

Obed & Isaac's Bocce League Rules

League Structure: There are three separate leagues and each league only plays on its designated league night: Sunday, Monday, or Tuesday. Leagues are comprised of a maximum of 18 teams. Teams from the previous season get first right of refusal to join the next season. Any vacancies are filled with new teams from the waitlist. Each league night plays eight weeks of a regular season and the results of that regular season determine the seeding of the tournament in the ninth and final week of the league.

Scheduling: All teams will play two matches each night. Teams will usually have 20 or 40 minutes between matches. However, they may be back-to-back, but there will never be more than 60 minutes between matches. Schedules are posted online at the website and also on our Facebook group. Schedules are created to be competitive, fun, and fair with respect to each team's time and skill. Overall scheduling will be determined by the number of overall teams in the league.

Match Play: Matches are given 20 minute time slots and we ask that teams arrive ten minutes before their scheduled games. Any team not present by their scheduled time will forfeit their match with a score of 12-0 for their opponent. Matches are 20 minutes long (Game on Time) or the first team 12 points (Game on Points), whichever comes first. Once a frame begins, the timer will not stop play; the frame will be played to completion. The pallino must be thrown before the time is up to be in play.

Teams and Captains: Team captains are responsible for their teams and are the official point of contact between the league and their team. Captains do not need to be present at each match, but are still responsible for the communication to and conduct of their respective teams. Substitutions are welcome; a team does not need to submit a roster for their players. Substitutions can be made at any time before a match has begun. Teams cannot substitute players once a match has begun unless approved by the commissioner. If a team fields less than 2 players, the match will result in a forfeit. A 2 member team may play throwing only 2 balls per player. A 3-player team is advised to have a different member rotate ends each turn. A 3rd or 4th player arriving late may enter the game after the completion of the frame. If a team forfeits any matches, it will result in a 12-0 win for the opposing team. It is unsportsmanlike to substitute players with the intention of "bettering" their roster. During tournament play, subs cannot be from a team still playing in the tournament, nor culled purely for their ability.

Start of Match: The match shall begin with a coin flip or other fair measure decided by the referee. The winner chooses who gets the first toss of the pallino (small ball). A player may toss the pallino anywhere between the center line of the court and the back wall. If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. This process resumes until the pallino is played fairly. The 20 minute time limit begins when the first pallino is thrown, regardless if it was a valid throw.

Game Play: The objective of bocce ball is to get your team's balls closer to the pallino than your opponents. The player who first legally tosses the pallino throws the first bocce ball. The player throwing the first bocce only has two attempts to play the bocce fairly ("set the standard"). If the first bocce is not played fairly after two attempts, that bocce is removed from play and the opposing team (non-pallino-throwing team) is allowed to two attempts to set the standard. Play continues in this way until the standard is set. All bocces must come to rest between the midway point of the court and the back wall- but not touching the back wall- in order to remain in play. Whichever team is furthest away from the pallino must continue to throw until they obtain a closer position or run out of balls. Throws must be made with the intention of forwarding their team's scoring position (eg no "throwing away") in the interest of sportsmanship. Players should alternate throws with their teammate. The team who scored last throws the pallino to begin the next frame.

A) If a player rolls the wrong colored ball, it is replaced with the correct color ball once it has come to rest. B) If a player rolls out of turn, the opposing team may choose to leave everything, including the thrown ball, exactly where it is- or may return any moved balls to their approximate original positions and remove the thrown ball from play. C) If a ball is moved before all 8 balls are played, the ball is replaced to the approximate original position. This is to be done in the spirit of good sportsmanship. D) Each team will have 30 seconds to throw when it is their turn. Delaying the game will result in a forfeited throw after an initial warning.

Dead Balls: Should any bocce ball make contact with the back board the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame. Likewise, if a ball fails to cross the center line, it will be removed from play. Any balls that hit the court lighting must be pulled from play.

A) If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall after being hit, it remains in play.

B) If a thrown ball after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play.

C) A bocce that is prevented from hitting the backboard due to striking other balls during that throw remains in play.

Pallino in Play: Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Foul Line: Player's movements are limited to behind the foul line. The player may step on, but should not step over, the foul line before releasing the pallino or bocce ball. If the intent of the foot foul rule is abused, the ball that is thrown will be removed from play. When a player releases the pallino or bocce, both feet must be on the court unless the player has a condition preventing that.

No "Shooting": "Shooting" is lofting any ball in the air beyond the center of the court. Shooting is not allowed under any circumstances. If the thrown ball does not hit the ground first before the center line, everything goes back to its approximate original position. The illegally thrown ball is then out of play.

Scoring: Only one team scores during each frame. One point is given for each ball of the team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same original team tossing the pallino. The referee is responsible for keeping the score sheet and for reporting the results of the match. The team who scores 12 points wins the game. If a bocce is touching the pallino, it counts as two points (called a "kiss").

Ties: If a score is tied when the time is up for the match, a sudden death playoff will occur. Play will continue FOR ONE BALL ONLY from each team. Closest ball to the pallino wins the match.

Measurements: Measures are made by the referee visually or with a measuring device. Visual measurements may be disputed. Those disputes, if possible, will be measured one time only with a measuring device, and those results are final. If the close proximity prevents a measuring device from being used, the referee will make a final decision to award points or call it a tie. If there is an equal distance between opposing balls and the pallino, the last team to throw continues to throw (because they have not "beaten" the first team's placement).

Disputes: The league will be refereed. Any dispute will be resolved by the referee and he or she has the final judgement. Upon his/her decision the game shall continue. Timing of the game continues while judgements or measurements are being performed. It is at the discretion of the referee to award extra time to the match, but only under extenuating circumstances.

Rescheduled Games and Forfeits: To reschedule a match, the requesting team must contact the opponent with ample time, but no later than 6pm of the day before the scheduled match. The opponent may choose to accept to reschedule or take the forfeit. All rescheduled games must be played before the end of regular season play. Any reschedule matches that are not completed prior to the tournament will be scored as a forfeit (12-0). If a team is unable to attend a scheduled match and chooses not to reschedule, at a minimum, notify the opposing team and the commissioner two hours prior to the beginning of the league night, if possible. Rescheduled matches will not be supplied a referee and it is the requesting team's responsibility to notify the commissioner of the details such as a forfeit, reschedule date, and score.

Weather Policy: Bocce is an outdoor sport and is subject to the elements. Teams should be prepared to bear with the weather to the extent that it does not pose a threat to safety (ie light sprinkles might not prevent play, but heavy rain showers could). Gameplay may be called off by commissioners at least 30 minutes in advance of scheduled starting time, at which point an update will be posted on the website and Facebook Group. Commissioners will attempt to decide calling off gameplay by one hour before each scheduled night of play. Any entire week of games lost due to inclement weather will be cancelled and will not be made up. If a week's play begins and then the commissioner determines that the remaining games must be cancelled due to inclement weather, there will be an attempt to reschedule the matches if time allows.

Code of Conduct:

- A) All guest must be courtesy, respect, and demonstrate sportsmanship actions towards other guest, the property, and the facility personnel at all times. Violation of this expectation will result in a warning or exclusion from the property by a ruling official. Expectations of conduct encompass all of Conn's Hospitality Group's properties or right of ways.
- B) Obed & Isaac's Bocce Leagues are intent is to provide an enjoyable, friendly and lightly competitive-environment for all involved. All efforts will be made to maintain a welcoming atmosphere for both experienced and novice players.
- C) Team captains are responsible for the actions of their players.
- D) Contact information of team captains/teams should only be used for league purposes.
- E) Teams are expected to proactively communicate with each other regarding rescheduling any games at least two hours before the 6pm start time of that week's play.
- F) If a player is standing in the court while the opposing team requests that the player step aside, that request should be honored.
- G) Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
- H) All trash, cups, cigarette butts, etc. are to be discarded in appropriate containers.
- I) No outside food or drink is permitted in the bocce garden and parking lot right of ways.