

 **Lifetime Activities**
City of Pleasanton
Adult Bocce League Rules
Spring 2024
(Voted upon edits in red)

What's Provided:

•*Lifetime Activities* will provide bocce balls, league Monitors, championship prizes, scorebooks, courts, court maintenance, lights, league rules, standings, results, and other such equipment or materials as required for the efficient conduct of the league. (Use of bocce balls other than those provided by *Lifetime Activities* is prohibited.)

•Heaters (as used in 2022) will not be available for use based on guidance from the City.

Game Balls:

•Bocce balls: red, green, and white – 4.3” and 2lbs 3.2oz.

•Pallino: yellow and white – 57mm

Teams:

•A minimum of three other players are required to form a team; a league game requires a team to field a minimum of two players (positioned one per end).

•No player may bowl more than two balls per frame.

•Teams may be coed. All participants must be at least 18 years of age.

•Roster additions can be made throughout the course of a season. Please inform monitors when an unrostered player is playing for the first time. Once a player has been rostered by a team or has played for said team they cannot be rostered or play for another team during the same season.

•After league play begins, please also email all new roster additions to aaronw@lifetimeactivities.com for inclusion in our bocce communications database. We need F/L name, phone number, and email address.

•All players must submit a participation waiver prior to play. One waiver per season. Waivers can be dropped-off at the Tennis Park or submitted in-person at the bocce courts. Blank copies are available to be filled out at both sites.

•All players must adhere to and sign the Bocce code of conduct (as introduced in the meeting on 2/20/2024) appended at the end of this document. One document per season. Code of conduct documents can be dropped-off at the Tennis Park or submitted in-person at the bocce courts. Blank copies are available to be filled out at both sites.

•There is no limit to how many rostered players can attend a league night.

- All current City of Pleasanton COVID-related health orders will be followed. Food and (non-alcoholic) drinks are allowed in the table area allowed if not in violation of current City health orders.

- No (non-service) dogs allowed within fenced area of the bocce courts.

Captains:

- A Captain's leadership and experience with bocce is an asset to our Pleasanton league. Their thoughts, ideas, and feedback are always appreciated and can absolutely help shepherd the way through issues that may arise both on-court and off.

- Players on all teams should know that Captains are great resources/starting points for communication if there is an issue that needs to be resolved. Issues could be related to court conditions, scoring, rules interpretation, on-court etiquette, or interactions between players on opposing sides, for example.

- Depending on the circumstance, Captains can/should reach out to other Captains or Monitors with team matters that need to be discussed. It's important to work together positively, cooperatively, and expeditiously to help create an awesome bocce experience for all involved.

Match Length:

- Three games to ten points (a bocce match) or one hour and forty-five minutes, whichever comes first.

- After one hour and forty-five minutes the match ends (including the current game being played) at the conclusion of its current frame, and whichever team is ahead at that time wins the last game.

Grace Period:

- Play should begin promptly at the designated start time if each team has a minimum of two (2) players present.

- A team not present (i.e. 0 or 1 players present) within ten minutes of the scheduled starting time forfeits game one.

- A team not present (i.e. 0 or 1 players present) within fifteen minutes of the scheduled starting time forfeits game one (1) and two (2).

- A team not present (i.e. 0 or 1 players present) within twenty (20) minutes of the scheduled starting time forfeits game one (1), two (2) and three (3).

- The opposing team may not waive starting time forfeits.

Late Players/Substitutions:

- A late-arriving player cannot enter into play during the frame once the frame has started. A late arriving player may join play at the beginning of the next frame.

- Player substitution is allowed in case of medical/family emergencies. A player that has been substituted for cannot play the remainder of the night.

Forfeit:

- If a team fields fewer than two players, the game is considered a forfeit.
- If a team fields fewer than two players for all three games, the entire match is forfeited.
- In the event of a forfeit, the opposing team is declared the winner of any forfeited games by a 10-0 score.

Overtime:

- In the event that time has expired during the playing of any game and the game is tied, an additional frame will be played to determine the winner of the game.
- In the event that time has expired, and the third game has not begun, one frame will be played to determine the winner of the third game.

League Standings and Determination of Positioning:

- Every team will play every other team from the same league night in a round-robin format in order to determine end-of-season standings.
- League standings will be based on all games won.
- In the event of a tie (based on all games won) between two teams, a winner will be determined in the following order, as necessary:
 - Head-to-head record between the tied teams
 - Point differential for the two teams (subtracting total points given up from total points scored in all matches played)
 - Comparison of forfeits
 - Coin flip

*No playoffs at season's end.

Rain Outs / Inclement Weather During Play:

- During inclement weather (or results from inclement weather), bocce Captains and the player database will be notified in advance by 4:00pm via email.
- Games that are interrupted due to inclement weather or unforeseen circumstances will be rescheduled and played in their entirety at the end of the season (or during **Thursday night** league availabilities mid-season).

PLAYING RULES

Starting the Game:

- Team Captains (or designee) from each team must be present for a coin flip prior to starting the match.
- The coin flip winner shall determine which end of the court play will begin and may either have the first toss of the pallino or choose the color of balls.
- The starting team must toss the pallino past the center, or “in play” line.
- If the pallino hits the backboard, it is invalid, and the opposing team tosses the pallino.
- If the opposing team fails to toss the pallino correctly, it reverts to the original team.
- When the pallino has been properly tossed, the player, who originally tosses the pallino, whether successfully or not, throws the first bocce ball.
- If the first thrown ball of the starting team touches the backboard, the ball is out of play and that team must roll again.

Keeping Score:

- Captains of each team are responsible for keeping score (and for reporting the results of the match to Monitors at the end of the match on the scorecards provided).

Starting a New Game:

- The team that won the previous game will toss the pallino to start the next game.

Throwing the Bocce Ball:

- Consecutive or alternating throws by teammates shall be at the option of the players.
- Be ready when it's time to throw – do not engage in positioning/behaviors which slow the pace of play.

Inside vs Outside:

- The team whose bocce balls are closest to the pallino is called “inside” and the opposing team is called “outside”.
- Whenever a team gets “inside” it steps aside and lets the “outside” team throw.
- The “outside” team throws until it gets a bocce ball closer to the pallino than any of the opponent’s bocce balls (no ties). In other words, the team that currently bowling must bowl until they are the “inside” team (or until they have no more balls to roll).

Sideboards:

- Players may use the sideboard(s) at any time.

While a Team is Throwing:

- All players must remain outside of the court while the opposing team is throwing.
- Spectators or players not actively playing in the current game should refrain from verbal or physical involvement with game-play and should position themselves away from the immediate area of the court.
- Active players must stay on their half of court. Stay on your side – no not cross the mid-court line. Teammates actively playing on other side can help communicate where things stand and provide the appropriate guidance or information needed. **Team Captains may cross the midcourt line in order to address a play related matter, but may not abuse this privilege solely for a first-hand view of ball positioning prior to an impending bowl.**

Tie Between Two Balls:

- If the frame ends in a tie, no points are awarded. Play resumes from the opposite end and the team that last tossed the pallino does so again.

Rolling the Wrong Ball:

- If a player rolls the wrong colored ball, simply replace it with the correct ball where it comes to rest.

Rolling out of Turn:

- If a player rolls out of turn **(or by mistake)**, return the thrown ball and replace any moved balls back to their approximate location before the ball was thrown.

Moved Bocce Ball During Play:

- If a ball is moved before all eight balls are played, the opposing team places the ball or balls to the approximate original position.

Dead Ball:

- If a thrown bocce ball (other than the pallino) hits the backboard, the ball is considered a “dead ball” on impact and is removed from play until the end of the frame. Same team must bowl again.
- Any other bocce balls (except the pallino) which make contact with the backboard as a result of the thrown ball are “dead balls”.
- Should a (now) dead ball make contact with other bocce balls, the bocce balls altered will remain in their newly arrived positions. This also applies to the pallino.
- The pallino remains in play unless it is knocked out of the court or in front of the centerline; if this happens, the frame is ended and no score is awarded to either team. Play resumes from the opposite end and the team that last tossed the pallino does so again.

Stepping over the Foul Line:

- A player’s foot may step on but cannot pass the foul line before releasing the ball. The first infraction of this rule will result in a warning by the Monitor.
- Continued violations of this rule will result in the thrown ball being declared dead.

Measurements:

- All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino.
- Monitors will do all measuring using laser measures (or tape measures if laser measures are unavailable).
- Any players gathered on court in the vicinity of balls need to exit the court if/when a monitor is needed to determine scoring.
- Any active player from either team may call for a measurement. Players not actively playing in the current game should not verbally or physically involve themselves in measurement/game-play matters.
- Only active players can remove balls. Active players should not remove balls prior to measurement and should do so in the presence of an active player from the other team. **Both sides must agree that a ball is not in scoring consideration prior to removing the ball during measurements.**
- Issues involving measurements disputes between teams should be discussed/resolved by Captains (with Monitor input if at an impasse).

Shooting:

- Shooting, which is lofting the ball in the air beyond the center of the court, is not allowed.

Scoring:

- Only the “inside” team scores. One point is given for each bocce ball of the inside team that is closer to the pallino than any bocce ball of the opposing team.
- After scoring for the frame has been decided, active players from both teams should help in returning balls to their proper starting position.