

# TECHNICAL RULES OF THE GAME

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## Foreword

These regulations apply to all events held under the auspices of the CBI.

## Glossary

### Punto

Synonym for point throw

### Axis/board (side or back)

Perimeter board Synonym Oscillating and made of black rubber those at the front, fixed and made of wood or other material (preferably transparent) those at the sides.

### Target

When two pieces in any field are at a distance of 13 centimetres or less and thus become part of a single bid in a raffa or volo throw.

### Single body

When two or more pieces in the field touch each other in a stationary game situation.

### Technical error

An error made by a match referee in awarding a point in the course of a game which is therefore invalidated.

### Making play

Bowls 'make play' in different ways depending on contexts and their definition is explained in each case within the document.

### Play/Hand/Turn

Hand of play complete with all the bowls played to the formations on the court is therefore understood to mean an entire phase of play from the pallino to the awarding or not of points in favour of a formation. A play/hand/tournament may also end (prematurely or otherwise) when it has been declared void and therefore to be repeated. Sometimes referred to as a single action for a bocce played a punto). When a hand is void or annulled, means that the entire hand is to be repeated in accordance with these rules.

### Player/Athlete

The person who makes a punto, raffa or volo throw.

### Valid play

Development of play that is regularly determined as a result of a shot or after acceptance of an advantage rule applied to an otherwise: irregular shot.

### Shooting/throwing platform

Area of play bounded by lines A-B and A'-B', in which raffa and punto shots are made. The shooting/throwing platform is up to line C-C', only for the player making the volley.

### Advantage (Rule of)

Development of play following an irregularity occurring on the pitch as a result of a shot, whereby the opposing team may decide either to maintain the course that has been created or to reposition all the pieces as originally.

### Refereeing staff

This term refers to the match/championship director, the on-field referee, the facility referee and others present in a refereeing capacity.

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# 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 and width of 3.80 meters may be accepted only by previous authorization from the C.T.I.. In the case of lanes longer than 26.50, a single line E will be drawn in the middle of the lane without observing the distance shown in Figure 1.
- 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.

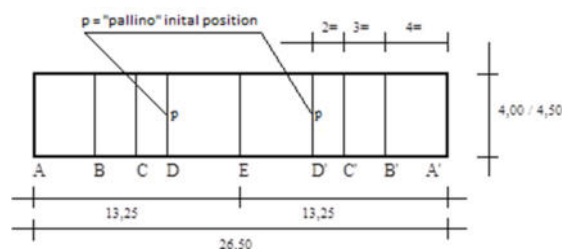
## Art. 2 - THE GAME'S MARKINGS

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 width of the lines must be a maximum of 1.5 cm (this standard is mandatory for newly built installations or those being upgraded). In pre-existing installations, this standard will be applied wherever possible. 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 Figure 1, and must be at the same distance in all lanes.

**Figure 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 players to stand in order to make either a punto or a raffa play.

- c) Lines B and B' indicate the farthest position allowed for players to stand in order to throw the pallino.
- d) Lines C and C' indicate the farthest position allowed for players 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 the pallino or 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 a volo throw.
- g) In case the lines become either partially or completely erased, measurements will be taken with a rope, starting from the centre 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 consists 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; Bowls played after the 30 seconds allowed are null and void without advantage rule.
- e) The T.O. from a team may call **2** time-out of 2 minutes per 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.  
To make the referee's control of these requests easier, the teams will be provided with **two GREEN cards**.
- f) No substitution is allowed in single and in double matches. In special competitions, any substitutions are governed by the regulations of those events.

**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 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 the pallino or their bowl
  - with the referee's approval to observe closer by the position of the bowls on the groundHowever, all 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 who cross the B-B' line outside the above-mentioned will be first reprimanded and, in the event of a repeat offence, a bowl still to be played will be cancelled.  
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. Prior to continuation of the play, the player must 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. 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 1 minute.  
In this case the time limit to make a throw is 1 minute and 30 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 matches in the World and Continental Championship have a duration of 8 hands or 12 points. If after the 8th hand the two teams are evenly scored, one more hand will be played. If a formation reaches 12 points before the End of scheduled hands, the game finished. If a hand is cancelled, it is considered to have never been played in the end count.
- c) The preliminary rounds may consist of 3/4/5/6 teams according to the needs of the competition. Groups of four formations use the 'Barrage' system.

Groups are formed at 4. In the 1<sup>st</sup> round the games are 1 against 2 and 3 against 4. In the 2<sup>nd</sup> round the two winners and the two losers of the 1<sup>st</sup> round meet.

With two victories we pass first to the next phase. With two defeats, he is in 4<sup>th</sup> place.

In the Barrage (3<sup>rd</sup> round) the two with a game won play the 2<sup>nd</sup> place.

From the quarterfinals onwards they will be direct elimination.

Groups of 3/5/6 teams will play in round robin mode all against all, in the event of a tie, direct matches will count. In the event of a further tie, a play-off will take place at the pallino shooting.

- 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 cm. in diameter, with a 1 mm. tolerance (over or below),  
weight 90 gr, with 7 gr. tolerance (over or below).**

Bowls:

in world, continental, intercontinental championships, world cups and competitions between national teams, the bowls must be of the same colour per formation or team and with the following mandatory characteristics of diameter and weight:

For all categories:

**diameter between 106 and 107 mm with a tolerance of +/- 0.5 mm.  
weight between 900 and 920 gr. with a tolerance of +/- 5 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 colour of the bowls shall be the same for each formation, but fundamentally different from that of the opponent's bowls; the bowls must be recognisable from a distance by all those present (including the public and TV). If the formations do not agree in advance on the substitution of the bowls, a draw will be made by the match referee to determine who is to replace them (whoever wins the draw replaces the bowls). The Tournament director has sole responsibility for this decision, and it is final.
- 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.

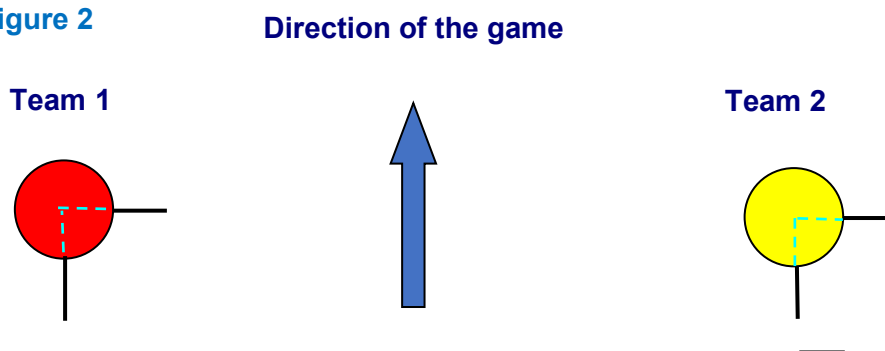
Prior to each start of frame, all the bowls must be replaced on the respective bowls repository. At the first violation of this rule, the respective nation will be recalled. Therefore, a yet to be played bowl will be revoked.

- 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. The replacement of bowls is permitted in the event of the breakage of one of the bowls (at the end of the hand) or when the game is interrupted by the referee due to force majeure and resumed in another lane.
- c) Quite exceptionally and with the referee's approval it is allowed to wet a bowl with water only.

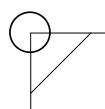
**Art. 7 - MARKING THE BOWL'S POSITION**

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 (Fig. 2):

**Figure 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 a volo throw, are 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 after 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 without advantage rule, 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 because 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 because 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 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.

If he crosses one of these lines, on the first infringement the player will be recalled, then a bowl still to be played will be annulled; the captain of the formation will decide which bowl to annul. The player who has finished his bowls must approach the referee in a position not to disturb the continuation of play.

- 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 a 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, Nation 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; if it does not cross the D-D' line it is void without advantage rule.
- 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 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 if it is possible to reconstruct the game to before the error; otherwise, the hand is annulled.
- 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 around the tie has not been broken, then that round is declared void and it must be replayed from the same lane head.
- h) The punto bowl that directly touches the backboard (black rubber) without touching anything else first is void without advantage rule.
- i) 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 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 (Fig. 3a + 3b).

Figure 3a

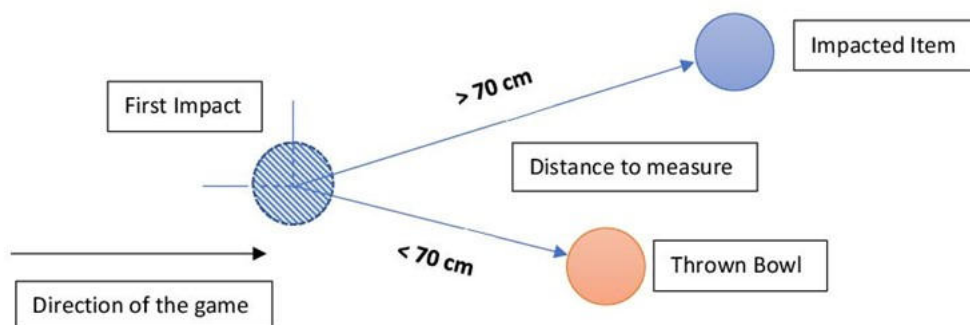
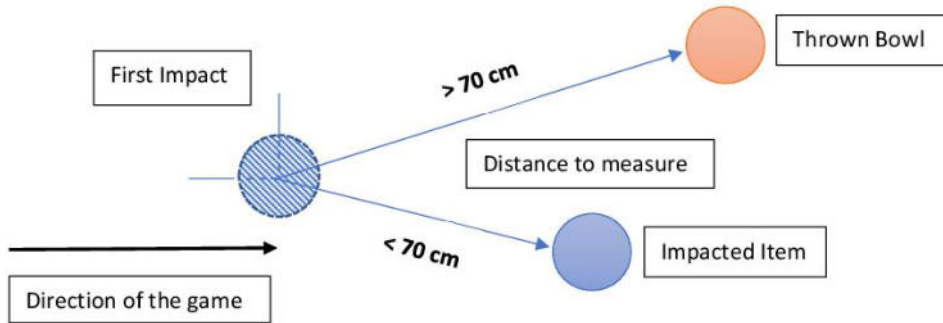


Figure 3b



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, advantage rule reserved (Fig. 4a + 4b):

Figure 4a

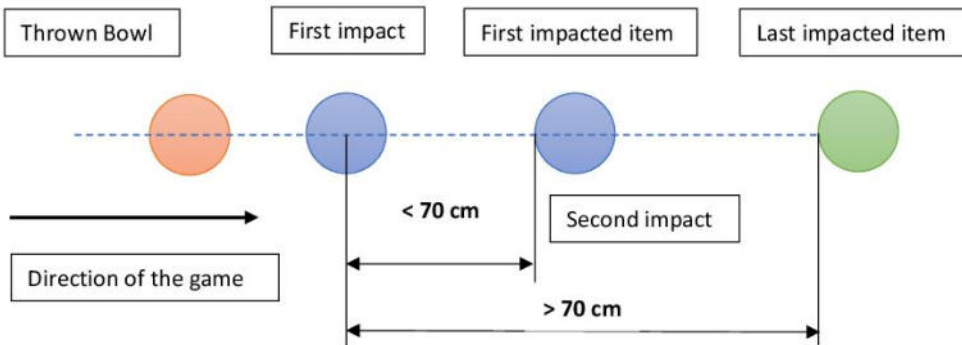
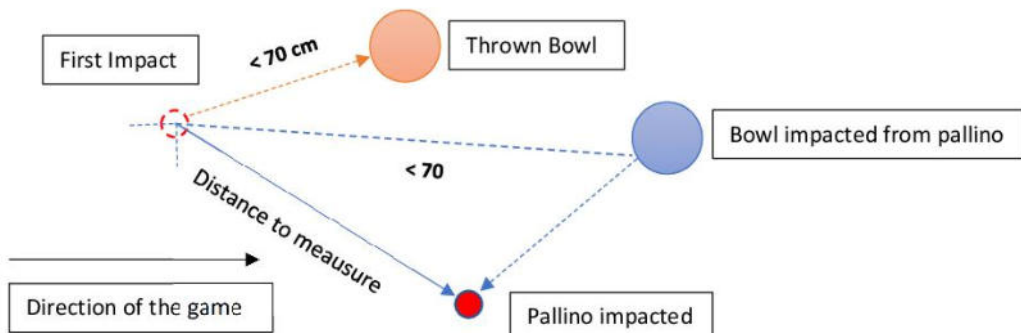


Figure 4b

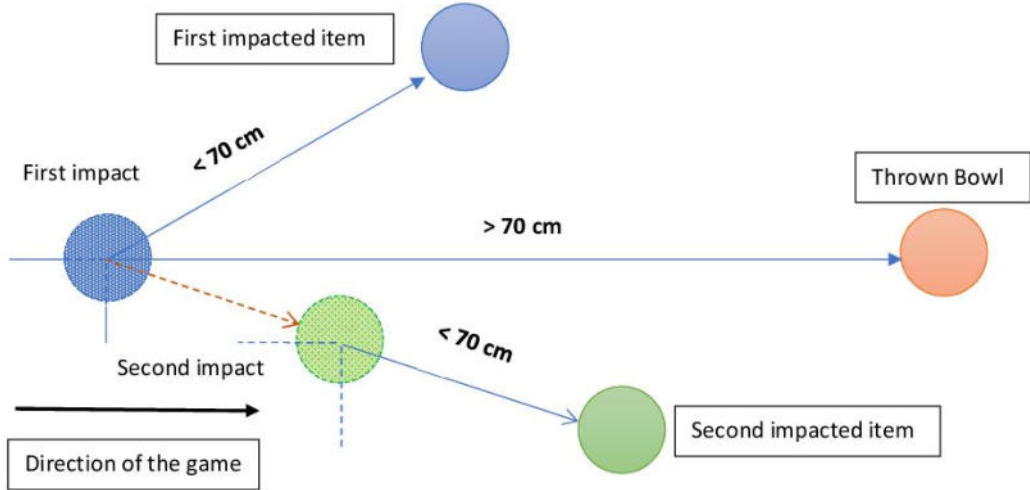


Displacement with consequences

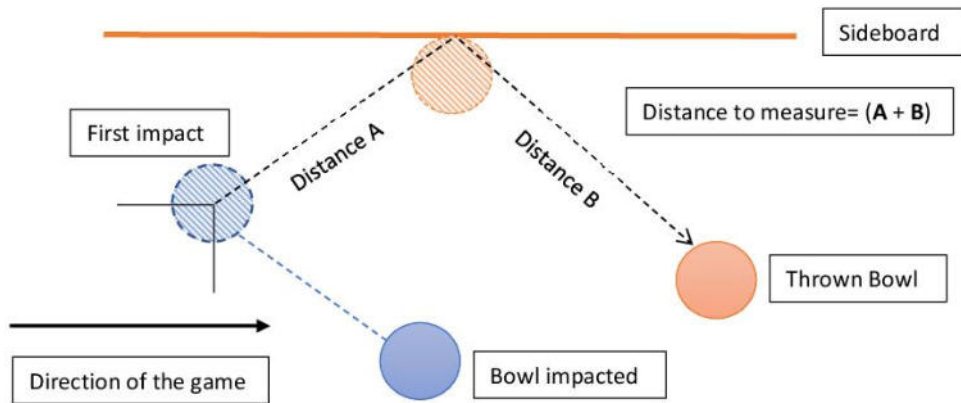
- c) A thrown bowl which displaces one or more items without any of them falling within the above-mentioned instances and runs for more than 70 cm. from the marking of the first impacted item will remain in its final resting position, but whatever else was displaced must be put back in its original position,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

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

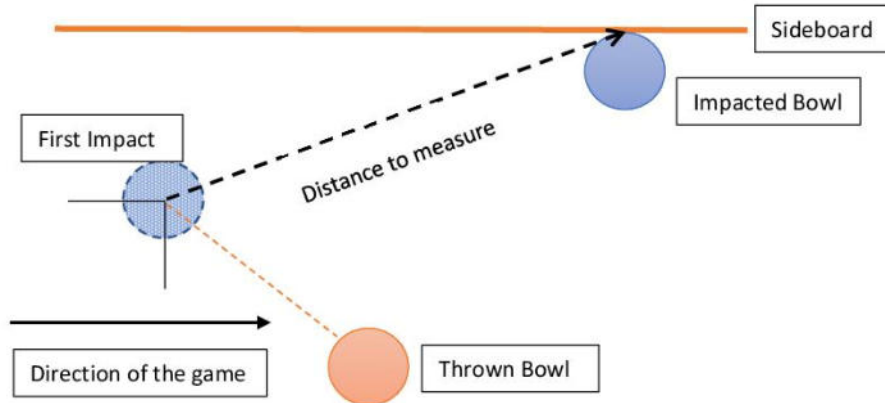
**Figure 5a**



**Figure 5b**



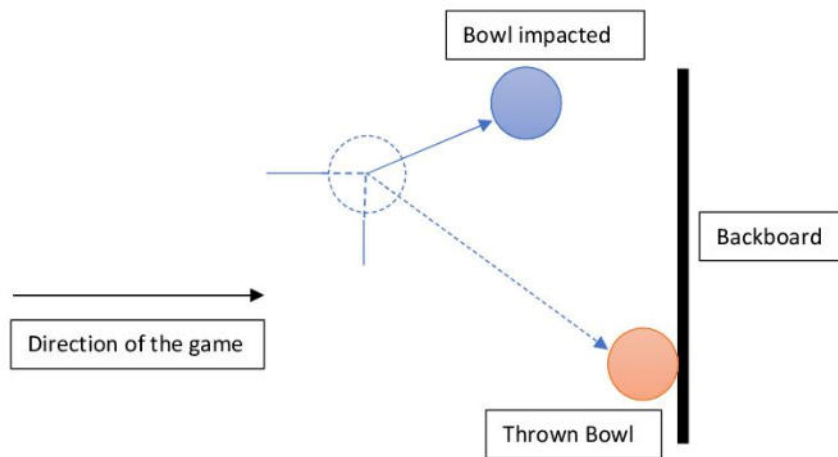
**Figure 5c**



**d) Special punto throws.**

A bowl which after having caused displacements during its course, regardless of the size of the displacements, touches the oscillating backboard, is void, advantage rule reserved (Fig. 6).

Figure 6



A bowl which directly or indirectly pushes another object (bowl or pallino) against the backboard is void, advantage rule reserved (Fig. 7 + 8).

Figure 7

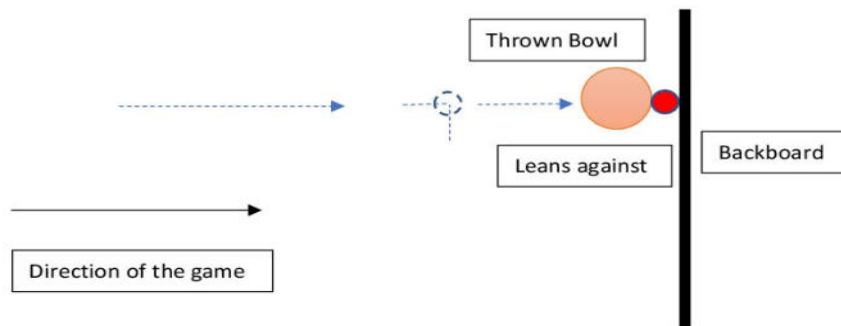
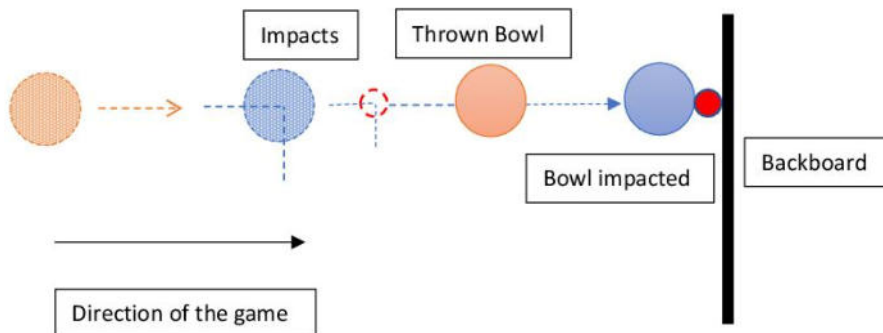


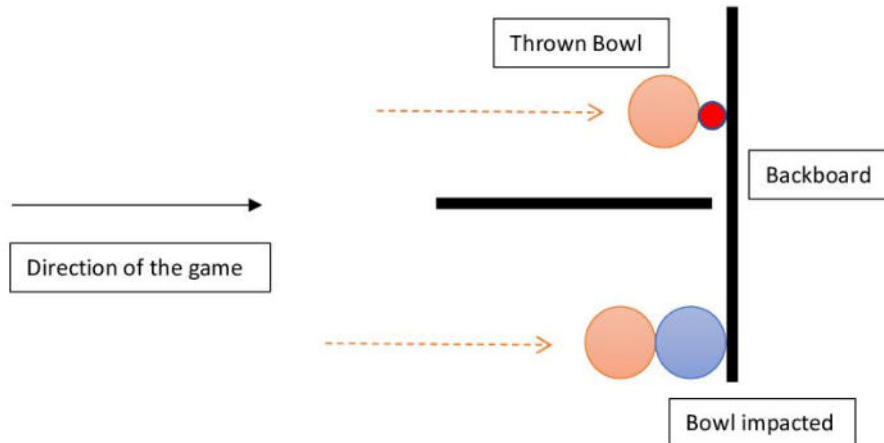
Figure 8



A bowl that leans against a object (bowls or pallino in direct contact with the oscillating backboard is void, advantage rule reserved (Fig. 9).

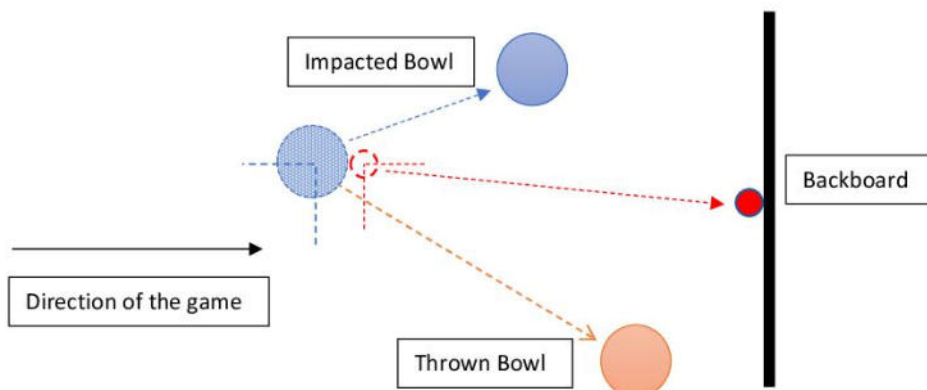


Figure 9



In the case where the pallino is the only piece touching the backboard without configuring the case of a single body, the bowl played is valid (unless other rules described above). The measurement is taken from the point where the pallino hits the backboard (Fig. 10).

Figure 10

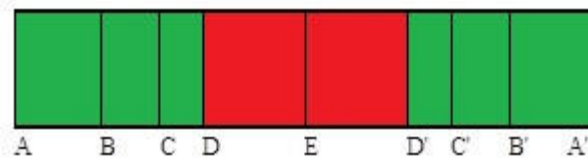


## Art. 15 - RAFFA THROWS

- 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 referee 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 on the pallino and on bowls which form a target with the pallino at any position on the valid playing lane and only on bowls placed after the D-D' line of the opposite half (in the Figure, the green area). On bowls placed in the area bounded between the D and D' lines (or touching those lines) and which do not fall within the above cases, a raffa throw is not permitted (in Figure 11, the red area).

**Figure 11**

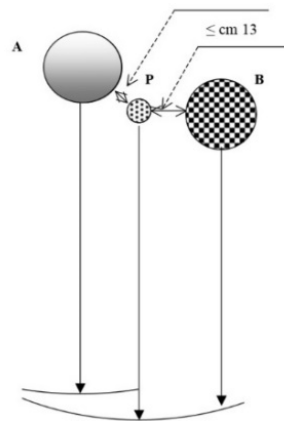


- h) Bowls played in raffa which touch the backboard or sideboard and then the backboard, without having hit any piece first, are void without advantage rule.

#### **Art. 16 - VOLO Throws**

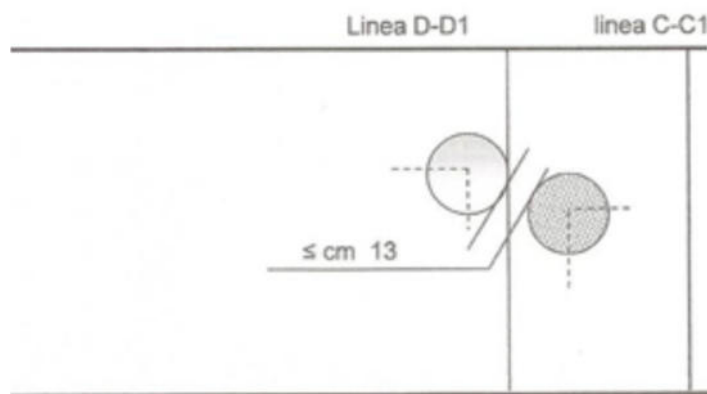
- a) A volo throw is one that aims at hitting, either directly or with the support of a limited tract of playing ground, an opponent's bowl, or even one's own, or the pallino, after having called out the items to the referee.
- b) In order for that throw to be valid, the player must first declare out 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 (Fig. 12).

**Figure 12**



- 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 (Fig. 13).

**Figure 13**



- f) A volo throw that touches the backboard, or the sideboard and then the backboard, without hitting any object first is void without advantage rule.

### **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.

## **Art 19 - BOWLS PLAYED BY ERROR**

- 19.1 Each player is entitled to play the number of bowls indicated in art. 4.
- 19.2 If a player plays by mistake an extraneous or an opponent's bowl, the same is void, it is given back to the person entitled to it and a bowl still to be played is cancelled.
- 19.3 If the error is not immediately notified and the game is continued, the bowl played in error is valid and is simply replaced. Should the referee fail to determine the exact affiliation of the bowls, the bet is annulled and repeated in the same direction.
- 19.4 If a player plays one more bowl than he is entitled to, it is void. Any pieces moved must be returned to their previous position.
- 19.5 If a player plays by mistake a bowl of his team-mate, the bowl is valid. The latter shall play his partner's bowl next.
- 19.6 If a player plays one of his own bowls when the referee has not yet given consent or awarded the point, or when it is the opponent's turn, the bowl is void, subject to the advanteg rule.

*International Technical Rules in force since 01.01.2019*  
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*The changes and additions were approved by the CBI Executive Committee at its meeting on 15 January 2023.*

**We thank the Italian Bocce Federation for making the Figures available.**

Translation into other languages are encouraged and will be produced and distributed to faciitate understanding and application of the content. It goes without saying that the English text remains the sole reference for any interpretation and/or judgement.

09.09.2024

**APPENDIX:**

**TRADITIONAL SIGNS:**

**Vertical cue**

**=**

**Point scored**



**Indicate with your free hand the number of points.**

**Horizontal cue**

**=**

**Point unscored**



**Indicate with your free hand the number of points.**



### Bersaglio (the target)



Indicate with your free hand if it is at 2 or more objects.

### Advantage rule



Arm raised = violation of the rule

### Time out



### Request for game vision



### Raffa throw



Hand mark from below upwards

Object to be hit:

Throw to Boccia



### Volo throw



Hand mark from top to bottom

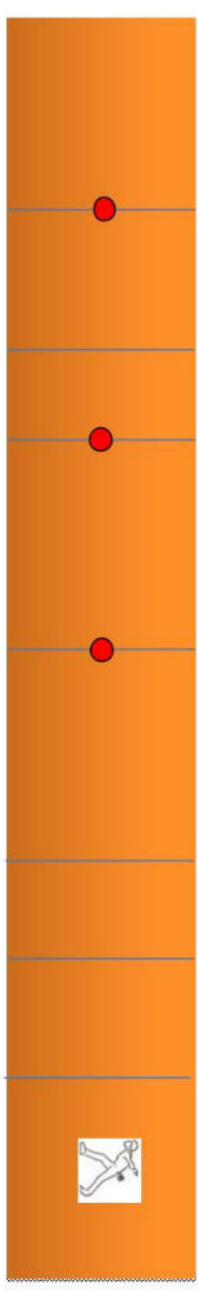
Throw to «pallino»







## “PALLINO” SHOT IN THE EVENT OF A TIE



**A'** In the cases provided for in the rules, in the event of a tie, between 2 or more teams, a play-off will be held with pallino shots.

Alternating between the tied teams, following the order of the draw, each athlete will take one shot at a time according to the system listed below.

The pallino will be placed at 3 different points on the lane:

- in the center of the line E
- in the center of the line D'
- in the center of the line B'

In the single discipline, each athlete will perform 2 shots at the 3 distances for a total of 6 shots.

**E** (Ex: Line E - Athletes A/B/C/A/B/C;  
D' Line - Athletes A/B/C/A/B/C;  
B' Line - Athletes A/B/C/A/B/C)

**D** In the doubles discipline, each athlete will perform a shot at the 3 distances for a total of 3 shots per athlete

**C** (Ex: Line E - Athletes A1/B1/C1/A2/B2/C2;  
Line D' - Athletes A1/B1/C1/A2/B2/C2;  
Line B' - Athletes A1/B1/C1/A2/B2/C2.

**B**

**A** If is still a tie, the shots continue with the pallino placed on the D' line up to the decision.

