



## CITY OF SAN CARLOS Bocce Ball League Rules

### Start of Match

The match shall begin with a coin toss. The winner of the toss may have the first toss of the pallino and choose the color of the balls.

A player may toss the pallino any distance so long as the pallino passes the center line of the court and does not hit the back wall. If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to toss the pallino past the center line, the pallino reverts to the original team. In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino.

### Play the Game

**The team, who originally tosses the pallino, whether successfully or not, throws the first bocce ball.** If the bocce ball hits the back board, that team must roll again. Otherwise, they step aside, and their team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, that team steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). The team who scored last, throws the pallino to begin the next frame.

1. If a player rolls the wrong-colored ball, simply replace it with the correct color when the ball comes to rest.
2. If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
3. If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.
4. Practice between games is limited to rolling up the court and back if time allows.
5. Time: Games are 45 minutes in length. The league representative will be the official timekeeper. The time will start running when the match is set to begin. If the 45 minutes end in the middle of a round you may finish the round.
6. If a team doesn't show up within 10 minutes after their scheduled time the win will go to the team that is present. Forfeits will be scored as 8-0.
7. Teams may borrow a player from a different team if it will prevent a forfeit. The team NOT borrowing a player must be made aware of the situation and agree to play. If the team does not agree, the game will be ruled as forfeit for the team lacking players.

## Pallino

Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

## Dead Balls

Should a player's bocce ball contact the back board, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

1. 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 it remains in play.
2. If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play.
3. If a bocce hitting the backboard is not removed quickly enough and, as a result, strikes a moving ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.
4. If a ball hits the backboard, it is a dead ball and removed from the court.
5. If a ball comes in contact with another ball or pallino before hitting the backboard, that ball is considered dead and removed from play.

## Scoring

1. Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same team tossing the pallino.
2. The winner of the game is determined by the first team to score 12 points or the team that is leading at the end of regulation play. (45 Minutes) During the playoff games, there will be no time limit for games.
  - a. A game may end in a tie during regular season.
  - b. If tied at the end of regulation play during **playoffs** there will be a one ball roll off. The team who scored last throws the pallino. Each team chooses one person to throw one ball. Whichever team's ball is closer to the pallino scores a point and wins the game. If it is determined that both balls are equal distance to the pallino, then an additional roll off will occur.
3. Captains of each team are responsible for keeping score on the scoreboard and reporting it to the Bocce League Representative. The league representative will update the score sheet and email or turn in scores to the youth center that night.

## Foul Lines

1. Players may step on but not over the foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.)
2. If a player's toe exceeds the width of the foul line before releasing a ball, they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. Standard Penalties apply.

## Standard Penalties

1. For the violation of any rule that requires the removal of a bocce ball from play, that ball is immediately removed from play until that frame has been completed. The violation must be called, and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.
2. If possible, any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

## Number of Players on a Team

1. Teams can be formed with 2-10 players.
2. In foursomes, two players are stationed at opposite ends of the court and will roll two balls each. At the end of each frame, the next game begins from the opposite end of the court.
3. Teams must rotate in order of who throws the ball. Rolling out of order is not allowed.

## Substitutes

1. Each team may have substitutes. All substitutes must have signed the official roster. The rosters will be in a binder at the park on all scheduled game days.
2. Substitutions during play may be made between frames, when both teams have rolled their balls and points are decided. Substitutes must remain on the same side throughout the entire game.
3. If a player shows up late to a game, they may join the game (between frames) at any point. It does not matter if the game has already started.

## Rosters

1. Each team may have up to 10 people on their roster. Changes/additions to team rosters are only permitted inside the first 3 weeks of the season.
2. Rosters are expected to be finalized and will be frozen after the 3rd regular season game. No new players can be added for the remainder of the season and playoffs.
3. Incomplete rosters will affect team eligibility to play in games moving forward. Team members who have not signed the roster by week 3 will not be allowed to play the remainder of the season.
  - a. The league coordinator will be checking for completion.
4. Anyone that plays must be on the roster. A player cannot be on multiple rosters (this includes subs).

## General Rules

1. No drinking or eating on the courts at any time. This includes alcohol.
2. No pets in the fenced area.
3. Please refer to sign on Bocce Shed for more court specific rules.

## Protests

1. There is no protesting of games in this league.

## Conduct & Courtesy

1. Team captains are responsible for the actions of their players.
2. Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
3. Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in the players expulsion by the ruling official from the game or match.
4. For any questions about the rules or need assistance throughout the game, please reach out to the bocce supervisor and they can help.

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