



ADULT BOCCE BALL RULES

**Dedicated to improving the quality
of life
for the community by providing
exceptional programs, facilities &
services**

**It is the goal of our department
to provide programs that encourage
sportsmanship, respect and fun!**

Recreation Coordinator

Dan Opperman
dopperman@cityofnapa.org
707.257.9210

Recreation Supervisor – Pete Hangen

phangen@cityofnapa.org
707.257.9957

Parks and Recreation website: www.naparec.com
League standings and player information: www.teamsideline.com/napa

TEAM ROSTERS/PLAYER ELIGIBILITY

1. All players must be 18 years or older, out of High School.
2. Players may be added only after the approval of the Recreation Coordinator at a cost of \$10.00 per player. The player must sign the official roster prior to the first game played in.
3. No player is eligible to play on more than one (1) team. If discovered, through protest, all games played may be forfeited and player will be subject to suspension for the remainder of the season.
4. In order to play in the playoffs, a player must have played in at least two regular season games.
5. Players should have a legal picture ID in their possession at each game. City of Napa staff and officials reserve the right to conduct random ID checks.

GAME TIME

1. Games will start promptly at 6:00pm. Teams not on the court by:
 - a. 6:00pm will forfeit the first game
 - b. 6:30pm will forfeit the second game
 - c. 7:00pm will forfeit the third game

GENERAL PLAYING RULES

1. Rules of Conduct
 - a. The Napa Parks & Recreation Code of Conduct should be observed at all times.
 - b. Play should not be delayed by excessive measuring, conferencing or missions of personal convenience during a game, nor by extended breaks between games.
 - c. Playing is expected to be continuous, without meal or practice breaks between games. (Appropriate time between games is 5 minutes)
 - d. No outside food or beverage is allowed. All food or beverage must be purchased at the CIA @ Copia Restaurant, and/or Grove Bar.
 - e. CIA @ Copia is a non-smoking campus. There is a designated smoking area on the North End of the parking lot, near the benches.
 - f. Trash, bottles, etc. should be discarded in proper receptacles.
 - g. Violations of any of the above rules or Code of Conduct may result in a warning by the Recreation Coordinator to the player and team captain. Severe violations or a violation after a warning may result in the player(s) or the team(s) suspension or expulsion by the Recreation Coordinator from the game, match, or league. Team captains are responsible for the conduct of their players, and sanctions may be levied against a team for intentional or repeated violations by one or more members of a team at the discretion of the Recreation Coordinator.
2. Starting the Match: Managers will decide prior to the first game if the teams will play 2v2 (One team member on each side) or 4v4 (Two team members on each side). If a team does not have 4 players present then teams shall play 2v2 all night. Whichever decision is made at the start of the night, teams will play the entire night that way.
3. The match shall begin with the flip of a coin between the captains from the two teams. The winner of the coin toss may choose to have the first toss of the pallino or the color of the balls.
4. A team consists of two or four players, with one or two at each end of the court (2v2 or 4v4). Players may not switch ends during a game.
5. The two team members that start a game must play the entire game. There is no in game substitution.
6. The starting team may toss the pallino any distance so long as the pallino passes the centerline of the court and does not hit the back wall. If a player fails to toss the pallino past the centerline or the pallino hits the back wall, the other team will toss the pallino, alternating until the pallino is in play. The team that throws the pallino into play throws the first ball.
7. Playing the Game: Once the pallino is in play, it will remain in play even if it hits the back wall. If the pallino leaves the court or bounces back across the centerline, the frame is terminated and play will resume at the other end with the previous starting team throwing the pallino again.

8. Once the pallino is in play, whenever a team gets a ball closer, they step aside and let the other team roll. The other team rolls until it beats (not ties) the opposing ball. This continues until both teams have used all their balls. The team who scored last rolls the pallino to begin the next frame from the opposite end.
9. Only one team scores in a frame. A frame ends when both teams have rolled their balls and points are decided. At the end of the frame, one point is given for each ball that is closer to the pallino than the closest ball of the opposing team
10. The first team to score 12 points is the winner of the game. The game ends at the time both teams agree that one team has scored the necessary points. It is not necessary to roll any balls remaining.
11. If after a valid play only the pallino remains on the court, no points are allowed and the game resumes from the opposite end of the court with the same team tossing the pallino.
12. Players may use the sideboard at any time.
13. All team players must be completely off the court while a member of the opposing team prepares to throw the pallino or a bocce ball and until all balls have come to rest. Spectators and team members not playing in the game must stay off the court during the game, except any team members not actively playing in a frame who were designated by the captain to measure.
14. If a live ball or the pallino, without leaving the court, hits a player on the opposing team, the throwing team may accept the result of the throw or replace all moved balls to their original positions and re-throw the bocce ball, at their option.
15. If the pallino is struck by a thrown ball and then hits a player on the court from the throwing team, the frame will be terminated immediately. If, immediately prior to the ball being thrown, the opposing team had some number of balls “in,” then that team will be awarded that number of points for the frame. If the opposing team did not have any balls “in,” then no score will be awarded for the frame. The next frame will commence from the opposite end of the court, with the pallino first being thrown by the opposing team.
16. Measurements: Measuring will be done with a tape measure extended from the near edge of the bocce ball to the near edge of the pallino. Measuring will be done by players at the target or receiving end of the court of both teams, under the supervision of the respective team captains, without interference from other members of the teams or bystanders. The captains – or measuring players – will agree on the point or points awarded.
17. Measuring of which team’s ball is closer to the pallino may not be waived and later claimed. Any measuring to determine the order of throw must be done before the next ball is thrown. A team that rolls a ball when the opposing team has balls yet to roll has conceded that the opposing other team’s closest ball is closer than their own closest ball, even if later measurement shows otherwise, unless one or both balls or the pallino have been moved during subsequent play.
18. In the event of a tie after all balls have been thrown, no point will be awarded. The pallino will be thrown first from the other end of the court for the next frame by the team that threw it first for the no-point frame.
19. In order to be considered a point, a ball must at least cross the fault line at the throwing half of the court.
20. DEAD BALL RULE: If a dead ball strikes a live ball(s) or the pallino, the live ball(s) and/or the pallino are replaced to their original position(s). A dead ball is removed from play immediately and may not be thrown again until the next frame. A bocce ball is “dead” when: a) The ball is thrown out of turn; the ball is considered dead when thrown. b) The ball hits a player on the throwing team; the ball is considered dead when it strikes the player. c) The ball is released after the thrower steps over the fault line. A player “steps over the fault line” when his or her foot touches the ground completely beyond and not touching the fault line. d) The ball strikes the back wall; any bocce ball is considered dead on impact with the back wall. e) The thrower crosses the centerline in the course of throwing the bocce ball, or the ball flies past the center line before hitting the ground. In either case, the ball is considered dead when thrown. f) If balls are picked up or disturbed (accidentally or intentionally) prior to all of the balls being thrown or prior to agreement by both teams on the point count for that frame. Of the balls picked up or disturbed by any player, opponent’s balls are replaced, own balls are dead. g) Ball is thrown while the pallino or another ball is still in motion. Thrown ball is dead and any balls disturbed are returned to their original position.

21. If a ball thrown from another alley disturbs any balls, the frame will be restarted unless both teams agree that any balls disturbed can be replaced and play continue.
22. If a player throws a wrong-colored ball, it is exchanged with the right-colored ball.
23. Players participating in any game must not cross the centerline during play except for personal convenience. Any player crossing the centerline may not become involved in the game by directing, suggesting plays, measuring, or any other capacity, except that a team captain may cross the center line to assist with or oversee measurement.
24. Rescheduling & Rainouts: Matches must be played on the scheduled date and time unless approved and rescheduled by the Recreation Coordinator. Rainouts will rescheduled on any night of the week (Monday-Thursday) depending on when the courts are open.
25. Forfeits: If a team forfeits a match for any reason other than an official cancellation from the Recreation Coordinator, the “winning” team must still submit a score sheet for the forfeited night of play. The forfeiting team’s signature is not required in this instance. If a team forfeits three matches during the season they will lose their priority spot the following season. If a team forfeits 4 matches they will be removed from the league.
26. Players: Only Roster Players may compete in league play and players may only play for one team in any season. All players must be at least 18 years old. All matches involving ineligible players will be forfeited. Roster players must participate in at least two of the matches of a season to be eligible for playoff competition.
27. Teams may make roster changes during the first two weeks of the season. After the second week of play no more registration/waivers will be accepted.
28. Score Sheets: In order for league standings to be posted and correct, Official Napa Bocce score sheets must be submitted for each scheduled match immediately following the conclusion of the match. Each team captain is responsible for submitting a score sheet after each match. The score sheet must be completely filled out and legible. You must include the date of play, the night designated, the team name and team members playing that day, and both captains’ signatures confirming the final score. It is not the leagues job to fill-in missing blanks, to phone for scores or track down missing score sheets. If they are not filled out correctly, they will not be post on the standings.
29. Scores are to be returned to the Grove Bartender so they can put them on the “completed games” clipboard. Both teams captains are ultimately responsible for missing or incomplete score sheets
30. Score sheets are picked up daily, and league standings are compiled and posted on www.teamsideline.com/napa
31. United States Bocce Federation rules apply to all situations not covered.
32. In the interest of expediting play and in recognition of the recreational nature of the City League, team captains are expected to referee their own games to the extent possible. Decisions between two knowledgeable captains during the course of play will generally be binding, regardless of whether they were technically in conformance with the published rules. Team captains speak for their respective teams, and decisions by the captain are binding on the team. Any requests for official advice or decisions should be made by the captain. Any suggestions, complaints or protests with other teams should be submitted to the Recreation Coordinator who oversees the Napa Bocce League.

DEFINITIONS OF TERMS:

League: Collectively all series, matches or games organized by the City Recreation Department involving teams with rosters of players.

Season: A sequence of matches scheduled to take place over multiple days or weeks

Match: Two teams competing in three games.

Game: A contest decided by one team gaining 12 points.

Frame: A completion of bocce rolls by both teams from one end of the court. It may take many frames for one team to get 12 points and win a game.

Bocce: The larger balls that are rolled to score points. Each team has 4 bocce balls of either red or blue color. They are composition balls of regulation size (107mm to 114 mm in diameter) and weight (between 920 and 1100 grams).

Pallino: The small yellow or white ball which serves as the object or target ball.

Captain: The person designated to represent the team and decide on line-up, coin toss, point scores, rulings, and protests.

Fault line: A line that could be drawn between the forward edge of the vertical red lines painted on either side board near each end of the court. Sometimes called the “foul line.”

Back wall: The boards at the narrow ends of the court.

Centerline: The line at the half way point between the two back walls.

Side board: The boards on the long sides of the court.

Live ball: Any bocce ball that is legally put into play by being rolled past the fault line and not hitting the back board, leaving the court or otherwise being declared a “dead” ball.

Dead ball: Any bocce ball that touches the backboard or bounces off the court or otherwise declared a “dead” ball is removed from the court.

Rolling: Propelling the bocce ball on the court surface with the intention of putting the ball into play during a frame.

Shooting: Propelling the bocce ball at a relatively high velocity with the intention of forcefully moving the opponent’s bocce ball or the pallino.

EQUIPMENT:

Equipment Provided: Each team will be provided with four bocce balls. Accompanying the bocce will be a measuring tape, and pen. The team captains must also collect a score sheet. These are all available at the Grove Restaurant. A team may not provide its own balls.

Number of Players on a Team: A minimum of two players is on each team roster. A maximum of 8 players is allowed on the roster. Player scheduling can be a problem and enough players should be available.

Scheduling: The Recreation Coordinator will use team priority levels to decide on scheduling conflicts.

Disputes: The teams should endeavor to referee their own game. If a dispute occurs, the Recreation Coordinator (or one of that night’s Recreation Staff) may be asked to rule on the dispute, if available. If the is not then available, stop the game immediately and ask the other captains from other teams playing at the same time to hear the dispute and to vote and issue a resolution. Resume play.

Rain Outs: The Recreation Coordinator will endeavor to notify by appropriate means – normally between the hours of 2:00pm – 3:00pm – if matches are to be cancelled because of weather or other causes.

Regardless of whether such advance notice is given, games or matches cancelled or terminated because of weather or other causes will be rescheduled.

Series Standings: Each win and loss will count in the team standings. If all are equal between two teams that have competed against each other during the season, then the results of that “head to head” competition will rule.

PROTESTS

1. A formal protest must be in writing and filed at the Napa Parks and Recreation Department office within 24 hours after the completion of the game in question. Judgement calls cannot be protested.
2. The manager of the protesting team must notify Napa Parks & Recreation Services immediately of their intent to protest the game.
3. A \$50.00 protest fee must accompany each protest. In the case the protest is upheld, the fee shall be returned to the protesting team.

Verbal Harassment

Players will not be allowed to verbally harass opposing players, officials, staff, or spectators. Harassment includes profanity, objectionable comments, questioning calls, arguing, threats, or otherwise rude behavior.