

SANTA YNEZ VALLEY BOCCE LEAGUE

2011

Rules and Regulations

SYV BOCCE.COM

The game of “Open” Bocce is played with eight large bocce balls and one small target ball called the “pallino.” The object of the game is to roll the bocce ball closest to the pallino* Four players make up a playing team. Teams must have a minimum of 10 and a suggested maximum of 16 players (as long as the dues are paid teams may have more than 16 players). Anyone 21 years of age or older may play on a team. The minimum for play is 4 players.

Two players from each team are stationed at each end of the court for the game. The two players each roll or throw 2 bocce balls each per frame. Players may alternate throws. Games are called at 10 points, i.e., first team to 10 PTS. wins. Best 2 out of 3 games constitute a match.

*Refer to the SYV BOCCE LEAGUE REGULATIONS for information on the League’s standards for bocce ball and pallino size and weight, and for acceptable court dimensions.

1. START OF MATCH

COIN TOSS TO GET STARTED-The winner of a coin toss may choose to throw the Pallino and from what side of the court to start. The loser of the coin toss gets to choose which color balls they want to throw.

TOSSING THE PALLINO-A player may toss the pallino any distance as long as it passes the centerline of the court, does not hit the backboard, stops more than twelve (12) inches from a sideboard and the backboard.

FAILURE TO PROPERLY PLACE THE PALLINO - If the pallino toss does not meet the conditions on the first toss, it must be rolled again. If the second toss does not meet the conditions of the first toss the opposing team shall roll the Pallino. The player who originally rolled the pallino will play the first bocce ball of the frame. However, if, during play, a Bocce ball strikes the Pallino and knocks it to less than 12 inches from the sideboard, it is a legal Pallino position. If the opposing team also fails to properly place the pallino on its first roll, the referee shall place the pallino in the center of the court’s width on the center line. The team that originally rolled the pallino will play the first bocce ball of the frame.

2. PLAYING THE GAME

The player, who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, without hitting the pallino or another ball first, it is removed from play. If by measurement there is a tie between two balls, each from opposing teams, the frame continues until a ball(s) is measured as closest to the pallino. That ball(s) is considered in. The original team does not roll again until the opposing team has either gotten one of its bocce balls legally on the court or has thrown all of its balls without a legal ball on the court. The team whose bocce balls are closest to the pallino is called “inside” and the opposing team “outside.” Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the inside ball. This continues until both teams have thrown all their bocce balls. Consecutive or alternating throws by teammates shall be at the option of the players.

The team who scored last throws the pallino to begin the next frame. Also, the team winning a game will toss the pallino to start the next game.

SUBSTITUTING PLAYERS DURING THE MATCH

A Captain or his/her designee may substitute players during a game but only at the end of a frame. Players may not be substituted or enter into play once the frame has started.

ORDER OF PLAY WITHIN A TEAM

Teams may elect to play their balls alternately. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame, i.e., each partner will roll two balls.

DISQUALIFIED BALLS

Should a player’s bocce ball make contact with the backboard, the bocce ball is considered a dead ball and is removed from play unless it first hits another ball in which case it is in play. The bocce ball that hits the backboard without hitting another ball or the pallino first, is to be removed as soon as contact with the backboard is made.

However, should a bocce ball hit the backboard without hitting another ball or the pallino, and then roll back in the court and make contact with other bocce balls, the other bocce balls shall be returned

to their original position (as agreed to by the team captains) and the thrown ball shall be removed from play.

PALLINO OUT OF PLAY

During play, if the pallino is knocked into the backboard or sideboard it remains in play. If the pallino is knocked off the court, play ends and the frame is started over. The pallino will be put into play by the original team which started the play in the “dead” frame, and a new frame is started.

WRONG COLOR DELIVERY

Should a player throw the wrong colored ball, it shall be replaced with the right colored ball and play shall continue.

FOOT FOULS/FAULTS

Rollers must not step over the foul line when releasing the Pallino or bocce ball. Any balls (pallino or bocce) moved by the fouled thrown ball must be placed as near as possible to their original position. The player who made the foul shot will re-throw the pallino or bocce ball. If a player chooses to SPOCK, then he or she may cross the GREEN foul line but cannot cross the RED SPOCK Line designated on the sideboards of the court. A spock play must be announced and will not result in points and the ball will be removed after the throw. (A warning is given to any player who crosses the foul line. An aggregate of three foul line infractions by a player at any time in a match shall disqualify that player from further play during that match.)

SHOOTING/VOLOING

Shooting, also known as voloing is lofting the ball HIGH in an arcing form (above the thrower’s knee/upper leg) into the air beyond the center of the court and **is not allowed**. **A tossed ball must be released at or below knee height. Think Bowling for the proper release of Bocce balls onto the court!**

3. DISPUTES

During play, the teams playing will referee their own game. Team Captain(s) shall decide any dispute, which cannot be resolved by the team players. Upon his/her decision, the game shall continue. Above all, objectivity, fairness, and civility shall be the goal and utmost priority in resolving any dispute.

If the match is played under protest due to an unresolved dispute, either captain may request a rules committee decision. However, such request must be made no later than three days after the match that is under protest.

A team captain may request a formal rules committee meeting at any time during the League season to review League Rules if it is agreed upon by a majority of teams in the league. Each team has one vote accordingly.

4. SCORING

Only the “inside” (closest to the Pallino) team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. When 2 balls are equidistant from the Pallino you start that portion of the frame over. Games are played until a team reaches a score of 10.

Team Captains are responsible for keeping the score and for reporting the results of the match. The league will provide score sheets to each Captain. These must be kept in the Team three ring binders and must be properly filled out and signed by the captains after each match. Scores are to be recorded in each team scorebook and signed by both team Captains.

It is the responsibility of the home court Captain to report scores to the Commissioner (rose333@gmail.com) who will collect all scores and arrange to have them posted on the website. Scores must be reported no later than 24hrs. after the completion of play.

5. MEASUREMENTS

All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only the captain, or designated representative from each team, may be present for measurements. The standard measuring device may be found at bocce.com, click links, click playaboule and scroll to the measuring device. Captains will be reimbursed by the League for this purchase. Alternate measurement devices are allowed as long as the Captains agree to their use.

6. STARTING TIME AND PLAYERS FORFEITS

- a. Matches begin at **6:45 p.m.** A team that is not present within 15 minutes after the starting time (**7 p.m.**) forfeits 1 game. If not present by 7:15 p.m. forfeits both games and the match. The team that wins by forfeit shall be awarded a win for each game (2-0 “skunk”), A forfeit will occur when a team does not notify its opposing team at least 24 hours prior to the scheduled match of the need to reschedule. Such rescheduled match shall be postponed, but the postponed match must occur within a max. of 10days from the otherwise scheduled date.
- b. Matches consist of three possible games. Winner is determined by winning 2 out of 3 games.
- c. Four players from each team play at one time. Two players at each end of the court as stated above. A minimum of four players per team is required to be present to start a match or game.
- d. While the game is in progress, only the player delivering a ball into play may be on the court before the ball is thrown. Spectators are not allowed on the court at any time during regulation play.
- e. Players may not play on more than one time in the SYV Bocce League.

7. **COURT ETIQUETTE**

Any time a player is rolling; opposing players must remain quietly outside the court.

DRESS CODE

There is no official dress code, however it is the League's recommendation that all players wear comfortable and appropriate apparel and that Teams are encouraged to imprint their team name on identical sport shirts of their choosing.

ONLY SOFT SOLED (CREPE OR RUBBER), CLOSE-TOED SHOES CAN BE WORN AND PLAYED IN, ON ANY LEAGUE COURT AT ANYTIME. It is common courtesy to respect the condition and quality of the bocce court and its owner, as well as the proper playing of the game.

8. PLAYOFFS

There will be three (3) divisions consisting of three (3) teams each. The divisions will be named RED, WHITE and GREEN. Allocation of teams to a division will be determined by the Commissioner and his committee. For this season they are as follows:

<u>RED</u>	<u>WHITE</u>	<u>GREEN</u>
Euros De Boccherie Primos	Bandoleros Bocce Rulli Wine Spirits	Vincitores Bocheros Sonoofa Bocce

Final standings will be determined by total matches won. If there is a match score tie, then games won and lost shall break the tie with the team having won the most games winning the playoff spot. If games are tied, then a coin toss shall be the deciding factor. When the top teams from each division are determined the semi finals will be played as follows:

Wildcard Team @ Team with Best Overall Record

Division Winner with Worst Record @ Division Winner with Second Best Record

And the Finals will be the semi-finalist playing for the Championship (site TBD)

Playoff games for the league championship will be played the same as regular league matches and will consist of a potential of 3 games, and the winner will be determined by winning 2 of the 3 games. Playoff games will be to 12 points and must be won by a margin of 2 points.

During playoff games, team captains and league committee will designate 2 persons to measure and referee the playoff game. The persons selected must be mutually agreed upon by both team captains and cannot be a member of either team. .

Tiebreakers will be played as necessary to establish a final winner in any playoff game.

Players on any playoff teams must have been players on a team roster prior to July 1st.

