

 **Lifetime Activities**
City of Pleasanton
Adult Bocce League Rules
Fall 2021

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.
- The use of equipment other than what is provided must be mutually agreed upon by both teams.

Game Balls:

- Bocce balls: red, green, and white – 4.3” and 2lbs 3.2oz.
- Pallino: yellow and white – 57mm

Teams:

- Each team will be required to field at least two players to start a game.
- We ask that no more than eight players participate/attend per team per league match (*due to COVID-19 social distancing health orders*).
- Teams may be coed. All participants must be at least 18 years of age.

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:

- A team not present within ten minutes of the scheduled starting time forfeits game one.
- A team not present within fifteen minutes of the scheduled starting time forfeits game one (1) and two (2).
- A team not 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:

- Players cannot be substituted nor can a player enter into play once the frame has started. A late arriving player may join play at the beginning of the next frame.

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 the forfeited games by a score of 10-0.

Coin Flip:

- Team managers (or designee) from each team must be present for the 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.

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.

Playoffs/League Standings:

- Bocce does not have playoffs.
- League standings will be based on all games played.
- In the event of a tie, a winner will be determined in the following order, as necessary:
 - Head to head record between the tied teams
 - Point differential (subtracting points given up from points scored) between the two teams
 - Team with the least amount of forfeits
 - Coin toss

Rain Outs / Inclement Weather During Play:

- During inclement weather (or results from inclement weather), bocce managers will be notified in advance by email or phone. Managers are responsible for notifying their players and coaches.
- 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 league availabilities mid-season).

PLAYING RULES

Starting the Game:

- 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:

- Managers of each team are responsible for keeping score, and for reporting the results of the match to the Monitor.

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.

Bocce Ball Hitting the Backboard:

- If the bocce ball hits the backboard, the ball is considered a “dead ball” on impact and is removed from play until the end of the frame. The player who threw the dead ball must then throw any remaining ball.
- That 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.

Inside vs Outside:

- The team whose bocce balls are closest to the pallino is called “inside” and the opposing team “outside”.
- Whenever a team gets inside, it steps aside and lets the outside team roll.
- The “outside” team throws until it gets a bocce ball closer to the pallino than any of the opponent’s bocce balls (no ties). This continues until both teams have used all their bocce balls.

The Pallino:

- The pallino remains in play unless it is knocked out of the court or in front of the centerline; then, the frame is ended and no score is awarded to either team.
- Play resumes from the opposite end and the team that tossed the pallino last does so again.
- If the pallino is knocked into the backboard after the frame begins, it remains in place where it rests.

Sideboards:

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

While a Team is Rolling:

- All players must remain outside of the court while the opposing team is rolling.

Tie Between Two Balls:

- If the frame ends in a tie, no points are awarded and play resumes from the opposite end of the court with the starting team tossing the pallino.

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, 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:

- Should a dead ball make contact with other bocce balls, the bocce balls altered will be placed back to their approximate location(s).
- Any other bocce balls which make contact with the backboard as a result of the thrown ball are out of play. The pallino, however, if moved by any bocce ball, remains wherever it comes to rest, even if it is touching the backboard.

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 Court 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.
 - Only an official representative from each of the opposing teams should be present during the measurements.
 - Anyone from either team may call for a measurement.
- 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.