

# O & I's League Rules of Bocce

How the league works:

Teams will be assigned games based on a rotating format, with the intent of having each team to play against as many other teams as possible. Overall scheduling will be determined by the number of overall teams in the league. Matches are given 20 minute time slots; we ask that teams arrive ten minutes before their scheduled games. Each week, the points a team scores in their match(es) will be recorded. Seeding for the final tournament (week 10) will be determined by the overall number of games played, as outlined below: IF all teams play an equal number of games, seeding is based on win/loss record, then overall points scored throughout league if there are ties.

IF teams play an unequal number of games, seeding will be based on average points per game scored throughout season.

Matches are either 20 minutes long OR the first team to 12 points, whichever comes first. If a team scores 12 points before time is up, they must also have a 2-point advantage to end the match. Once a turn has begun, the timer will not stop play; the turn 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 the flip of a coin between designees from each team. The winner of the coin flip may choose either the first toss of the pallino (small ball) or choose the color of their team's balls.

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 pallino is thrown properly into play.

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 a player's 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 turn/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 commissioner is responsible for keeping the score sheet and for reporting the results of the match. The team who scores 12 points wins the game (but must win by 2 pts). 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:

A.) All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. Only the commissioners and one representative from each team may be present for the measurement.

B.) If all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with the "Scoring" rules.

C.) 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 by a league commissioner. Any dispute will be resolved by the commissioner 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:

All rescheduled games must be played before the end of regular season play. If a week's play begins and then the commissioner determines that the remaining games must be cancelled due to inclement weather, those games will be rescheduled as determined by the captains and commissioners. Any team's rescheduling of a week's game(s) that is not due to a bad weather declaration needs to be done at least one hour prior to scheduled game(s) in respect for all the players and the referees. A game may be forfeited for not providing adequate courtesy notification to the opposing team or commissioner.

#### 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). Commissioners will be available for any teams who mutually agree to hold their matches, except for the following types of conditions: heavy rain, lightning, 20+ mph sustained winds, etc. Gameplay may be called off by commissioners at least 30 minutes in advance of scheduled starting time, at which point an email will immediately be sent to all team captains and updated on Facebook. 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.

#### Conduct and Courtesy:

A) Team captains are responsible for the actions of their players.

B) If a player is standing in the court while the opposing team requests that the player step aside, that request should be honored.

C) 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.

D) Courtesy and respect should be displayed at all times. Unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in the players expulsion by the ruling official from the match, and possibly the league. Expectations of conduct encompass the entire garden, not just within the bocce courts.

E) All trash, pop tops, cigarette butts, etc. are to be discarded in appropriate containers.

F) Teams are expected to proactively communicate with each other regarding rescheduling any games at least an hour before the 6pm start time of that week's play.

G) Contact information of team captains/teams should only be used for league purposes.

H) The league's intent is to provide an enjoyable, friendly- but lightly competitive- environment for all involved. All efforts will be made to maintain a welcoming atmosphere for both experienced and novice players.

I) The bocce leagues are technically guests of Obed & Isaac's and Wm. Van's Coffee House. As guests of these establishments, no outside food or drink is permitted in the bocce garden.