



FAIRFIELD BOCCE FEDERATION

Official Fairfield Bocce Federation (FBF) Rules and Regulations

ABSTRACT

Official Fairfield Bocce Federation (FBF) Rules and Regulations For Outdoor Spring and Summer Leagues, Indoor Fall and Winter Leagues and League Playoffs.

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Amended Version of Adopted Rules on January 31, 2022, by the FBF Board of Directors.

Clarifications of some rules, read and approved on February 10, 2022, by the FBF Board of Directors and a quorum of the membership.

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PRIOR TO LEAGUE PLAY, ALL TEAM CAPTAINS WILL BE EXPECTED TO ATTEND THE CAPO MEETING FOR THE PURPOSE OF REVIEWING RULES, REGULATIONS, PROCEDURES AND OUR CODE OF CONDUCT.

ARTICLE I

STARTING TIME:

- A. The starting time and the schedule will be set at the beginning of each league.
- B. Matches consist of three (3) games.
- C. A Team not present after 15 minutes of the scheduled starting time forfeits the first game. A team not present after 30 minutes of the scheduled starting time also forfeits games 2 and 3. The forfeiting team will receive zero points and zero win for each forfeited game, and the other team will receive 12 points and 1 win for each forfeited game.
- D. If both teams have four players present to start, the match should begin as soon as possible when the start time is reached.
- E. League Rule — A team having only three players will rotate one player as a “walker” per game. The opposing capo shall designate the order of play for the “walkers” prior to the match starting.
- F. Composition bocce balls will be provided by the FBF for all play.

ARTICLE II

START OF MATCH:

The match shall begin with the flip of a coin between the capos, or the capos representative, of each team. The winner of the coin flip may choose to have the first toss of the pallino or choice of the color of the balls.

A player may toss the pallino any distance as long as the pallino completely crosses the centerline of the court and does not hit the back board. If a player fails to toss the pallino past the centerline or hits the backboard on the first toss, the opposing team will have one chance to put the pallino in play. If the opposing team fails to put the pallino in play, the pallino reverts to the original team. In any case, when the pallino has been properly put into play, the first bocce ball will be thrown by the team who originally tossed the pallino. Once the pallino has been put into play, it remains in play, even if it hits the backboard by another ball.

The frame is over, and no points are scored if the pallino leaves the court or somehow comes to rest in the original half court from which it started the frame.

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ARTICLE III

PLAYING THE GAME:

If a bocce ball hits the backboard, that ball is “dead,” and the team must roll again. The team whose bocce balls are closest to the pallino are called “inside” and the opposing teams are “outside.” Whenever a team gets “inside,” they step aside and lets the “outside” team roll. The team “outside” throws until it beats (not ties) the opposing “inside” ball. This continues until both teams have used all of their bocce balls.

Measurements shall be made by players at the end of the court opposite the throwing player. Only one representative from each team, as well as both capos, are allowed on the court for measuring. All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Do not move the balls. Once the measurement is completed and both team members are in agreement for the point, they will step off the court and any balls that are remaining will be played. The team who scored last, throws the pallino to begin the next frame.

When a game is over, players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game. A team may substitute a player at the end of any frame as long as the opposing capo is notified prior to the substitute entering play and the substitution does not violate Article XII, giving a player a complete game. The player the substitute is replacing may not re-enter that game. In the case of an emergency, the capos may agree that a substitute is necessary in the middle of a frame.

ARTICLE IV

DEAD BALLS:

Should a player’s bocce ball make contact with the backboard, the bocce ball is considered “dead” on impact and is removed from play until the end of the frame. Should the disqualified ball hit a stationary ball or the pallino on its rebound movement into the field of play (other than a moving ball hit by the disqualified ball) balls will be returned to their approximate position prior to impact

ARTICLE V

PALLINO:

Once the pallino has been tossed past the centerline and is in play, it remains in play, even if it hits the backboard. However, if the pallino is knocked back over the centerline or out of the court, the game will stop and the frame will be played over, beginning from the opposite end of the court.

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ARTICLE VI

FOOT FOULS:

Player's movements are limited to inside the foul line. The player may step on, but not past the foul line before releasing the pallino or bocce balls. If the bocce ball thrown fails to comply with the foul line rules, it is disqualified and removed from play for that frame. All balls and the pallino moved by the foot foul shot will be returned to their approximate original positions.

ARTICLE VII

THROWING THE WRONG COLORED BALL:

If the wrong color ball is thrown, it shall be replaced with the right color ball and play shall continue.

ARTICLE VIII

SHOOTING:

Shooting or lofting the ball past the centerline is not allowed and such a ball is considered disqualified and removed from play for that frame. Any balls moved by the disqualified ball should be put back to their approximate position prior to impact.

ARTICLE IX

DISPUTES:

The teams playing will referee their own games. In the case of a dispute, a neutral person (mutually agreed upon) shall officiate.

ARTICLE X

SCORING:

Only the "inside" team scores. One point is given for each ball of the "inside" team that is closest to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equal distance from the pallino, a tie is declared, and no points are awarded to either team and the next frame begins.

In order for a bocce ball to be counted as a point, it must be placed into play and the bocce ball must have been thrown to pass over and clear the foot foul line of the court without hitting the back wall. When the ball is thrown past the foot foul line it becomes in play. As stated in Article III, each team is required to throw all of their bocce balls to end each frame.

The Capo of each team is responsible for keeping the score sheet accurately and reporting the results of the match (by placing the score sheet in a designated location). Capos must verify and sign the score sheet. If a score sheet is incomplete or inaccurate, both teams may be given a loss for those games.

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ARTICLE XI

RESCHEDULED GAMES:

A. Rescheduled games are allowed with mutual consent of both capos. Games must be made up as soon as possible or no later than the day of the end of that leagues play.

B. You are allowed to reschedule a date for a make-up game up to three (3) times. The Capos shall notify the League Director of the rescheduled date and/or cancellation date. If a team cannot produce a minimum of 3 players after the 3rd attempt, that team forfeits the games and receives zero wins and zero points. The opposing team will receive 3 wins and 36 points. In the event neither team is able to produce a minimum of 3 players after the 3rd attempt, then neither team will receive any "wins" or "points". The Capos will complete a score sheet and submit it to the League Director".

ARTICLE XII

PLAYERS:

A. A member can only play on one team in the same league day and time slot. i.e., (Tuesday AM, Tuesday PM, Wednesday AM, Thursday AM). However, a member can play on another team, so long as it is on another league day or time. A team forfeits any game in which they play a non-rostered player. The opposing team may not waive non-roster player forfeits.

B. Players may join a League up to two weeks after the league starts. The Leagues Director Chairperson may assign a new player to a team if the team capo approves the assignment in that first two weeks. The Board of Directors, with a simple majority, may approve a team to add a player after two weeks of play if there are extenuating circumstances.

C. No player may play two consecutive games from the same end of the court. Players need not alternate throws with other team players. Consecutive or alternating throws by teammates shall be the option of the players. If a player rolls/shoots out of turn or plays more than the ball(s) allowed, the opposing team has two (2) options:

1. Leave all balls as they are, or
2. Remove the illegally thrown ball from play and return all other balls as close to previous positions.

If a properly rostered player shows up for a league game or a Playoff game, that member is entitled to play in at least one complete game of the scheduled games that day.

ARTICLE XIII

PLAYOFF PROCEDURES:

A. No more than four teams shall be eligible for any playoff leading to a League championship. A League shall pertain to the day of the week and the morning, afternoon, or evening designation, such as Tuesday AM or Tuesday PM.

B. Teams for championship playoffs shall be determined by won/loss records. If at the end of the League, ties are the result, then the first tie breaker is "head-to-head" wins. If still tied, then the second tie breaker is total points during the league. If still tied, then the third tie breaker is a single game playoff or a coin flip.

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- C. Playoff games should only occur at times similar to the regular League, (i.e., Tuesday AM, etc.)
- D. IMPORTANT PROCEDURE: After League play is over and before the first tiebreaker game is played, the involved capos will meet with the Leagues Chairperson to discuss rules and procedures.

ARTICLE XIV

CENTER LINE RULES APPLY:

- A. The player about to roll the ball has the right to cross the centerline to look at ball positions without asking for permission. Anyone else must ask permission to cross the centerline.

ARTICLE XV

OFFICIAL LEAGUE GAMES CANCELLED DUE TO RAIN, HEAT OR OTHER OFFICIAL CAUSE:

League Games are cancelled during rain. League games are cancelled if the heat temperature reaches 95 degrees. League games may be cancelled due to other official causes, such as covid-19 quarantines.

Games cancelled due to rain, heat temperature reaching 95 degrees or other official cause shall be rescheduled to a date agreed upon between the two Capo's that were playing against each another as per ARTICLE XI.

If the games are cancelled after play had started, the completed games scores and completed frames scores will be carried forward to the rescheduled date. The match score sheets shall be placed in the score sheet folder in the outdoor bocce court shed. Capos are responsible for noting the score sheet scores pending resuming that day's league play. Members may photograph the score sheet. If the outside bocce courts temperature is at 95 degrees at the 6:00PM starting time of evening leagues games, the starting time may be extended up to 7:00PM to allow evening cooling to take place. The competing teams Capo's may agree to start their games at any time the bocce court temperature drops below 95 degrees. The official temperature gauge used for these determinations shall be the FBF Temperature Gauge in place in the shade covered area of the bocce courts.

ARTICLE XVI

LEAGUE PLAYING, DUES & FEES AND ELIGIBILITY TO PLAY:

- A. A player must be a member of the Fairfield Bocce Federation to guarantee a spot in a team for League or Playoff play.
- B. Teams will be "filled" with FBF members first from the sign-up sheet.
- C. Membership dues, \$15.00, are due April 1st and are not refundable.

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D. All fees (Membership Dues, League Fees) must be paid by the end of the second week of League play. Any time a delinquent player plays in a league game, the game will be considered forfeited, starting with the third week's scheduled matches.

E. For safety and insurance reasons no children under age 16 shall be allowed on the courts complex while being used for league play. Children should be in the spectator areas and should be supervised at all times.

ARTICLE XVII

CODE OF CONDUCT AND COURTESY:

A. The Fairfield Bocce Federation is on record as agreeing to play by the U.S.B.F. Recommended Code of Conduct.

B. Individual members are responsible for their conduct. Team capos are responsible for the actions of their players. The Board of Directors is responsible for the actions of the capos and members.

C. If a player is standing in the court while the opposing team is rolling and the opposing team requests that the player step aside, that request shall be honored. Players shall not stand on the divider between two adjoining courts.

D. Only participating players and capos are allowed to be on the court while the game is in progress. Non-players and spectators are not allowed on the play courts at any time during regulation play. Coaching by non-players (including capos) in a game is not allowed.

E. United States Bocce Federation attachments, pages 1, 2 and 3 are attached along with an edited edition that excludes sector, national and international functions; as well as assigning disciplinary duties and processes to the Board of Directors.

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AMENDED/CLARIFIED/ADDED

Change, additions, and clarifications of some rules were read and approved on February 10, 2022, by the FBF Board of Directors and the 30% general membership quorum.