2021 BOCCE BALL LEAGUE RULES

The Lake of the Pines bocce ball League (LOPBBL) is intended to foster, encourage and promote Bocce as a recreational and social activity in the Lake of the Pines community.

I. **THE GAME OF BOCCE BALL:** Bocce ball is played with eight (8) large bocce balls of two different colors and one small target ball called the "pallino", which is usually white. The objective of the game is to roll your bocce ball closer to the pallino than your opponent's bocce ball. A team must get a bocce ball closer to the pallino than their opponent's closest ball or they continue to throw until they do or until they run out of balls.

II. **LEAGUE EQUIPMENT:** Only the composite resin balls with 107 millimeter diameter are permitted during League play. The League will supply bocce ball sets, tape measurers, clipboards, pencils, scoresheets, and flip-type scorecards.

III. **DEFINITIONS**
   A. <u>Backboard</u> – the barriers at each end of the court.
   B. <u>Bocce Ball</u> – the larger colored balls.
   C. <u>Center Line</u> – the line across the middle of the court.
   D. <u>Dead Ball</u> – a bocce ball that is removed from the court for any of the reasons specified in these rules.
   E. <u>Foot Fault</u> – during a throw, having any part of the foot beyond the Foul Line before releasing the ball. A foot may be touching the Foul Line but not go over it. NOTE: Stepping over the line after the throw is not penalized. Foot faults may be pointed out to the referee, but only the referee may call it.
   F. <u>Foul Lines</u> – the line a player throws from. There is one Foul Line at each end of the court.
   G. <u>Frame</u> – when all 8 bocce balls have been thrown from one end of the court.
   H. <u>Time Limit</u> – Before the start of the season, the League will establish the Time Limit for matches. The current time limit is one hour and 15 minutes to complete the match.
   I. <u>Start Time</u> – Before the start of the season, the league will publish a schedule of game dates, starting times and the court on which, each game should be played. Games may start earlier if courts are available and both Captains agree. If started early, they will end at the end of the frame being played when the Time Limit is reached. If the game starts later than scheduled, it will end at the end of the frame when the scheduled time is reached.
   J. <u>Game</u> – A game is played to 9 points. The first team to 9 points wins. An exception is when the time limit expires, in which case you finish the frame and the game ends.
   K. <u>Lob</u> – a high throw that is intended to roll less.
   L. <u>Match</u> – 3 Games played within the time limit.
   M. <u>Pallino</u> – the small target ball a player tries to get his/her bocce ball close to.
   N. <u>Scoresheet</u> – the form for recording Match results.
   O. <u>Sideboard</u> – the barriers on each side of the court (the long sides).

IV. **COURT RULES**
   A. <u>Animals</u> – All pets are to be kept on leash at all times.
   B. Bicycles, Skateboards, Scooters and/or non-bocce related activities are prohibited on or around the courts.
   C. <u>No Smoking</u> – Smoking is not allowed within 30 feet of the bocce ball courts.
   D. <u>Storage Shed</u> – Teams playing the first Matches of the night are responsible for unlocking the storage shed and setting out the equipment. Teams playing the last Matches of the night are responsible for storing (in an orderly fashion) all the League equipment and locking the Storage shed.
   E. <u>Trash</u> – All trash, recyclables, etc. are to be discarded in appropriate container.

V. **TEAMS/PLAYERS**
   A. Teams and players must be registered at the beginning of each season by a date set by the Bocce Committee.
        a. If an unregistered player plays in a game, that match will be forfeited
   B. <u>Bocce Ball teams</u> - will consist of a minimum of 8 members with a captain and co-captain. Teams with less than 10 members on their team will be required to accept additional players. Individual members will be added to teams in the following order: first teams of 8 members, followed by teams with 9 members, and so on. Individual member who declines a team or league night will have their registration fee refunded. No team will be required to have more than 10 members.

C. The Team Roster is submitted at the time the team registers. A fee set by the Bocce Committee will be collected from each player.
D. <u>Adding Players to Roster</u> – New players may only be added to the Team Roster up until and including the day before the first game of the season. Player additions must be submitted to the League Registrar with the League Fee before a player may play in a Match.
E. <u>Player Requirement</u> – A bocce league player must be 18 years of age and a registered LOP resident. A registered player is an owner, member of a household and or tenant who has been assigned a Lot # by the LOP Administration Office. LOP Employees who are not residents may register for the league by validating their employment through LOP Bocce Board.
F. <u>Changing Teams</u> – is NOT allowed after the league play has begun.
G. <u>League Division</u> – a Player may only play in 2 divisions, Mixed (Co-Ed) and a Gender division (Men or Women).
H. <u>Replacement Players</u> – An exception to adding players may be made in the event that a currently registered player is unable to continue play for the remainder of the season due to injury or illness. A team requesting a replacement must petition the League Registrar. who will make a decision to allow the replacement or not at their discretion. The new player may NOT play until approved by the League Registrar. A player once replaced may not return to play for the remainder of the season.

VI. **MATCH RULES**
   A. <u>Assigned Court</u> – The Match must be played on the assigned court
   B. <u>Before the Match Starts</u> –
      a. Captains, or their representative, must agree which individuals will keep score and referee each game.
      b. Captains must fill out a scoresheet with their lineup before each game.
      c. Captains will flip a coin. The Captain winning the coin toss may choose one of the options below, and the other Captain gets the option not chosen.
         i. The ball color their team will throw OR
         ii. To throw first.
   C. <u>Starting End</u> – The 1st game always begins on the North End of the court. The 2nd and 3rd games start on the end of the court that the last frame just finished on.
   D. <u>Match Points</u> – Each match will always result in three points being awarded. A team earns 1 point for each game won. Any game that ends in a tie results in 1/2 point for each team. If only 2 games are completed, the 3rd game is considered a tie at 0–0 and each team gets 1/2 point.
   E. <u>Rescheduled Matches</u> – Matches may only be rescheduled for life threatening emergencies, such as fires or lightning, that affect both teams. If you cannot field a team at the scheduled time, you must forfeit the match. If a life threatening situation does force a reschedule, the match must be rescheduled and played on the same court before the end of the season.
   F. <u>Start Time</u> – Matches must start at the officially scheduled time. NOTE: A Game can start before the assigned time only if both Captains, or his/her representative, agree. Games must still be completed within the time limit.
   G. <u>No show</u> –A team must field at least 2 players within 5 minutes of the scheduled start or the 1st game will be forfeited. If another 10 minutes pass without at least 2 players present, games 2 and 3 are also forfeited.

VII. **SCOREKEEPERS**
   A. There may be one or more scorekeepers assigned for each game.
   B. Scorekeepers are responsible for filling out the scoresheet and for maintaining the on court visual score display.

VIII. **REFEREES**
   A. A referee must be decided upon for each game.
   B. The referee is responsible for making all on court decisions.
   C. The referee's responsibilities include:
      a. Maintaining order on the court at all times
         i. Only players should be on the court during play
         ii. Only captains or a single captain's designee (End Captain) per team may observe any measurement
      b. After a ball is thrown, determine (visually or by measuring) which ball is closest and announce which team is next to throw.
      c. Implementing and enforcing the rules as specified in this document.

d. Ensuring the scorekeeper is keeping score properly and that the on court visual display is updated at the end of each frame

IX. CAPTAIN'S DUTIES

A. Each team must have a single captain present at the start of the game. The captain may be the team's permanent captain or a temporary captain if the permanent captain is absent.
B. <u>Conduct</u> – Captains are responsible for the conduct of their players and supporting fans. Please maintain sportsmanlike conduct at all times, honoring an opponent's wish to not be taunted or distracted by unsportsmanlike behavior. Use of profanity should be curtailed as well. Violations will be given a warning and repeated violations of unsportsmanlike conduct will result in a LOPBBL Committee Review and Discipline, with an Expulsion being one possible result.
C. <u>Disputes</u> – Must be settled <u>only</u> by the Captains. If the Captains cannot agree, all points in dispute will be forfeited.
D. <u>Know the Rules</u> – The Captain is responsible for knowing the rules and making sure that his players know the rules.
E. <u>Match Results</u> – Both Captains are equally responsible for making sure that the scoresheet is completely filled out and signed by both Captains (or their representative) and placed in the Results Mailbox. The winning Captain is responsible for emailing the scores to LOPBocceScores@gmail.com
F. <u>Players</u> – Make sure your players know NOT to remove any balls until the Referee has finished measuring by announcing the score. Removing a ball too soon could be penalized,
G. <u>Spectators</u> – Captains and their teammates are responsible for friend's and relative's behavior while viewing the Matches.
H. Storage Shed – Captains that are scheduled to play in the first Matches of the night are equally responsible for coming early to unlock the storage shed and set out all the needed equipment, including the shade canopies on hot days. The Captains scheduled for the last Matches of the night are equally responsible for putting all the equipment back into the storage shed.
I. <u>Everyone Plays</u> – We strongly encourage you to find a way to allow ALL your players to play.
J. <u>End Captain</u> – To speed up play, a Captain may appoint an End Captain at each end of the court to observe measurements. Please Note: only 1 Captain or End Captain per team is allowed on the court for measurement observation.

X. PLAY OF GAME

A. Players:
   a. Up to four players from each team play per game – with up to two players per team at each end of the court
   b. No player may play two consecutive games from the same end of the court
B. <u>Practice</u> – Must be done before the start of the Match. No Practicing between Games.
C. At the beginning of each game, the pallino is thrown – initially by team determined during the coin toss process and subsequently by the winner of the previous frame.
D. A pallino throw is considered legal if all of the following conditions are met:
   a. Its first contact with the court is beyond the foul line and before the center line.
   b. It comes to rest beyond and not touching the center line, but it does not make contact with the backboard
   c. It is not touching a sideboard when it comes to rest nor is it within 12 inches of the backboard
   d. It never leaves the court between the time it is thrown and the time it comes to rest
E. If the pallino throw is not a legal one, the other team throws the pallino and pallino throws continue to alternate between teams until a legal throw is made.
F. <u>Wrong thrower</u> – If the wrong team throws the pallino, bring it back for the correct team to throw. If bocce balls from BOTH teams were placed into play before a team realized that the wrong team started the frame, continue with the frame "as is".
G. The team that first threw the pallino for the current frame then throws the first Bocce ball of the frame.
H. A bocce ball throw is considered legal, if **all** of the following conditions are met:
   a. The correct team throws it
   b. It is the thrower's first or second throw of the frame
   c. The pallino and any bocce balls on the court have come to a complete rest
   d. A lobbed ball does not go above the waist of the player throwing the ball, however if a player throws while kneeling, a lobbed ball must not go above their shoulder

   NOTE: Deciding whether the height of a lobbed ball is too high is at the sole discretion of the referee.
   e. The thrown ball contacts the court before striking the pallino or another bocce ball
   f. If the thrown ball does contact the backboard, it must first hit the pallino or another bocce ball
   g. The thrower does not commit a foot fault. (see section III for definition of a foot fault)

h. Both of the thrower's feet remain within the confines of the field of play.
i. The thrown ball makes first contact with the court before the center line.
j. The thrown ball never leaves the court at any time.
k. The thrown ball never causes the pallino or another ball to leave the court at any time.

> **NOTE: If the thrown ball causes the pallino to leave the court, the frame ends immediately with no points awarded. However, for each subsequent time the same *team* causes the pallino to leave the court, a point will be awarded to the other team.**
>
> **NOTE: If a *player* causes a bocce ball or pallino to leave the court a second time, the penalty will be ejection of the offending player from the game and loss of game for the team.**

I. If a thrown bocce ball is not legal
   a. It is considered a dead ball and it is removed from play.
   b. If no other balls were moved as the result of an illegal ball, play continues
   c. If other balls were touched, the team that did not throw the ball has the option to:
      i. Leave the balls as they are and continue play
      ii. Return the balls to as close as possible to the positions they were in before the throw and continue play – the referee has the final word on the positions
J. Once a team has established a bocce ball as closest to the pallino, the other team throws bocce balls until it is closer to the pallino or it has used all its balls. Play alternates like this until all balls have been thrown. .
K. In the event that two balls belonging to different team comes to rest at exactly the same distance from the pallino, the team who threw last and caused the tie must throw a ball until it has thrown a ball closer to the pallino or it has thrown all of its balls.
L. <u>End of frame</u> – At the end of a frame, the Referee determines (measuring if needed) which team has one or more balls closest to the pallino. Each bocce ball that is closer to the pallino than the opposing team's closest ball is worth 1 point. If each team's <u>closest ball</u> to the pallino is exactly the same distance, the closest ball from each team (only 1 ball for each team) is removed and no points are awarded for the removed balls. Points are then determined by the remaining balls on the court.
M. <u>Picking up balls</u> - Players may not pick up any balls until the Referee has determined the points AND announced the score. If a player does move or pick-up a ball illegally, the opposing team has **ONE** of the following options:
      i. Leave the balls as they are and continue play or
      ii. Return the balls to as close as possible to the positions they were in before the throw and continue play – the referee has the final word on the positions or
      iii. Halt the frame immediately and win one point (no points will be awarded to the other team)
      i. <u>Measuring </u> – A Captain may request a measurement at any point during a frame to determine which ball or balls are closest to the pallino. Remember only captains or a single captain's designee (End Captain) per team may observe any measurement
N.
O. <u>Substitutions</u> – Are allowed as follows:
   1. Between frames – At the end of a frame, a team may make up to 2 substitutions, one on each end of the court. The Captain of the team making the change must notify both the Referee and the opposing Captain of the substitution(s).
   2. Between Games –At the end of a Game, a team may substitute up to 4 players.
   3. Immediate substitution – Only if a player is injured.