

PUNTO RAFFA VOLO REGULATIONS

Of the Confederation Boccistica Internazionale

(This unofficial summary of the C.B.I. regulations was prepared by the United States Bocce Federation. It is intended only to be an abbreviated guide to the most frequently used rules. Any questions must be resolved by using the complete text of the official C.B.I. regulations.)

I. THE COURT

METRIC CONVERSION:

4m = 13'-1-1/2"

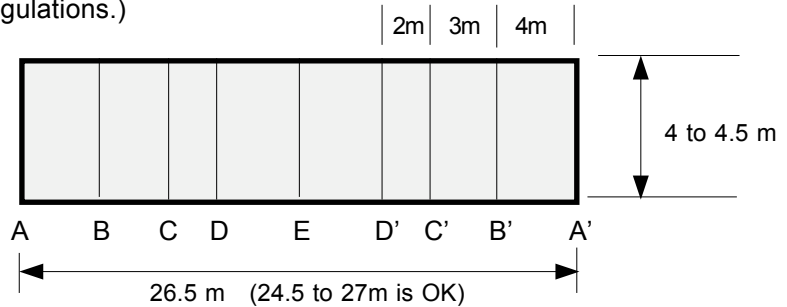
7m = 22'-11-1/2"

9m = 29'-6-1/4"

24.5m = 80'-4-3/8"

26.5m = 86'-11"

27m = 88'-6-3/4"



- Lines A and A' = coincide with the end of the court and indicate the limit from which players can start their throw.
- Lines B and B' = indicate the maximum limit allowed to the players to throw the pallino, the point shot, and the raffer shot. The opposite lines B' and B indicate the maximum distance that the pallino can be thrown.
- Lines C and C' = indicate the maximum distance allowed to the players for a volo shot.
- Lines D and D' = indicate minimum distance a raffer shot must first touch the court, and the limit to which players can go when making a point shot, unless the player is out of balls.
- Line E = (mid-court) indicates the minimum distance that the pallino must be thrown, and the limit to which players can go when making a raffer or volo shot.

II. THE MATCH

Each match consists of three games. First you play three against three with each player having two balls. Next, you play a singles game, with each player having four balls. Finally you play a doubles game, and again each player has two balls. A substitution can be made at any time after a ball has been played. However, there are no substitutions in the singles game, and no player can participate in more than two of the three games in the match. Championship games normally go to 15 points, but preliminary rounds can go to 12 or 13 points at the discretion of the tournament committee. Only one team scores in a frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team. The location of the pallino and balls of each team must be distinctively marked on the court by the referee.

III. STARTING THE MATCH

- A. The beginning:
Each game of a match begins with the referee placing the pallino in the center of the court between the B & E lines. The winners of the coin toss may play the first ball, or choose the end from which to begin. If the choice is made to play the first ball, the opposing team can choose the end from which to begin. If the first ball played is invalid, the same team must play again until they have played a valid ball.
- B. The Pallino:
During the game the pallino is tossed by the winner of the previous round. If the toss is invalid, the opposing team tosses the pallino. If that toss is also invalid, the pallino is placed in the center of the court between the B and E lines by the referee. In any event, the first ball is played by the team that first tossed the pallino. You should always wait for the assent of the referee before tossing the pallino. The pallino toss is valid if it passes (not touches) the E line, stops before (does not pass) the B line, and does not touch or stop within 13 cm of the sideboard. If after a valid play, the pallino moves in front of or on the E line, or the pallino leaves the court, the play stops and is resumed from the original starting point.

IV. PUNTO, RAFFA , VOLO

A. Punto:

1. When pointing, a player's foot may be on but not over the B line. The roll is valid if the player passes the D line after releasing the ball. However, a yet to be played ball will be voided if the player has unplayed balls in the rack.
2. A ball that hits the sidewall without first hitting another object is invalid. The opposing team can apply the Rule of Advantage and leave the rolled ball in its final position or remove the ball from the court.
3. If there is a tie for point, the team last playing plays again until the tie is broken.
4. If the rolled ball hits another ball or pallino (object) and the struck object travels more than 70 cm, the opposing team can elect to return the struck object to its original position and remove the rolled ball from the court, or leave all balls in their final position (Rule of Advantage). If several balls are struck and no single object travels more than 70 cm, everything is valid. If the rolled ball hits an object causing the object to hit the side or back wall, everything is valid unless the struck object traveled more than 70 cm (measured from original mark to the point of impact on the wall and then to the final position of the struck object).
5. If a struck object subsequently hits another object (chain sequence) and the distance from first point of impact to the final position of the last object is greater than 70 cm, the opposing team can apply the Rule of Advantage and leave all objects in their final position or return all objects to their original position and remove the rolled ball from the court.
6. A rolled ball that hits one or more objects which do not travel more than 70 cm, but the rolled ball travels more than 70 cm from the first point of impact, is an invalid throw. The opposing team can apply the Rule of Advantage and leave all objects in their final position or return the struck object or objects to their original positions. In either case, the rolled ball remains in play and is not removed from the court.

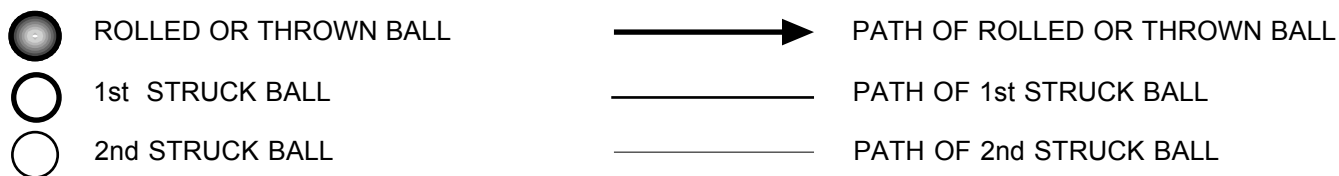
B. Raffa:

1. The raffle shot must be made from the B line, and the ball must first touch the court after the D line. If the mark made on the court by the impact of the thrown ball touches or "breaks" the D line, the shot is invalid.
2. Before taking a raffle shot, you must inform the referee that you intend to raffle and which object is your target.
3. If the raffle shot is invalid, the opposing team can apply the Rule of Advantage and leave all objects, including the thrown ball, in their final positions, or return all objects to their original positions and remove the thrown ball from the court.
4. The raffle shot must be released before the player's foot goes over the B line (on the line is valid). The raffle shot is valid if the player passes the E line after releasing the ball. However, a yet to be played ball will be voided if the player has unplayed balls in the rack.
5. To be valid, the raffle shot must first hit the declared target or any object within 13 cm of the target (bersaglio).
6. You may raffle any ball including your own, provided that the declared ball is located past the D line. The pallino is always a valid raffle target no matter where it is on the court. The raffle shot cannot be used on any ball located between the E and D lines unless the target ball is within 13 cm of the pallino (bersaglio).

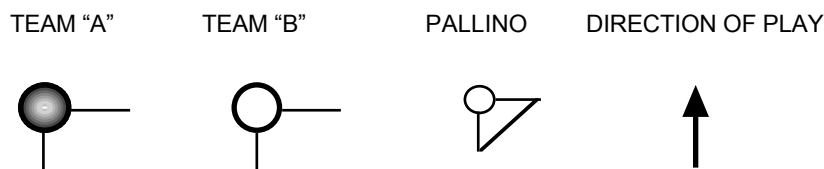
C. Volo:

1. Before taking a volo shot, you must inform the referee that you intend to volo, which object is your target, and wait for the referee to mark a 40 cm arc in front of the declared target. The referee also must make a 40 cm arc in front of each ball located within 13 cm and behind the declared target.
2. The volo shot is valid if it strikes any object within 13 cm of the declared target, and the shot hits the court within 40 cm of the struck ball and within 40 cm of the declared object. If the mark made on the court by the impact of the thrown ball touches or "breaks" the arc, the shot is invalid.
3. If the volo shot is invalid, the opposing team can apply the Rule of Advantage and leave all objects including the thrown ball in their final positions, or return all objects to their original positions and remove the thrown ball from the court.
4. The volo shot must be released before the player's foot goes over the C line (on the line is valid). The volo shot is valid if the player passes the E line after releasing the ball. However, a yet to be played ball will be voided if the player has unplayed balls in the rack.
5. You may volo any ball including your own or the pallino.

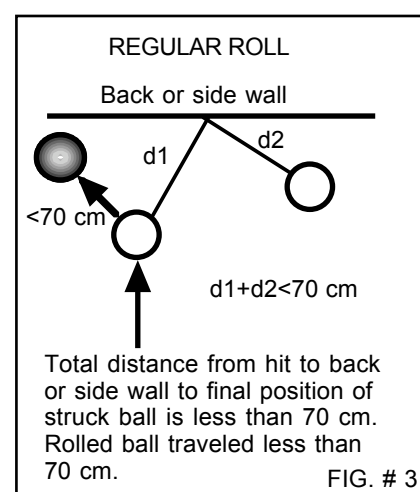
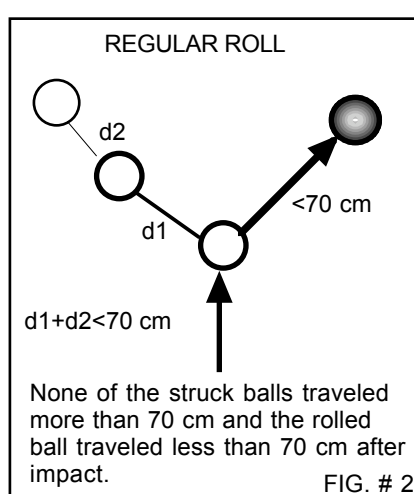
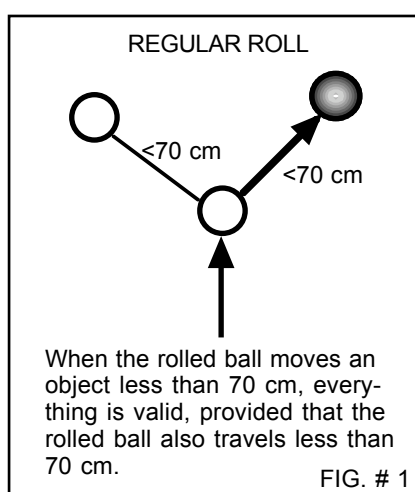
EXAMPLES OF PUNTO RAFFA VOLO REGULATIONS



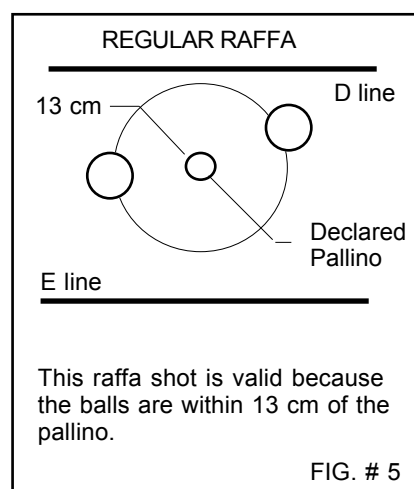
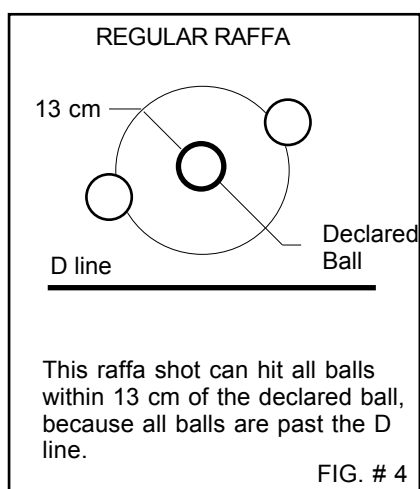
MARKING THE BALLS



PUNTO SHOTS



RAFFA SHOTS



VOLO SHOT

