

ADULT BOCCE RULES AND REGULATIONS

INTRODUCTION

This publication provides the standard bocce rules for the Adult Bocce Leagues conducted by the City of Dublin. All leagues will be conducted according to the rules play associated with bocce. Recreation Coordinator or their designee may modify these regulations in order to promote and ensure fair and equal play. City of Dublin is a participating agency in the Sports Association of Northern California Recreation Agencies (SANCRA).

LEAGUE AWARDS

The Championship team will receive a maximum of eight (8) individual awards to eligible players.

LEAGUE REGULATIONS

1. Managers will be responsible to see that all their players know and abide by the rules as stated in these rules and regulations. Furthermore, managers are responsible for their players and spectators knowing and abiding by the SANCRA "Team and Player Code of Conduct".
2. The City has the option of moving or dropping complete teams or individual players to create a balanced program in the best interest of the league.
3. The Recreation Coordinator may change or revise schedules due to changes in league enrollment, playoff formatting or facility changes. Please Note: School functions have priority over City leagues; therefore games may be postponed with little or no notice.
4. After the first regularly scheduled game, all teams forfeit the right to their entry fee unless the entire league is disbanded, whereby all teams will be refunded the entry fee minus all costs of the league to that point.
5. The City reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by the Department Staff as deemed necessary to ensure a smooth and consistent program.

TEAM & PLAYER ELIGIBILITY

1. A player may participate in the league only if that player's name address, phone number and signature appear on the official team roster or an official add/drop form as filed with the City. Each player's signature must be authentic and cannot be signed in proxy by any another person.
2. Any player participating: (A) without being on the official roster or an official add/drop form. or (B) with a false address, or (C) under an assumed name, or (D) without signing the

official roster or an official add/drop form will be considered an ineligible player and all games participated in by this player may be forfeited.

TEAM & PLAYER ELIGIBILITY (cont.)

3. Players must have in their possession an I.D. card with photo for positive identification if requested.
4. A roster must consist of a minimum of four (4) players and a maximum of eight (8) players.
5. Players must be at least eighteen (18) years of age in order to participate.
6. Players must participate in two (2) regular season matches to be playoff eligible.

LEAGUE STANDINGS

In the event that teams are tied at the conclusion of league play, the following tiebreaker system will be used:

- I. Record in head-to-head competition
- II. # of forfeits
- III. Point differential in head-to-head competition
- IV. Point against teams above the tie
- V. Point differential against the entire league
- VI. Coin flip

Note: A minimum of 50% of the league teams will be eligible for playoffs.

Equipment

Each court will have one set of bocce balls for use during league play. However, teams may use their own equipment if both teams are in agreement. Each court will also have one tape measure to be used when a measurement is required.

Pre-Match

The team listed first on the schedule will determine the direction from which play will begin and may either have the first toss of the pallino or choose the color of their team's balls. If the team listed first chooses to pick the color of their team's balls, then the second team listed will get the first toss of the pallino.

To Begin Play

The team which has been designated to toss the pallino first, will toss the pallino. The pallino must touch or cross the yellow line and not hit the back wall. If the pallino is not tossed legally, the pallino is returned to the same end of the court and tossed by the opposing team. The team that now throws the pallino has the choice to either follow up the pallino throw with one of their team's ball, or have the original throwing team throw the first bocce ball toward the pallino.

Matches

Matches are the best two out of three games to twelve points winning by a minimum of a one point margin. Match length may be shortened as time permits. Any team leading at end of the match time will be declared the winner of the game or match.

Rules of Play

All rolled balls must touch or cross the black line and not hit the back wall; otherwise the bocce ball is considered a dead ball and is removed from play.

All players must start and finish any roll or toss from behind the thrower's side of the black line. Players cannot be substituted nor can a player enter into play once the game has started.

Exception: A team that is playing with less than 4 players is allowed for players to enter the game. Whether players on the same team throw consecutively or alternately is left up to the team. Please note that no one player can throw more than two (2) balls from each end.

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 moved by a rolled bocce ball) the pallino remains in play.

In the event that two opposing balls are equidistant from the pallino, the team that rolled last will continue to roll until the tie is broken. If this occurs at the end of the frame, then no points will be awarded, and the pallino returns to the team which tossed it at the beginning of the frame.

When tossing a bocce ball, the ball must land on the yellow line and then roll to the same side of the court of the pallino. **Penalty:** If the ball lands beyond the yellow line on the fly, then the ball is taken out of play and any moved bocce ball or pallino is returned to its previous position.

Scoring

At the end of each frame (when both teams have rolled all of their team's balls), points will be determined as follows:

'Scoring points' are all the balls of one team closer to the pallino than the closest ball of the other team. Each ball that is closer than the opposing team scores one point. The scoring team for each frame will also win the pallino advantage (and toss the pallino) for the subsequent frame.

Measurements

When necessary to determine which ball is closer to the pallino, a maximum of two people (one person from each team) may do the measuring. Measuring is done by placing the flat end of the tape measure against the bocce ball and measuring to the center of the pallino. The base of the tape should be drawn past and over the top of the pallino for an accurate measurement. If there is a tie, then the tie goes to the team that was closest to the pallino first. If there is a dispute, the court monitor will decide the ruling.

Starting Time and Forfeits

Matches begin at 6:00 p.m. A team (minimum of two players) that is not present within 15 minutes after the starting time forfeits the first game. The forfeit time for the entire match is 25 minutes.

When teams arrive with insufficient team members to start play, they may not borrow players from other teams to field a team. Players may not play on more than one team in the same league. If a team cannot field two players, the game is considered a forfeit.

Managers are allowed to add or drop players. An official add/drop form must be filled out and turned in to the attendant prior to the match in which the player is going to play.

Etiquette

When communicating whose team should roll next, please say “Red throws” or “Black throws”.

When your team is not throwing but your turn is potentially next, please be “on deck” with a ball in hand or ready.

Only the participating player should be on the court while the ball is thrown, and while the game is in progress. Player shall stand behind the thrower’s side of the yellow line when balls are being thrown. Spectators are not allowed on the courts at anytime during play.

When the frame is over, please roll the balls to the back wall. This is easily done by placing the bottom of your foot on the top of the ball and pushing your foot forward. This will cause the ball to roll. Attempting to roll the ball with side of your foot can cause injury to your foot as well as leave a divot in the court.

When walking on the court, please be careful about not making divots. Please wear flat soled shoes for play.

Game Situations

After the pallino is thrown and stops in a legal position it can be legally moved by any legally thrown or landed ball.

If a thrown ball hits the pallino and the pallino hits the back wall or gets jammed between the boards and the court, the pallino is still in a legal position.

If a thrown ball hits the back wall and then hits the pallino and/or another bocce ball, then both must be moved back to its prior position. The thrown ball is removed from play.

**SANCRA
TEAM AND PLAYER CODE OF CONDUCT**

The following "Team and Player Code of Conduct" has been adopted by all participating agencies within SANCRA and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers and spectators.

1) NO PERSON SHALL: Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

2) NO PERSON SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

3) NO PERSON SHALL: Refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until his/her case is considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two (2) league games, and placed on probation for the remainder of the season.

4) NO PERSON SHALL: Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

5) NO PERSON SHALL: Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for the remainder of the season.

SANCRA
TEAM AND PLAYER CODE OF CONDUCT (cont.)

6) NO PERSON SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case can be considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.

7) NO PERSON SHALL: Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for remainder of the season.

8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.
MAXIMUM PENALTY: Suspension for life and /or assault charges filed.

9) NO PERSON SHALL: Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for remainder of season.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

SPECIAL NOTES:

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.

2. Any person removed from a game and asked by an official to leave the park or school facility must do so immediately. Failure to do so will result in further disciplinary action.