomplete teams will be excluded from the competition;
- b) Rounds must take place with as many bowls as are allowed per each player (see here above, paragraph A);

- c) All couples and triple formations must elect a captain who will speak with the referee and will notify the latter of his team's decisions;
- d) Each player must make a throw within **30 seconds**;
- e) The T.O. from a team may call 1 time-out of 1 minute per game only in the first 30 minutes of a game.
Time out requests may be put forward only when one of the T.O. 's own players is due for a throw.
A warning will be given to the team upon the first infraction to this rule and the seizure of a yet-to-play-bowl each time this rule is broken again. The team's captain will specify which player will surrender his/her bowl.
The sanction will stand for the duration of the game.
In order to make the referee's control of these requests easier, the teams will be provided with one **GREEN** card.
- f) No substitution is allowed in single and in double matches.
- C. Players' rights and duties;
- a) General principles:
- aa) Players must stand by the duties set forth in the Olympic Charts general principles and obey the rules and regulations of the International Olympic Committee.
More specifically, players owe respect to both the referee and the opposing players. They must act with an utmost sense of fair play before, during and after the game.
- bb) Pursuant to the decisions of the I.O.C., the use of anabolic substances and of alcohol is forbidden. Players breaking this rule will undergo disciplinary sanctions.
- b) Specific principles:
- aa) Players who are not throwing must confine themselves to starrng areas A - B or A' - B';
Players may go beyond line B - B' (four metres long):
- without the referee's previous approval in order to smoothen the ground just prior to throwing their own bowl (and may do so while holding a bowl in their hand);
- after having thrown their bowl;
- with the referee's approval in order to observe closer by the position of the bowls on the ground;
However, all of the above may be done without however leaving objects on the ground or tracing marks to show the course a bowl must follow and promptly corning back to the A-B area before another member of his/her team throws a bowl.
Players overstepping line B - B' outside of the above-mentioned instances will be given a warning the case of a reoccurrence, he/she will be deprived of a yet-to-play-bowl.
The formation's player whose turn is to play the bowl or who benefits from the advantage rule may ask the referee up to 2 times per game to observe the position of the played bowls from near, the referee may turn down such requests in case of obvious obstruction.
Prior to continuation of the play, the player has to go back to zone A – B (A' – B'). If in the mixed double a mate plays his next bowl prior to the mentioned comeback, the played bowl is invalid unless the advantage rule is applied. In order to make the referee's control of these requests easier, the teams will be provided with 2 **YELLOW** cards.
The time limit to observe the bowls position is 45 seconds.
In this case the time limit to make a throw is 1 minute and 15 seconds,
- bb) A player abandoning the field following a decision taken by the referee or due to an argument with either another player or bystander will be thrown out of the game and as a result his/her team will have lost the game.

Art. 5 - Games and Keeping score

- a) All games start from the same lane defined by the C.T.I..
- b) All championship group matches have a duration of 45 minutes or 12 points. If after the set time the two teams are evenly scored, one hand will be played. If a formation reaches 12 points before the end of the scheduled time, the game ends. In the direct elimination matches, the time limit is 60 minutes.
- c) Groups are formed at 4. In the 1st round the games are 1 against 2 and 3 against 4. In the 2nd round the two winners and the two losers of the 1st round meet. With two victories we pass first to the next phase. With two defeats, he is in 4th place. In the Barrage (3rd round) the two with a game won play the 2nd place. Same system in 16th finals. From the quarter-finals onwards the will be direct elimination.
- d) One point is assigned to each of one's own bowls which rests the closest to the "pallino" over that of the opposing team.

Art. 6 - Bowls and "pallino"

A. General characteristics:

- a) Bowls and "pallino" must be round and made of synthetic material, without adding any foreign substance which might impair their balance.

"pallino":

4 centimetres in diameter, with a 1 mm. tolerance (over or below), weighing 90 grams, with 7 grams tolerance (over or below);

Bowls:

in world, continental, intercontinental championships, in world cups and in meets among national teams bowls must have the same diameter, weight and colour for each team, besides the following mandatory characteristics;

For all categories: diameter range 105 - 108 mm, weight range 890 - 930 gr.

Nations may bring their bowls for training that for official games respecting the characteristics mentioned above.

The championship management will check the personal bowls.

Otherwise each country can use the new bowls of the same colour made available by the organizers.

- b) The bowls of any given team must be of the same colour and the latter must sharply differ from that of the opposing team;
- c) In all international competitions the requirements set forth in the permit issued by the Directors Council will prevail;

B. Specific requirements:

- a) The referee will check both bowls and "pallino" before the start of the game to ensure they are up to standards.

Prior to each start of frame, all the bowls have to be replaced on the respective bowls repository. At the first violation of this rule, the respective nation will be warned. As a consequence, a yet to be played bowl will be revoked.

- b) Once the game has begun, neither the "pallino" nor any bowl may be changed. The infringement of this rule will result in a "**lost game**";

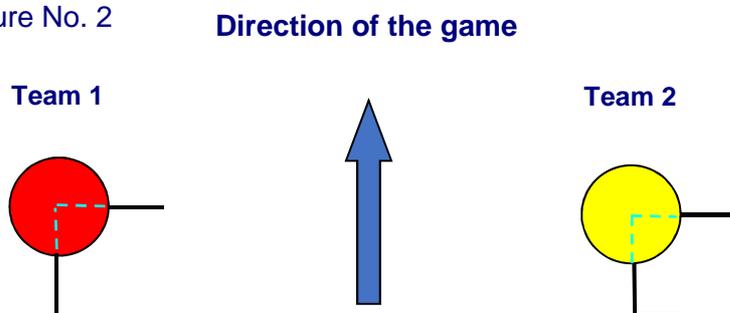
Should either one of the bowls (or the “pallino”) break during the game, the referee will mark the position of the largest piece remaining on the playing area and it will then be replaced with regular bowl (or “pallino”); if instead the largest piece falls out of the playing area, that bowl (or “pallino”) must be considered as void.

- c) Bowls replacement is instead allowed whenever the game is interrupted by act of God and the game resumes in another lane
- c) Quite exceptionally and with the referee’s approval it is allowed to wet a bowl with water only;
- d) When a player plays one bowl more than those he/she is entitled to, the advantage rule will apply, that is:
 - considered as valid;
 - given back to its holder;
 - considered void.

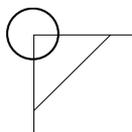
Art. 7 - Marking the Bowl's Position

The place where each bowl comes to rest must be marked by the referee using a different marking for each team, more specifically as follows:

Figure No. 2



The “pallino” s position is marked as follows:



Art. 8 - The Advantage Rule

The advantage rule states that all irregular throws, whether they be a “punto”, “raffa” or “volo” throw, are considered to be valid upon discretion of the opposing team.

Art. 9 - Beginning the Game and Throwing the “pallino”

- a) The game begins by placing the “pallino” on the centre of line D (point “P”). Such a central position must be marked out on the ground with a permanent marking;
- b) The right of throwing the first bowl is determined by draw among the teams.
- c) Should a bowl be considered void, the team who threw it at the beginning of the game or of any subsequent round gets to throw another, until they succeed in scoring a valid throw;
- d) Should a round be declared void, it must begin again from the same lane head. The right to throw the first bowl goes to the team who had acquired it in the previous round.

- e) In any round subsequent to the first one, the “pallino” is thrown by whichever team had scored points in the previous round.
After an irregular throw the “pallino” goes to the opposing team, who acquire the right to throw it once only; should this throw turn out to be irregular, then the referee will place the “pallino” in the “P” position. The first bowl is thrown by whichever team had the right to throw the “pallino” previously.
One must wait for the referee’s nod to throw the “pallino”.
- f) The throw of the “pallino” is valid when the course of the game departs from the “E” line (midfield) but subsequently returns within the regular area either on its own or because it hit a valid bowl which happened to be before the “E” line.
- 1) The throw of the “pallino” is void whenever:
 - In its projection, it either invades or does not go beyond the “E” line (midfield);
 - In its projection it either invades or goes beyond the B-B’ frontal line;
 - it stops against the sidings or comes to rest at a distance equal or inferior to 13 centimetres from the same.
 - 2) Even as a result of a valid play, the “pallino” is void whenever:
 - it comes to rest at a distance lower than the “E” line or it invades such a line in its projection;
 - it leaves the lane;
 - it leaves the lane and returns after hitting foreign objects;
 - it leaves the “E” line and kits either the referee or one of the players standing on this side of such a line, even if after the impact it returns to the regular playing area;
 - it gets stuck under the sidings, since the “pallino” must stay free at all times all around its diameter;
 For the above reasons the throw must be taken again from the same lane head from which it was taken.
- g) When as a result of a valid play, only the “pallino” is left on the lane, the team which caused all the bowls to exit the lane must play another valid bowl to allow the game to continue.
- h) A “pallino” moving on its own or by outside intervention:
 - is placed back in its original position, when it has been previously marked;
 - if the position was not previously marked, the “pallino” is placed in a position that will not jeopardize the assignments of points to either team, otherwise that particular round will be considered void.

Art. 10 - Throwing the Bowls: “PUNTO” – “RAFFA” – “VOLO”

- a) The bowl may be played by making either a “punto”, “raffa”, or “volo” throw.
“Raffa” and “volo” throws are valid only if a player first declares to the referee the type of throw he/she intends to make and which item his/her bowl will hit.
A player must alter the proceeding declaration, should change his/her mind on the type of throw he/she will perform or the item he-she will hit, otherwise the throw is considered void, except for the advantage rule.
- b) A bowl has completed its run whenever:
 - it has been played by “punto” throw, to a rest and its position is marked;
 - it has been played either by a “raffa” or “volo” throw, hit the item declared (bowl or “pallino”) and surpassed the latter.
- c) While throwing, should a player rest his-her foot onto the sidings, the throw is considered as void, except for the advantage rule;
- d) While throwing no player may trespass the throwing line with the most advanced foot touching the ground, otherwise the bowl or the “pallino” are void, except for the advantage rule;

A player may trespass the throwing lines only after throwing the bowl or if he/she deems it necessary to smoothen the ground before throwing.

- e) A player making a throw, with spare bowls, may not go beyond:
 - the E line after a "raffa" or "volo" throw;
 - the D - D' line after a "punto" throw.In case of trespassing these lines, one of the remaining playing bowls will be annulled.
- f) The bowls that hit the sidings before coming to a rest are void, except for the advantage rule;
- g) Once a bowl has been thrown it cannot be intentionally brought to a stop or otherwise made to swerve by the players. The penalty for this is the opposing team will be assigned the maximum points.
The maximum points being the total of all the valid bowls thrown plus those yet to be thrown.
- h) When a played bowl exits from an adjacent lane and hits stationary and regularly marked items, dislodging them from the playing area of a regularly played bowl before it has completed its run, or it hits the thrown bowl before the same has completed its run, the latter bowl must be thrown again.

Art. 11 - Common Rules to both Bowls and "pallino"

- a) Bowls and "pallino" dislodged by the lane head sidings without having been hit by any moving item, must be restored to their original place; however, if these pieces in the course of their displacement are impacted or hit other valid and moving items, they will remain in the position they came to rest;
- b) Bowls and "pallino" that are thrown and hit the top of the sidings and return onto the lane are considered valid as long as they do not hit any outside obstacle;
- c) Bowls and "pallino" that exit the lane following a regular play and hit an outside obstacle are considered void even if they return onto the lane.
If any such item returns to the lane and causes other stationary and regularly marked items to be dislodged, the latter must be placed back in their original position.
If instead a bowl returns to the lane and hits another moving item, the latter must be left in wherever place they finally come to rest, while the bowl which caused the impact must be considered void.
- d) Any foreign object that unintentionally interferes with the trajectory of the "pallino" or bowl before it has completed its full run causes them to be irregular. Consequently they must be thrown again.

Art. 12 - Practice Throws

Before the start of a game, each team is allowed practice throws which consist of a full round, one up and one down, beginning at the starting lane "A".

Practice throws may be carried out:

- when both teams are present in the lane;
- when the game was called off due to an act of God and is resumed in a different lane of the same facility or in another sport facility;

The team that wins by reason of absence, forfeit or an disqualification of the opposing team is not entitled to practice throws.

At world or continental championships applies:

The lane trials prior to each game will proceed as below-mentioned:

- a) In the first round matches:
- Nation A, a round trip to the starting line (line A) in the maximum time of 3 minutes
 - Nation B, a round trip to the starting line (line A) in the maximum time of 3 minutes
 - Finally Country A + B together, a round trip to the starting line (Line A).
- b) Successive games:
- Nations A + B together, one frame up and one down the lane to the lane-head (line A).

Art. 13 - "PUNTO" Throws

- a) "Punto" throws are those which aim at getting one's bowl as close as possible to a reference point on the lane.
In "punto" throws the player is not permitted to surpass the B - B' line with the most advanced foot touching the ground, otherwise that bowl is void, except for the advantage rule;
- b) A bowl which was thrown and rolled beyond the D - D' line is regular for all intents and purposes;
- c) A "punto" throw may not take place without the referee's nod, otherwise that bowl is void, except for the advantage rule;
- d) Whenever anyone team runs out of bowls without having ever thrown a valid bowl, the opposite team is granted as many score points as are the valid bowls already thrown plus those which still remain to play;
- e) Should the referee make an error in assigning one or more score points, all bowls played after the erroneous assignment by the referee must be thrown again;
- f) Should the referee unintentionally take away from the lane a bowl which touched the sidings without first granting the advantage rule, then that bowl is void;
- g) In the event that two bowls belonging each to a different team come to rest at exactly the same distance from the "pallino", the team who threw last, therefore, the team responsible for causing the tie, must throw a bowl until it has scored a point or has thrown all of its bowls.
If at the end of a round the tie has not been broken, then that round is declared void and it must be replayed from the same lane head;
A bowl which moves by itself must be restored to its original place, when duly marked in advance, otherwise, in a suitable place where it would not substantially modify the situation previously acquired either by right or by fact.

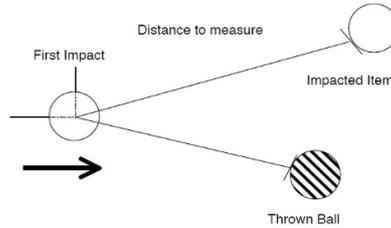
Art. 14 - Moving the Bowls in a "PUNTO" Throw

All movements by either the bowls or the "pallino" must be measured with whatever tool was being used in that particular game. For major or difficult to measure distances the referee may resort to a double metre a measuring tape or if necessary he/she may ask help of assistants. The measuring may begin only once the position of each of the items to be measured has been duly marked on the ground.

Direct Hit

- a) A thrown bowl which impacts and displaces another bowl or the "pallino" by more than 70 cm. is void and the displaced item must be restored to its original position, except for the advantage rule;

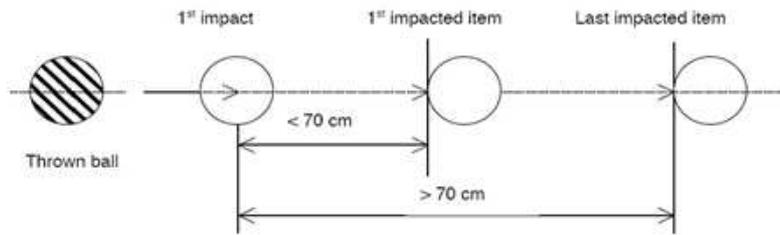
Figure No. 3



Chain Hit

- b) A thrown bowl which while impacting another bowl, causes a hit against yet another bowl or the “pallino”, and either one or the other are displaced by more than 70 cm., is void and the displaced item must be restored to their original position, except for the advantage rule:

Figure No. 4



Displacement with consequences

- c) A thrown bowl which displaces one or more items without any of them falling within the above mentioned instances and runs for more than 70 cm. from the marking of the first impacted item will remain in its final resting position, but whatever else was displaced must be put back in its original position, except for the advantage rule.

In all displacements measured distances must be the real ones between the marking and the item (Figure 5/a), between the marking and the siding and between the siding and the item (Figure 5/b).

Figure No. 5a

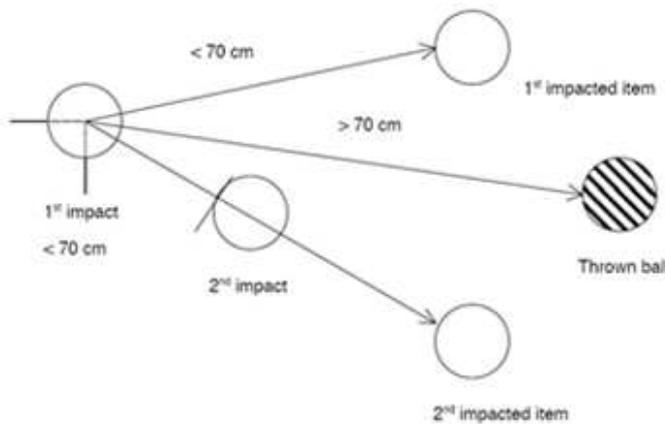
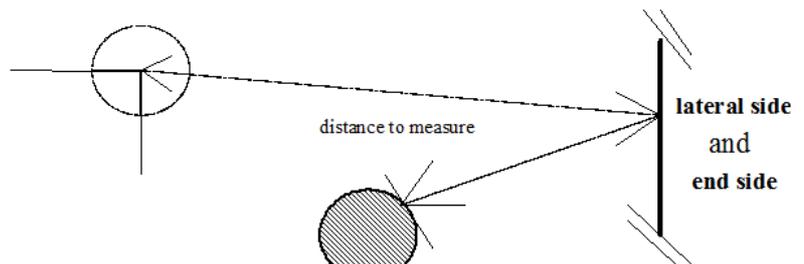


Figure No. 5b



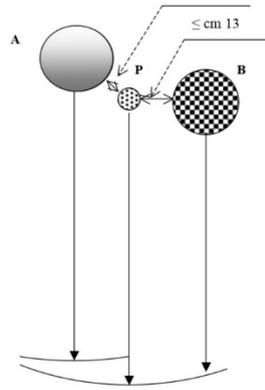
Art. 15 - "RAFFA" Throws

- a) A "raffa" throw is one that aims at hitting, with or without bouncing, any given bowl, or even one's own bowl, or the "pallino", after having declared to the referee the items to be hit;
- b) In order for that throw to be valid, the player must first declare the item he/she means to hit without wandering out of the B - B' line. He/she may want to hit the:
 - "pallino";
 - scoring bowl;
 - second scoring bowl;etc., and must wait each time for the referee's nod in order to throw, otherwise the bowl is considered void and all the displaced items must be restored to their original positions, except for the advantage rule.
- c) A player doing his/her throw may go beyond the B - B' line only after the bowl has been thrown, even if it has not yet touched the ground; should a player go beyond the B-B' line before throwing the bowl, it becomes void, except for the advantage rule;
- d) Any item lying 13 cm. or less from the called out item are part of "the target". Before authorizing a throw the empire must point out which items are at 13 cm. or less from the called out item and point out the area of "the target";
- e) A bowl thrown within the boundary of the B-B' line must land beyond the D-D' line; any bowl landing on top of such a line or short of it is void, except for the advantage rule;
- f) Should a bowl thus thrown miss the called out item, or hit it irregularly, is void, except for the advantage rule;
- g) **A "raffa" throw is allowed against the "pallino" and bowls which are targed with "pallino" from any valid playing position in the lane, and on bowls behind the D - D' frontal line.**

Art. 16 - "VOLO" Throws

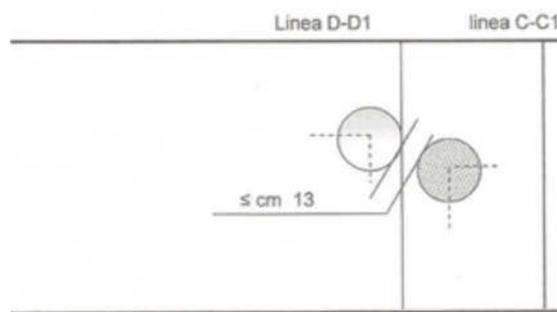
- a) A "volo" throw is one that aims at hitting, either directly or with the support of a limited tract of playing ground, an opponent's bowl, or even one's own, or the "pallino", after having called out the items to the referee;
- b) In order for that throw to be valid, the player must first declare out the item he/she means to hit without wandering out of the B - B' line. He/she may want to hit:
 - the "pallino";
 - the scoring bowl;
 - the second scoring bowl;etc., and must wait each time for the referee to mark out a 40 cm. section of a circle in front of the called out item and with its centre perpendicular to it and must wait for the referee's permission the throw, otherwise the throw is considered as void and any displaced item must be returned to its original position, except for the advantage rule;
- c) A player may step beyond the C - C' line only after the bowl has been thrown, even if it has not yet touched the ground. Should a player step beyond the C - C' line before throwing the bowl, it becomes void, and any items displaced must be returned to their original position, except for the advantage rule;
- d) In a "volo" throw one may hit all items which happen to be at a distance of 13 cm. or less from the called out item (the target), provided that between the called out item and the place of landing the distance does not exceed 40 cm.
A throw is void if it falls within the 40 cm circle section from the called out piece, but hits as well an item in the target area, lying at a distance equal to, or greater than 40 cm. from the landing point and any item so displaced must be put back in its original position, except for the advantage rule;

Figure No. 6



- e) Bowls which happen to be in the D - D' neutral area can be hit only by “volo” throws, since “raffa” throws are not allowed under these circumstances;

Figure N° 7



Art. 17 - Interrupting Competitions and Matches

- a) Matches may be interrupted due to bad weather or any other act of God and must be resumed with the same points scored at the time the interruption occurred. The points scored in the last, incomplete round are not valid;
- b) It is the referee's sole judgement to decide whether a game should be interrupted or played through. If one of the teams leaves the playing area without the referee's authorization, they will automatically forfeit that match.

Art. 18 - Classes of Players

All male and female players who have not yet reached the age of 18 (solar year) belong to the Junior class.

All male and female players who have reached the age of 18 (solar year) belong to the Senior class.

International Technical Rules in force since 01.01.2019

© Copyright C.B.I.

Any reproduction, even partial, is forbidden without the prior consent of C.B.I.

The following articles were updated on 08.05.2019:

2 Figure No. 1, 6 A a) Bowls