

# **PUNTO RAFFA VOLO**

# **RULES**

# **CBI**



**CONFEDERAZIONE  
BOCCISTICA  
INTERNAZIONALE**

***English Edits by United States Bocce Federation  
January 26, 2026***

## **Forward**

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

## **Glossary**

### **Punto**

Synonym for point throw (lag)

### **Axis Board (side or back)**

Synonym for perimeter backboard and sideboards. Oscillating backboard made of black rubber and sideboards made of wood or other material.

### **Target / Bersaglio**

When two or more balls and/or pallino are located 13 centimeters or less of each other they are considered as one combined target for raffa and volo throws.

### **Single Body**

When two or more stationary balls and/or pallino are touching each other. This term is utilized in determining violations of back wall lags under Article 14.d) pertaining Special Punto Throws.

### **Technical Error**

An error made by a match referee in awarding a point which is invalid.

### **Making Play**

Balls “make play” in different ways depending on the contexts and their definition as explained in each case with the rules document

### **End / Turn / Hand**

Refers to completion of entire phase of play when all balls have been played by both teams and awarding points to one team. An “end” can be declared void and must be replayed from the same side of court. Terms “turn” and “hand” can also be used in referring to a single bocce play.

### **Player / Athlete**

The person who makes a punto, raffa or volo throw

### **Valid Play**

A play that is determined to be regular within the rules, or is an invalid throw with a result that has been accepted by the opponent under the Rule of Advantage

### **Shooting / Throwing Platform**

Punto and raffa plays must be made from the area bounded by the A-B and A'-B' lines, Volo throw plays must be made from the area extended forward to the C-C' line.

### **Rule of Advantage**

Situations where the opposing team may elect to maintain the result of an invalid punto, raffa or volo throw rather than reposition the balls to their original marked positions.

### **Referee Staff**

Refers to the event / championship director, the on court referee, the facility referee and others present in a refereeing capacity.

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## Article 1: THE GAME'S PLAYING AREA

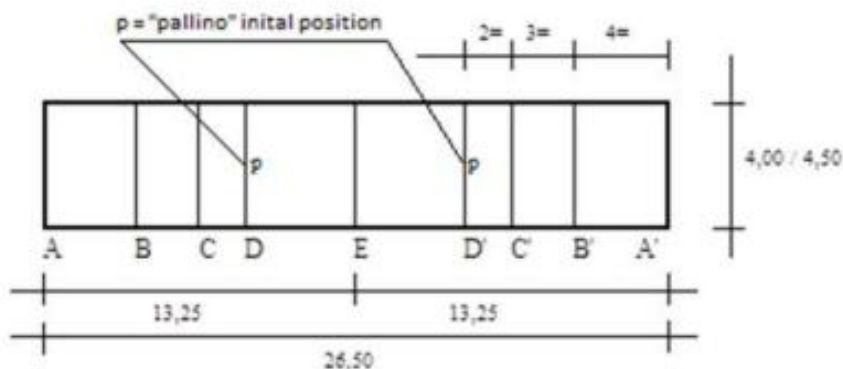
- a) The game of bocce must be played on a flat and perfectly leveled surface subdivided into courts enclosed by wooden planks or other non-metallic sides, 25 cm high with a tolerance of plus or minus 2 cm.
- b) The courts must be 26.50 meters long and between 4.00 and 4.50 meters wide. Courts between 24.50 and 28.00 meters long may be accepted only by previous approval from the C.T.A.I. Courts longer than 26.50 will have one center "E" line located at the middle of the court at a distance further than 13.25 m as shown in Figure 1.
- c) The ends of the court must be made with swinging headboards, possibly of synthetic rubber, hinged on the upper part of the sideboards. The headboards should not be fastened to either the sideboards or the court surface to prevent the balls or pallino from bouncing back.
- d) The court's surface may consist of either 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 player's or referee's health.
- e) People, fixtures, objects or any other things (posts, lamps, metal wires, branches, ceilings, walls, protection nets, etc.) to be found either upon the sideboards or outside of them, including the retaining walls supporting the sideboards, are considered as foreign to the game and thus out of bounds if struck by a ball or pallino.

## Article 2: THE GAME'S MARKINGS

The courts must be marked with colored lines (chalk, marble dust, paint, etc.), but the markings should in no way interfere with the surface of the court. The width of the lines must be a maximum of 1.5 cm (mandatory for new and resurfaced courts). Pre-existing courts are exempt. The vertical sideboards must also have vertical reference lines matching those on the court's surface.

These lines must be measured from the headboards, as shown in Figure No. 1, and must be at the same distance on all courts.

**Figure No. 1**



- a) Lines A and A' coincide with the headboards and show the backmost starting position for all players.
- b) Lines B and B' indicate the maximum distance allowed to a player to stand in order to throw the pallino, or make either a punto or raffer play.
- c) Lines B and B' also indicate the maximum distance that the pallino can be thrown.
- d) Lines C and C' indicate the maximum distance allowed to a player to make a volo play.
- e) Lines D and D' indicate the minimum distance a ball must land on the court after a raffer throw and it also represents the maximum distance a player may travel after making a punto play or pallino throw.
- f) Line E (center line) indicates the minimum distance beyond which the pallino must be thrown and it also represents the farthest position a player may travel after making a raffer or volo throw.
- g) If the lines become either partially or completely erased; measurements will be taken with a rope or string, starting from the center of the vertical lines traced on the sideboards.
- h) Before beginning a game, the referee must ensure that the court is properly marked and also that the measuring device and pallino comply with the rules.

### **Article 3: THE GAME**

The game of bocce consists of:

- a) Punto throws
- b) Raffer and volo throws which are allowed provided the player has first declared the item (ball or pallino) he/she wishes to hit.
- c) Continuing to throw one's balls for the duration of a frame until one has scored one or more points.
- d) Trying to win the game by being the first to attain the highest score.

### **Article 4: TEAM FORMATIONS**

A. The teams may consist of:

- 1. Singles: one against one with four balls per player
- 2. Doubles: two against two with two balls per player;
- 3. Triples: three against three with two balls per player:

Each team may have a coach or technical officer (T.O.).

B. The team's rights and duties:

- a) In doubles and triples competitions, the games may begin only if all players are present. Incomplete teams will be excluded from the competition.
- b) The games must be played with the number of balls per player as noted above (Article 4.A)
- c) All doubles and triples teams must have a captain who has the right to speak with the referee and notify the referee of the team's decisions.
- d) Each player must make a throw within 30 seconds. Balls played after the 30 seconds allowed are void without the rule of advantage.
- e) The coach /T.O. is allowed to call up to 2 time outs of 2 minutes per game. Time-out requests may only be made when one of the coach's own players is due for a throw. A warning will be given to the team upon the first infraction of this rule, and the referee will remove a yet to be played ball each time the rule is again broken. The team's captain will specify which player will surrender his/her ball. The sanction will remain for the duration of the game.  
  
In order to make the referee's control of time out requests easier, each team will be provided with two **GREEN** cards to hand the referee upon calling for time out.
- f) No substitutions are allowed in singles and doubles matches. In special competitions, any substitutions are governed by the regulations of those events.

C. The individual player's rights and duties:

a) General Principles:

- aa) Players must obey the rules and regulations of the International Olympic Committee (I.O.C.). More specifically, players owe respect to both the referee and the opposing players. Players must act with the 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 alcohol is forbidden. Players breaking this rule will undergo disciplinary sanctions.

b) Specific Principles:

- aa) Players who are not throwing must confine themselves to the starting areas A-B or A'-B'. Players may go beyond line B or B' (4 meters):

- Without the referee's previous approval in order to smooth the ground prior to throwing their ball and may do so while holding a ball in hand.
- After having thrown the pallino or their ball.
- With the referee's approval to look closer at the position of balls on the court.

All of the above must be done without leaving on the court or tracing marks to show the course a ball must follow. The player must return promptly to the A-B area before another member of his/her team throws a ball.

Players who step over the B-B' line for any reason than the above-mentioned instances will be given a warning upon the first infraction of this rule and a yet to be played ball will be removed by the referee each time the rule is again broken.

The team's whose turn it is to play or who has the rule of advantage may ask the referee up to 2 times in a game for a player to go down court and see the position of the played balls. Prior to continuation of play, the player must return to zone A – B (A' – B'). If a teammate plays the next ball before player's return to the A – B box, the played ball is invalid unless the rule of advantage is applied.

To make the referee's control of down court requests easier, each team will be provided with 2 **YELLOW** cards.

The time limit to observe position of balls is 1 minute.

In this case the time allowed to throw is increased to 1 minute and 30 seconds.

- bb) A player who leaves the court following a decision 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 forfeit the match.

## Article 5: GAMES AND KEEPING SCORE / WORLD CHAMPIONSHIP FORMAT

- a) All games start from the same lane head (end) defined by the C.T.I. (or tournament committee).
- b) All championship matches will have a duration of 8 ends or 12 points. One additional end will be played if the score is tied after the 8th end. The game is finished if the score reaches 12 points at any time before completion of the final end. If an end is void, it does not count as having been played and is restarted.
- c) Preliminary rounds may consist of 3/4/5/6 teams based on the needs of the competition. Groups of 4 teams will play the "Barrage" format.

Groups formed of 4 teams. The first round is teams 1 vs 2 and teams 3 vs 4. The second round is winner vs winner and loser vs loser. The winner with 2 victories advances as the top seed into the next phase. The team with 2 losses places fourth. The "Barrage" (3<sup>rd</sup> round) game is played between the two teams that each have 1 win to determine the 2<sup>nd</sup> place team advancing to the next phase.

Single elimination bracket will begin with quarterfinals.

Groups of 3/5/6 will play round robin format. Ties will be broken by head-to-head results. Further ties will be broken by a pallino shooting playoff.

- d) One point is assigned to each of one's own balls that rest closer to the pallino than the closest ball of the opposing team.

## Article 6: BOCCE BALLS AND PALLINO

### A. General characteristics:

- a) Bocce balls and pallino must be round and made of synthetic material without adding any foreign substance which might impair balance.

Pallino: 4 centimeters in diameter with a 1-mm tolerance, weighing 90 grams with a 7-gram tolerance.

Balls: In world, continental, intercontinental, world cups, and in meets among national teams, the bocce balls must be the same color for each team with the following mandatory requirements;

For all categories: Diameter between 106 and 107 mm (tolerance +/- 0.5 mm)

Weight between 900 and 920 gr. (tolerance +/- 5 gr)

Nations may bring their own balls for practice for the official games upon meeting the above standards.

The championship management will check personal equipment (balls).

Otherwise, each country can use the new balls of the same color made available by the organizers.

- b) A team must have the same color balls that differ distinctly from balls of the opposing team. The balls must be recognizable from a distance by all those present (including the public and TV). If teams do not agree on substitution of balls the referee will toss a coin and the winner must replace their balls. The Tournament Director has the final decision on this matter.
- c) In all international competitions the equipment requirements set forth as permitted by the Directors Council will prevail.

### B. Specific Requirements:

- a) The referee will check both balls and pallino before the start of the game to insure they meet standard requirements.

Prior to the start of each frame, both teams shall place all balls on their respective ball rack. The first violation of the rule will result in a warning. Subsequent violations will result in removal of a yet to be played ball.

- b) Once the game has begun, neither the pallino nor the balls may be changed. The team violating this rule will forfeit the game.

If either a ball or the pallino breaks during the game, the referee will mark the position of the largest piece remaining on the court and it will be replaced with a regular ball or pallino. If the largest piece lands outside the court that ball or pallino must be considered void.

The replacement of balls is allowed in the event of breakage or when the games are interrupted do to force majeure and resumed on another court.

- c) Quite exceptionally and with the referee's approval, players are allowed to moisten a ball with water only.

## Article 7: MARKING THE BALL AND PALLINO'S POSITION

The place where each ball comes to rest must be marked by the referee using a different marking for each team more specifically as follows (Figure 2):

Figure 2



## Article 8: THE ADVANTAGE RULE

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

## Article 9: BEGINNING THE GAME AND THROWING THE PALLINO

- a) The game begins by placing the pallino on point the center of Line D (Point P). This central position must be marked permanently on the court.
- b) The right to throw the first ball is determined by a coin toss between the teams.
- c) If a thrown ball is considered void, the team who threw it at the beginning of the game or in any subsequent frame must throw another ball until they succeed in making a valid throw.
- d) If a frame is declared void, it must begin again from the same end. The right to throw the first ball goes to the team who had acquired it in the previous round.
- e) In every frame after the first, the pallino is thrown by whichever team scored points in the previous round. After an irregular throw, the pallino goes to the opposing team who acquires the right to only one throw. If this throw is irregular, the referee will place the pallino in the "p" position. The first ball is thrown by whichever team had the right to throw the pallino at the start of the frame. A player must wait for the referee's consent before throwing the pallino.
- f) The pallino is valid when, during the course of the game it crosses the "E" line (mid-court) but subsequently returns within the regular area either on its own or because it hit a valid ball lying before the "E" line.
  - 1) The throw of the pallino is void without rule of advantage whenever:
    - In its projection it either rests on, or does not go beyond the "E" line (mid-court);
    - In its projection it either rests on or goes beyond the B-B' frontal line.
    - It touches or stops against the side or stops less than 13 cm from the sides.
  - 2) As a result of valid play, the pallino is void whenever:
    - It comes to rest in front of the "E" line or its projection rests on the "E" line.
    - It leaves the court.
    - It leaves the court and returns after hitting foreign objects.
    - It crosses the "E" line and hits the referee or one of the players standing on this side of the "E" line, even if after the impact it returns to the regular playing area;
    - It gets stuck under the sideboard or headboard, since the pallino must stay free at all times around its diameter.

In the event of the above occurrences, the frame must be played over from the same side from which it began.
- g) When as the result of valid play, only the pallino is left on the court, the team which caused all the balls to leave the court must play another valid ball 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 from one team to the other. Otherwise, that particular frame will be considered void.



## **Article 10: THROWING THE BALLS: “PUNTO – “RAFFA” – “VOLO”**

- a) The ball may be played by making 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 he/she wants to hit.  
A player must alter the preceding declaration if he/she changes his/her mind on the type of throw to be made or the intended item to be hit, otherwise the throw is considered void, except for the advantage rule.
- b) A ball has completed its run whenever:
  - It has been played by the punto throw, comes to a rest, and its position has been marked.
  - It has been played by either a raffa or volo throw, hit the declared item (ball or pallino) and has surpassed the latter.
- c) While throwing, if a player rests his/her foot on the sideboards, the throw is considered void except for the advantage rule.
- d) While throwing, no player may pass the throwing line with the forward foot touching the surface, otherwise the ball or pallino are void except for the advantage rule.  
A player may pass the throwing line only after having thrown the ball or if he/she deems it necessary to smooth the surface before throwing.
- e) A player making a throw with additional balls yet to be played may not go beyond:
  - The E-E' line after a raffa or volo throw.
  - The D-D' line after a punto throw.A player crossing one of these lines will be warned on the first infraction, subsequent violations will result with one of the team's yet to be played balls being canceled. The team captain will decide which ball to cancel. All players who have finished their allotted balls must go down court toward the referee in a position that does not interfere with the continuation of play.
- f) Thrown balls that hit the sideboard before hitting another item are void except for the advantage rule.
- g) Once a ball has been played it cannot intentionally be brought to a stop or otherwise made to swerve by players. The penalty for this is the opposing team will be assigned the maximum points.  
The maximum points being the total of all valid balls played plus those yet to be played.
- h) When a played ball exits from an adjacent court and hits stationary and regularly marked items, moving them from the path of a regularly thrown ball before it has completed its run, or hits the thrown ball before it has completed its run, the thrown ball must be replayed.

## **Article 11: COMMON RULES FOR BOTH THE BALLS AND PALLINO**

- a) Balls and pallino dislodged by the sideboards or headboard without having been hit by any moving item must be restored to their original position. However, if these items while in motion are hit by valid regularly played moving items, they will remain in the position they came to rest.
- b) Balls and pallino that are thrown and hit the top of the sideboards and return onto the court are considered valid as long as they do not hit any outside obstacle.
- c) Balls and pallino that exit the court following a regular play and hit an outside obstacle are considered void even if they return onto the court.  
If any such item returns to the court and causes other stationary and regularly marked items to be dislodged, the latter must be placed back in their original position.  
If instead a ball returns to the court and hits another moving item, the latter must be left in whichever place it comes to rest, while the ball which caused the impact must be considered void.
- d) Any foreign object that unintentionally interferes with the trajectory of the pallino or ball before it has completed its full run causes an irregular play. The ball or pallino must be thrown again.

## Article 12: PRACTICE THROWS

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

Practice throws may be carried out:

- When both teams are present in the court.
- When the game was called off due to an act of God and is resumed on a different court in the same facility or in another sport facility.

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

At world or continental championships, the following procedures apply for pre-game practice:

- a) In first round matches:
  - Nation A, a round trip starting at line A for a maximum time of 3 minutes
  - Nation B, a round trip starting at line A for a maximum time of 3 minutes
  - Finally, Nation A and B together for a round trip starting at line A
- b) Successive games:
  - Nations A and B together one frame up and one back starting at line A

## Article 13: "PUNTO" THROWS

- a) Punto throws are those which aim at getting one's ball as close as possible to a reference point on the court.  
In punto throws the player is not permitted to surpass the B-B' line with the forward foot touching the surface, otherwise the ball is void except for the advantage rule.
- b) A ball which was thrown and rolled beyond the D-D' line is regular for all intents and purposes; if it does not cross the D - D1 line it is void without the rule of advantage.
- c) A punto throw may not take place without the referee's nod; otherwise, that ball is void except for the advantage rule.
- d) Whenever one team runs out of balls without having ever thrown a valid ball, the opposite team is guaranteed as many points as the total of the valid balls already played plus those yet to be played.
- e) Should the referee make an error in assigning one or more points, all balls played after the erroneous assignment by the referee must be thrown again if it is possible to reset the balls as before the error occurred. Otherwise, the end is cancelled and replayed.
- f) Should the referee unintentionally take away from the court a ball which hit the sideboards without first granting the advantage rule, the ball is void.
- g) In the event that two balls belonging each to a different team come to rest at exactly the same distance from the pallino, the team who threw last and caused the tie must throw a ball until it has scored a point or has thrown all of its balls. If at the end of a frame the tie has not been broken, then that frame is declared void, and it must be replayed from the same side from which it began.
- h) The punto bowl that touches directly the backboard (black rubber) without touching anything else first is void without the rule of advantage.
- i) A ball, which moves by itself, must be restored to its original place, when marked in advance, otherwise, in a suitable place where it would not substantially modify the situation previously acquired either by right or by fact.

## Article 14: MOVING THE BALLS IN A “PUNTO” THROW

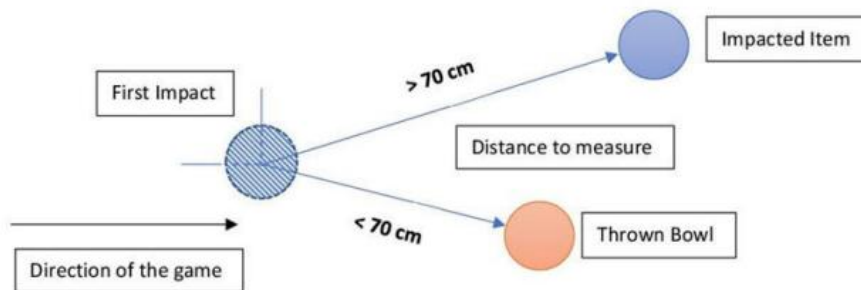
All movements by either balls or the pallino must be measured with whatever tool was being used in that game. For major or difficult to measure distances the referee may resort to a measuring tape or if necessary, he/she may ask for help from assistants. The measuring may begin only after the position of each of the items to be measured has been marked on the surface of the court.

**PLEASE NOTE: USBF INSERTED COMMENTS IN BOLD ITALIC TEXT ABOVE THE FIGURES 3-10.**

- a) **Direct Hit:** A thrown ball, which impacts and displaces another ball 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 3a).

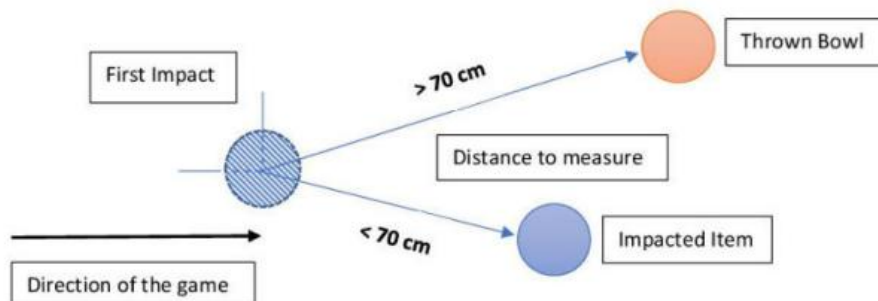
*3a is commonly referred to as “Primary” in the USA. Rule of Advantage the thrown can be voided and the struck ball can be returned to its marked position, or all balls can stay as is.*

Figure 3a



*3b is commonly referred to as “Secondary” in the USA. Rule of Advantage the thrown ball stays in place. The struck ball can be returned to marked position or stay as is.*

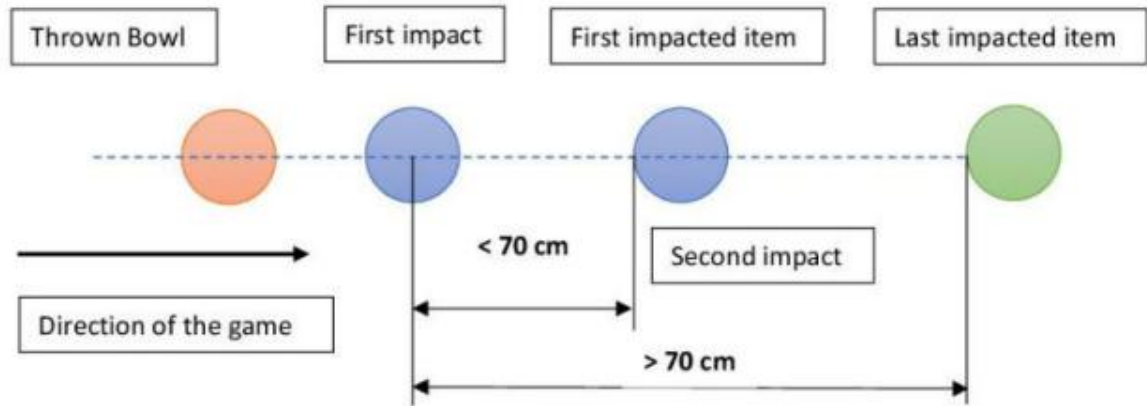
Figure 3b



- b) **Chain Hit:** A thrown ball which, while impacting another ball, causes that ball to hit another ball or pallino and the total of the displacement of both impacted items is more than 70 cm is void and the displaced items must be restored to their original positions except for the advantage rule (Figure 4a and Figure 4b).

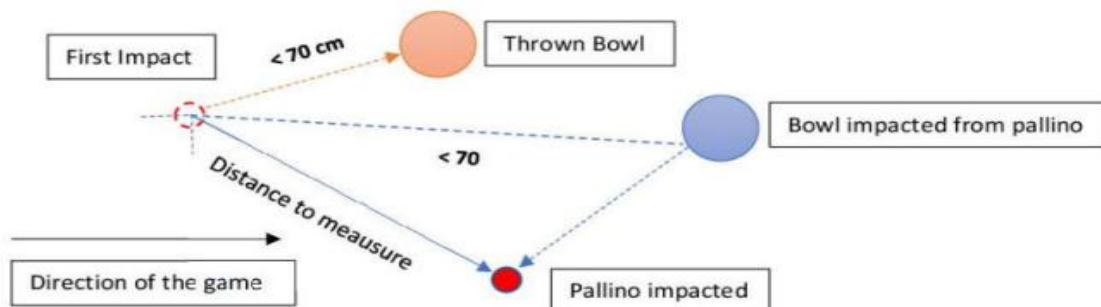
**4a** Depicts “Chain Hit” primary violation with struck ball travelling a combined distance greater than 70 cm. Rule of Advantage remove thrown ball and return both stuck balls to marked places or leave all balls as is.

**Figure 4a**



**4b** Depicts a VALID “Chain Hit” because all measurements from first impact are less than 70 cm.

**Figure 4b**

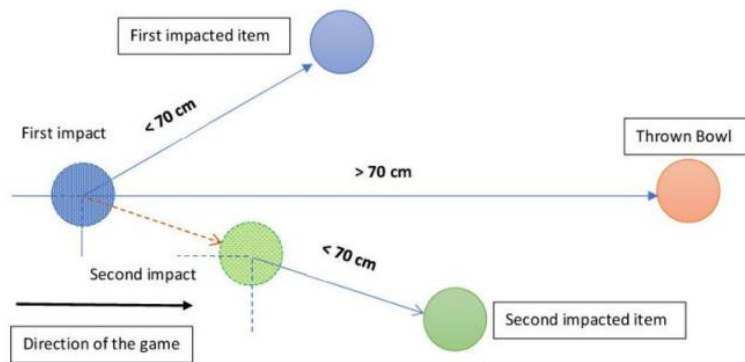


- c) **Displacement With Consequences:** A thrown ball, which displaces one or more items without any of them falling within the above-mentioned instances and runs for more than 70 cm from the marking of the first impacted item will remain in its final resting position. Whatever else was displaced must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

In all displacements, measured distances must be real ones between the marking and the item (Figure 5a) or between the marking and the sideboard plus the distance from sideboard to the item (Figure 5b).

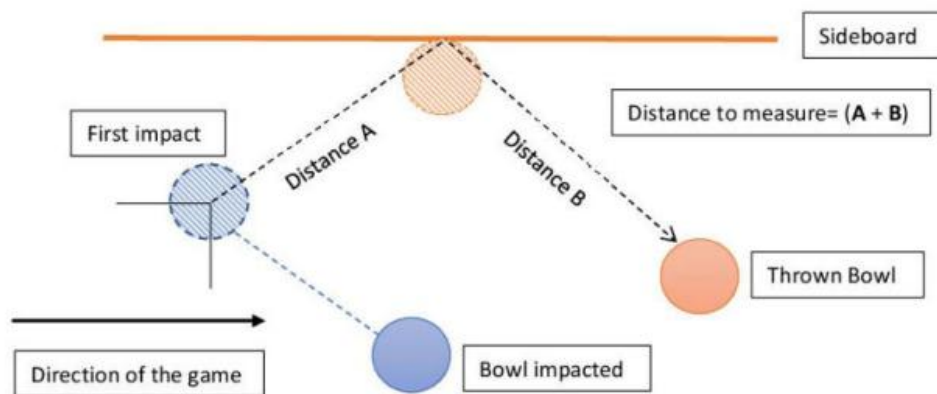
**5a - Secondary violation with thrown ball moving over 70 cm from first impact and each struck ball resting less than 70 cm from its respective marking. Thrown ball stays in place. Rule of Advantage can put both struck balls back to marked locations or leave both struck balls as is.**

**Figure 5a**



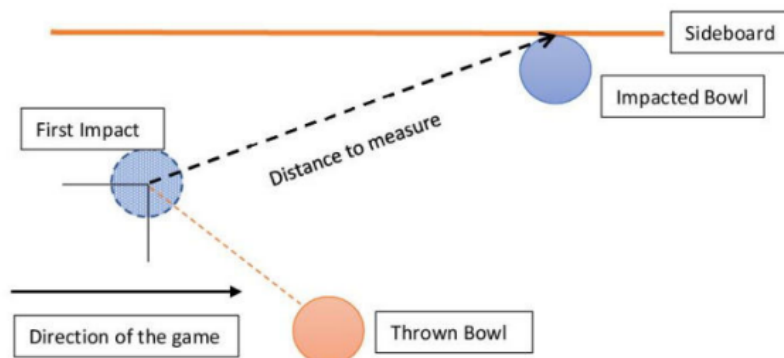
**5b Demonstrates measuring technique to determine the actual distance travelled by a ball that struck the sideboard and continued to roll beyond before resting.**

**Figure 5b**



**5c Demonstrates the actual distance measured beyond ball to wall when resting on sideboard**

**Figure 5c**

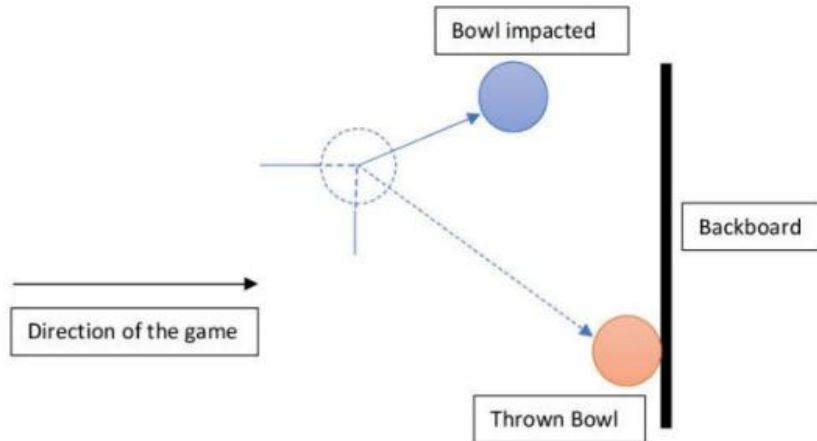


d) **Special punto throws:**

- A ball which, after having caused displacements during its course, regardless of the size of the displacements, touches the backboard, is void except under the rule of advantage (Figure 6)

**6 Depicts back wall “Primary” violation of thrown ball touching backboard after impacting another ball on the court.**

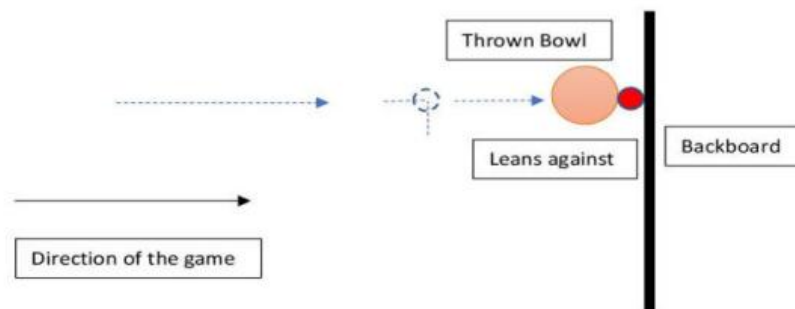
**Figure 6**



- A ball which directly or indirectly pushes another object against the backboard is void except under the rule of advantage (Figure 7 and Figure 8).

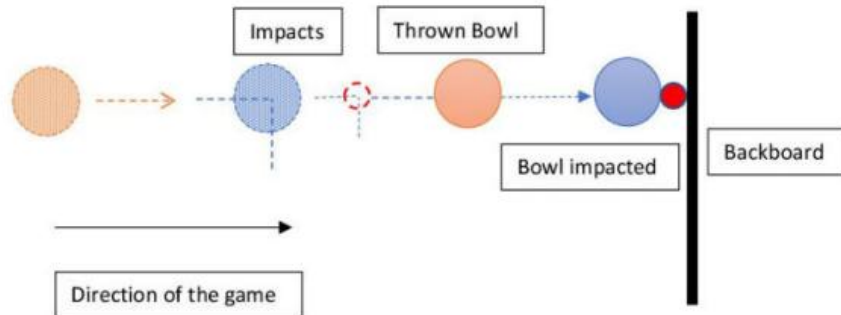
**7 Depicts back wall “Primary” violation of the thrown ball striking and moving a ball or pallino to the backboard and then resting upon it to create what is referred to in CBI glossary as a “single body”.**

**Figure 7**



**8 Depicts a back wall “Primary” Chain Hit when the thrown ball strikes a ball that then strikes the pallino moving it to the backboard and coming to rest against the backboard as a “single body”**

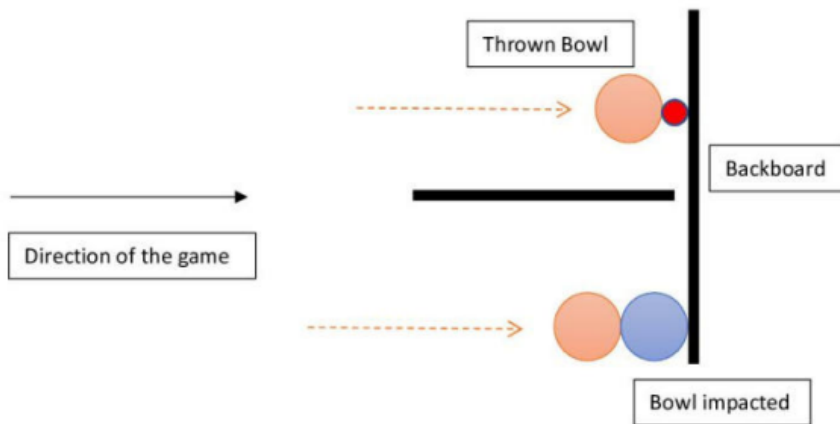
**Figure 8**



- A ball that leans against an object in direct contact with the backboard is void except for the rule of advantage (Figure 9).

**9 Depicts a back wall “Primary” violation of the thrown ball strikes or touches a pallino or ball that is already touching the backboard.**

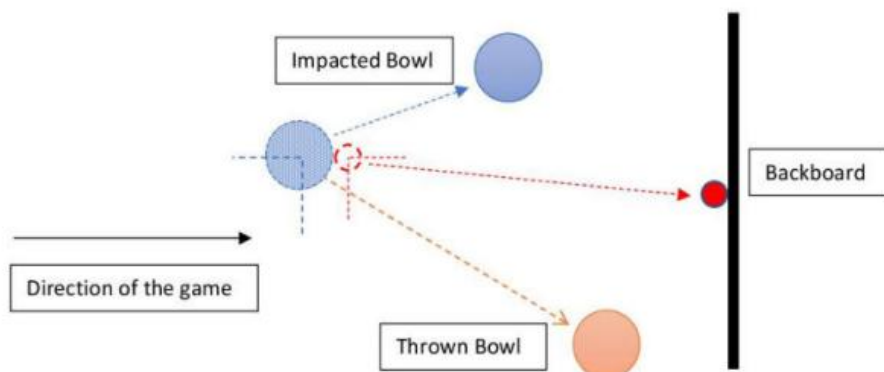
**Figure 9**



A play is valid when the pallino that is resting away from the back wall is hit by a thrown or struck ball and the impact causes only the pallino to touch the back wall without creating a “single body”. The play is invalid if any other ball touches the back wall or if any other violation occurs in which case the rule of advantage applies (Figure 10).

**10 Depicts a VALID Chain Hit when only the pallino is moved to the backboard and no “Primary” or “Secondary” violation occurred.**

**Figure 10**



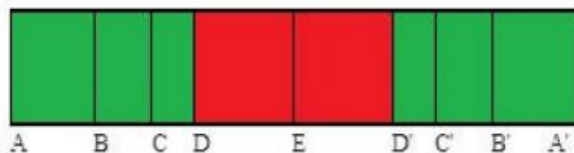
## Article 15: “RAFFA” THROWS

- a) A raffa throw is one that aims at hitting, with or without bouncing, any given ball, or even one’s own ball, or the pallino, after having declared to the referee the item to be hit.
- b) In order for the throw to be valid, the player must first declare the item he/she intends to hit without stepping over the B-B’ line. He/she may want to hit the:
  - pallino
  - ball holding point
  - ball holding second point, etc.
 The player must wait for the referee’s nod or approval in order to throw, otherwise the ball thrown is considered void and all the displaced items must be restored to their original positions, except for the advantage rule.
- c) A player making a raffa throw may go beyond the B-B’ line only after the ball has been thrown, even if it has not touched the court surface. Should a player go beyond the B-B’ line before releasing the ball, it becomes void, except for the advantage rule.
- d) Any items lying 13 cm or less from the declared item are parts of the “target” (bersaglio). Before authorizing a throw the referee must point out which items are 13 cm or less from the declared item and point out the area of the target (bersaglio).
- e) A ball thrown within the boundary of the B-B’ line must land beyond the D-D’ line. Any ball landing on top of such a line or short of it is void, except for the advantage rule.
- f) Should a ball thus thrown miss the declared item or target, or hit irregularly, it is void except for the advantage rule.
- g) A raffa throw is allowed on the pallino and on balls which form a target within 13cm of the pallino (bersaglio) at any valid position on the court. A raffa throw can be taken on any ball resting beyond the D-D’ on the opposite end of the court (Figure 11-Green area). A raffa throw is not permitted on a ball resting between or touching the D-D’ lines unless the ball is within 13cm of the pallino (Figure 11- Red area).



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

**Figure 11**

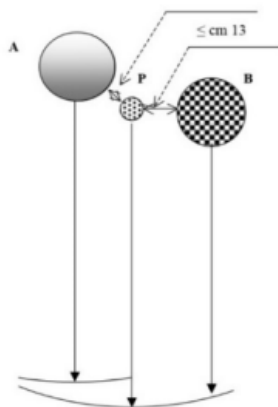


## Article 16: “VOLO” THROWS

- a) A volo throw is one that aims at hitting, either directly or with the support of a limited tract of the court surface, an opponent's ball, or even one's own ball, or the pallino, after having declared the item to the referee.
- b) In order for the volo throw to be valid, the player must first declare the item he/she intends to hit without stepping over the B-B' line. He/she may want to hit the:
- pallino
  - ball holding point
  - ball holding second point, etc.
- The player must wait for the referee to mark out a 40 cm arc of a circle in front of the declared item with its center perpendicular to it and must also wait for the referee's permission to throw, otherwise the ball thrown is considered void and any displaced items must be restored to their original positions, except for the advantage rule.
- c) A player making a volo throw may go beyond the C-C' line only after the ball has been thrown, even if it has not touched the court surface. Should a player go beyond the C-C' line before throwing the ball, it becomes void, except for the advantage rule.
- d) In a volo throw one may hit all items that happen to be at a distance of 13 cm or less from the declared item (bersaglio), provided that the distance between the declared item and the place of landing does not exceed 40 cm.

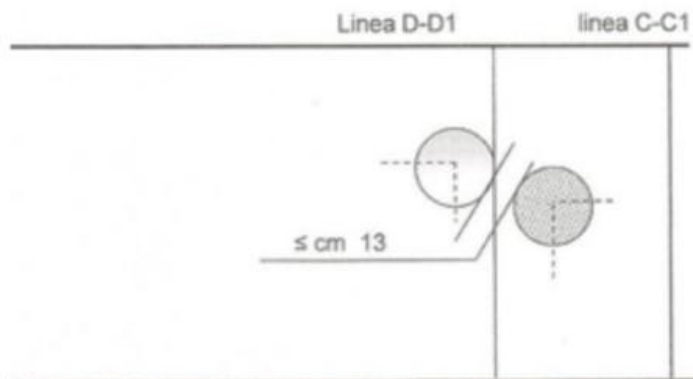
A throw is void if it falls within the 40 cm circle of the declared item and hits an item in the target area lying at a distance equal to or greater than 40 cm from the landing point. Any displaced items must be restored to their original positions, except for the advantage rule. (Figure 12)

**Figure 12**



- e) Balls that 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 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 the advantage rule.

## **Article 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 frame are not valid.
- b) It is the referee's sole judgment 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.

## **Article 18: CLASSES OF PLAYERS**

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

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

## **Article 19: BALLS PLAYED IN ERROR**

- 19.1 Each player is entitled to play the number of balls indicated in Article 4.
- 19.2 If a player plays by mistake an extraneous ball or an opponent's ball, the throw is void and the ball is given back to the entitled player. A yet to be played ball is cancelled.
- 19.3 If the error is not immediately noticed and the game continues, the ball played in error is simply replaced. If the referee cannot determine the position of the balls, the frame is void and played again.
- 19.4 If a player plays one more ball than entitled to, it is void and all balls are returned to their previous position.
- 19.5 If a player mistakenly plays the ball of a team-mate, the ball is valid. The team-mate shall then play the partner's ball.
- 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 rule of advantage

## 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



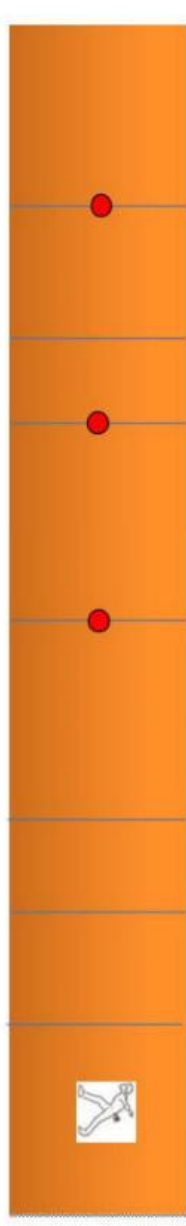
Hand mark from top to bottom

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.

**B'**

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:

**C'**

- in the center of the line E

**D'**

- in the center of the line D'

**E**

- 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.

(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;

**B**

Line B' - Athletes A1/B1/C1/A2/B2/C2.

**A**

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