Bocce Regulations of the Bridgewater Bocce league

These rules are in effect for bocce games held at Rolling Knolls park off Meadow Rd. in Bridgewater NJ. <u>These rules (v2.2) supersede all other rules, either posted or otherwise available during league play.</u> The bocce courts were created by an eagle scout project that was sanctioned and approved by the Bridgewater Township recreation department. Bocce is a game of skill and camaraderie. It is an easy game to play yet difficult to play very well but the idea is for ALL to have fun. Anyone can play and there is no race, sex, or age discrimination in the sport of Bocce. Note that space is limited to the number of courts available (2 to date) and existing members have priority over new members which may result some being put on a waiting list based on a first come first serve basis. Every attempt is made for all to play.

Note: The U. S. Bocce Federation is the only internationally sanctioned governing body for Bocce in the United States. The USBF is also a member of the Federation International de Boules and the Confederazione Boccistica Internazionale. Bridgewater Bocce has reused USBF rules with minor modifications.

Pre-Game

1. A set of 8 balls will be used for each match between two teams. Each team will use four balls of different colors and one contrasting colored smaller target ball (yellow) called a "jack" or "pallino."

2. Teams play three games in a match to determine final score. Each game is made up of N number frames, where one frame is throwing balls from one side of the court to the other for points.

3. Ball size and weight of balls are determined by BB committee however follow a standard of: 107 mm Diameter (~4.2 inches) and 920 grams (~2 lbs) in Weight. Pallino is 50mm (~2 inches) in diameter with no weight requirements. Teams may use their own balls but both captains (capos) must agree on using them before the game.

4. Tape measures will be available and used for measuring proximity to the pallino. Any device that can be used with accuracy is allowed assuming both team capos agree.

5. Each team is comprised of four members each where one player is designated a Captain (capo). Two teams compete in matches over a series of weeks. An attempt is made such that every team meets every other team at least twice in matches. Summer/fall leagues vary depending on number of participants.

6. Substitute players or subs can be used to fill in vacancies for a team, who can be friends or other bocce team members. All games are played with four members on each team, however, if a last-minute no show or cancellation happens, a team can play with three members assuming opposing captain agrees (See, Game Play #21). For playoff or tournament games rescheduling should occur such that all members can play, however the team captains can decide based on special situations (weather, games left in season, ect..).

7. Teams should be played with 2 members of a team stationed at opposite ends of the court and playing 2 balls each. Lofting shots are discouraged due to the fact that they crater the court surface making the surface unsuitable for rolling with accuracy (See, Game Play #6).

8. Any time a player is in action, opposing players should be off the court or far behind the player.

9. The court is the playing surface itself. Note that the side boards and inside angled corners are part of the court, thus are in-bounds. The back boards are in-bounds except as noted (See, Game Play #2).

10.   All play is initiated on or behind the foul lines and on the surface of the court.

11.   Any team can request the playing court to be raked (rakes stored on site), to smooth out the surface before the start of any game.

12.   Foul Lines are clearly marked on the side boards. The first foul line is the line for males with the second a few feet closer to the farthest end for children (<= 12) and females. Players may step on but not over the foul line before releasing the pallino or the ball.

13.   A center line (CL) in white is marked on the side board.

Bocce Score Sheet

1. Scoring is recorded on a "Bocce Score Sheet" provided by the league and can be obtained from on-site storage container. If possible via text, Captains or team members should to provide a cell phone pic of the final score sheet to league score keeper and/or committee member(s). Original hard copy should always be stored in plastic storage container.

2. Bocce Score Sheet logs three games, where each game goes up to 12 bocce points which may take a number of frames to complete. Note

that a team MUST win by two points, so scoring can exceed 12 points for a game to determine a winner.

3. The winner of a game earns 2 game points. For example, if a team wins two games a total of 4 games points would be earned.

4. The total frame points from all three games are added together for each team. The highest score earns 1 extra game point and a tie lets each team earn 1/2 point.

5. Total game points are added together for each team to determine the final winner. The most a team can have is 7 game points per match.

6. Captains are responsible for verifying final score sheet accuracy and ensuring it is sent/saved for the league score keeper.

7. Match/game points are recorded by the score keeper which is then used to determine standings in the league. BB committee determines based on standings and participation, if playoffs or tournaments are to be held at the end of a season where generally 1st, 2nd and 3rd place are awarded.

Start of Game

1. To determine which team goes first, two methods can be used as either is acceptable. Method mostly used is for each team to throw one bocce ball as close to the back board without touching any walls or corners. The closest ball to back board wins. The winner gets to go first and choose the color ball they want to use. An alternative method is for Captains to agree on a coin toss to determine the winner.

2. Wall or coin toss winner throws the pallino to start. The winner of a previous game played in the match gets to go first as well.

3. A pallino toss is valid if it passes the center line (CL) and does not touch the back wall on opposite side. It can hit side walls after CL or corners and must be set approx. one foot in length off side walls if toss placed it closer than a foot.

4. If the player fails to place the pallino in valid area, the opposing team will put the pallino in play.

5. If both players fail, the pallino returns to the original team for an additional attempt. Alternating the process continues until pallino is in valid position
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6. The Team that tosses the pallino will play the first ball.

Game Play

1. The first ball may be rolled by ANY member of the Team that placed the pallino in play.

2. Should a ball rolled hit the backboard without touching the side walls, corners, balls or the pallino, it is a dead ball and removed from the court.

3. The same Team must throw again and continue rolling until a valid point is established.

4. Once the point is established, the opposing Team must roll until they make a new point closer to the pallino than the previous opposing point.

5. Players may use side boards or corners at any time, since they are part of the playable area of the court.

6. <u>Any ball thrown above the head level</u> of the throwing player is consider a lobed ball and is not permitted. The player is to be given one warning to not lobe the ball. Should the player lobe the ball again it is considered a dead ball. It is up to team captains to reassemble any moved balls to previous positions and remove the dead ball from play.

7. Hitting, or spocking is when a player intends to <u>step across the foul line</u> while releasing ball before the foul line, to deliver a "hit" or "spock" . The opposing team/capo must be notified before the throw. Hit/spock is a hard underhand throw to disrupt/move balls or

the pallino. This ball is removed if no other balls or the pallino are touched.

8. Balls can be measured at any time. Any member, through their capo, can request such. If there is doubt as to the measurement, capos will determine final outcome. Committee members if present can be requested to help make the final call as a tie breaking vote.

9. In the event a tie is determined, the last Team to roll a ball must roll again until the tie is broken. If at the end of the game a tie still exists, no score is recorded and frame is replayed.

10. In the event a ball/balls are moved during a measurement by any team member, the balls are returned to approx. position as capos agree on. If balls moved cannot be returned to their approximate positions to satisfaction of offended team, the frame is replayed.

11. It is suggested that one Team Member from each team can cross the centerline to measure balls. Other players should to remain at their respective ends of the court. Capos can choose to enforce or vary this rule.

12. In the event ball(s) are resting against a backboard and are moved as a result of a valid shot, they remain in their new position. If however they move as a result of an invalid shot, they are returned to their approximate original positions.

13. The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a

frame. If however, the pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the Team that started the frame will begin again at the opposite end of the court (do over).

14.   Balls that bounce or are thrown out of the court are considered dead balls and are removed from play.

15.   Players should never touch or move any ball or pallino at the end of a frame until both capos are in agreement regarding who wins points.

16.   ALL players should be out of the court. If not possible, they should be positioned in front of play area where a player at the opposite end is shooting.

17.   When shooting the player is allowed to step on the line prior to releasing the ball. As long as even the heel is on the line, it is a valid shot.

18.   Should a player cross the foul line prior to releasing the ball, they are to be given one warning of the foul throw. Subsequent fouls will remove the thrown ball from play.

19.   Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid.

20.   For LATE ARRIVALS a team not present within 20 minutes of scheduled start of game will forfeit the game. This will result in 7 match/game points awarded to the waiting team <u>unless</u> capos

discuss delay and agree to play, reschedule or handle late/missing player (see #21 below).

21. If a team has at least three players (subs/players) and one player is late/missing, the game can start using four balls for that team.
    - If team has less than three players then follow #20 above as this rule does not apply.
    - Two players (A & B) must be used to throw points in a frame, where third player (C) is waiting for start of next frame. That is A & B throw towards opposite court where C is positioned (A/B -> C).
    - Once frame is complete, player A joins other player (C) at opposite end of court to start the next frame (B <- A/C).
    - Once A & C frame is complete, C joins B to begin new frame (C/B -> A).
    - Once C & B frame is complete, B joins A for next frame (C <- A/B) . This cycle contains.
    - If fourth player arrives during the game, they must wait until start of new frame before joining the team for regular play.

22. In the event a player must leave a game in progress, an alternate may enter at the end of a frame and the player that leaves cannot return for remainder of game. If no alternate is available, the game continues using late arrival rule (see #21 above).

23. If a player plays the wrong color ball, simply replace it with correct color when it comes to rest. Play continues.

24. If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team has two (2) options. Leave all balls as they rest or remove the illegally thrown ball from play and return all other ball/s to previous position. If previous ball positions cannot be determined the frame is replayed if both capos agree.

25. Repeated "conferences" during a frame causing delays in the game are discouraged. If delays continue, the offended Team Captain should notify a committee member(s) to prevent further delays. Once committee member(s) notifies team of excessive delays but the delays continue, a frame point per delay can be removed from offending team until delays cease.

26. These rules are approved by the Bridgewater Bocce Committee and may be modified as needed. Any new rules take effect before the start of a match and will be posted on the league web site.