

*It is the intent of the City of Ventura to provide a program that promotes sportsmanship, friendship, and fun.*

The league will be governed by the City of Ventura, incorporating rules from the International Bocce Federation and SANCRA. The City of Ventura reserves the right to change, interpret, modify, add, or delete any rules or requirements it deems necessary for the welfare of the league.

#### **Contact Information**

Tyler Nelson, Recreation Coordinator

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All schedules and results will be posted on [www.teamsideline.com/ventura](http://www.teamsideline.com/ventura)

#### **Roster Information**

- All players must fill out and sign the official roster and a COVID Waiver before playing in the league.

#### **Equipment**

- There will be three complete sets of bocce balls provided, one for each bocce court on game nights. Please return balls to their designated bag after each match.
- Each court will have a tape measure to be used in case of a close call.
- You may use your own equipment if you choose to do so, however, both teams must agree.

#### **Location**

- All games will be played at the bocce courts at Harry Lyons Park, located on De Anza Drive, off Ventura Avenue. All games will be played between 6-7:30p on Thursday evenings.

#### **Playing the Game**

Teams will consist of 2-4 players, taking turns rolling their own bocce balls towards a small white pallino down the court. In foursomes, two players are stationed at opposite ends of the court and will roll two balls each. If a team has two or three players, one end of the court will only have player, still rolling only two balls.

The Away Team will determine the end from which play will begin. The Home Team may choose whether they would like to toss the pallino. Home and Away will be decided by the schedule on Team Sideline.

When the pallino has been put into play properly, the throwing team will roll their first ball, trying to get as close as possible to the pallino. If that ball hits the back wall, remove it and immediately roll another ball.

Once the throwing team has properly rolled their first ball onto the court, they will step aside and not roll again until the second team either: A) rolled one of their balls closer to the pallino, or B) rolled all of their balls.

Whenever a team (Team B) rolls a ball closer to the pallino than the previous team (Team A), they will step aside and let Team A roll. Team A will then roll until it rolls one of their balls closer (not even with) to the pallino than Team B's closest ball. This continues until both teams have rolled all of their balls. If Team A rolls all of their balls and cannot beat Team B's closest roll, then Team B will roll the rest of their balls when Team A is finished. When measuring to determine the closest ball, measurements should be made from the center of the bocce ball to the center of the pallino.

The team who scored last will roll the pallino to begin the next frame from the opposite end of the court. A frame is when both teams have rolled all of their balls and points are awarded. Teammates will determine whether they will roll consecutively or alternate.

You must have a minimum of two players present in order to play a game. A forfeit will be called if there are one or fewer players present. A forfeit will be called if a team does not have enough players 15 minutes into scheduled game time. Any late arriving players may join the game during the next frame.

### **Scoring**

Only one team scores per frame. At the end of a frame, the team with their ball closest to the pallino scores one point for each ball they rolled that is closer than the other team's closest ball. If at the end of a frame, each team's closest ball is equidistant to the pallino, the frame ends in a tie and no points are awarded. The game continues from the opposite end of the court with the same team rolling the pallino first to begin the frame.

The first team to score 12 points is the winner of the game. Each week you will play best 2 out of 3 games against your opposing team. The team to win 2 games first will win the match and receive 2 points in the standings. Both team managers will sign the score sheet at the end of the match. Scores are not allowed to be modified once they have been signed by both managers.

### **Rolling**

Players may toss from anywhere behind the foul line when rolling. Players may step on, but not cross the foul line before they release their ball. Both feet must be on the court when releasing the ball. All other players should be outside the court while someone is rolling.

If a ball other than the pallino hits the back wall at any time, it is immediately removed from the court. This includes if it was hit a ball into the back wall. If there are no balls besides the pallino in the court after a ball has been rolled, the team that rolled most recently will continue to roll until they have a ball in play or they are out of balls. If a ball hits the back wall and then hits another ball in play, the ball that hit the back wall will be removed from court and any moved balls shall be put back in their approximate locations prior to being hit. Please wait to roll any balls until all balls have been removed or replaced from the previous roll.

When tossing the pallino to begin play, the pallino must cross the centerline but cannot hit the back wall. If a player does not toss the pallino properly, the opposing team will roll the pallino instead, but still make their first roll after the original team.

### **Playoffs**

If there are an even number of teams in the league, then all teams will make the playoffs. The top two teams will play for the championship while the lower seeded teams will play consolation games. If there are an odd number of teams in the league, then the lowest seeded team will not make playoffs and the other teams will play as written above.

In the event of a tie breaker to determine playoff seeding, the tie breaker will be determined by: A) head-to-head play, the B) total points scored, then C) total points allowed, then D) coin flip. In the event of a tie breaker and the deciding factor is a forfeited game, then the forfeiting team will take the lower seed.

In all playoff games, teams will play one game to 15 points, win by two. If teams are unable to win by two points, then the first team to score 21 points will be the winner.

Players must have played in at least three regular season games to be eligible for playoffs.

### **Code of Conduct**

It is the intent of the City of Ventura to provide a program that promotes fitness, athleticism, sportsmanship, friendship, and fun. Unsportsmanlike conduct will not be tolerated.

The following "Team and Player Code of Ethics" will be strictly enforced while participating in City of Ventura programs. All punishments will be determined by the league coordinator based on their severity. Teams are responsible for reporting violations as they see them to the league coordinator.

1. No player shall be guilty of using unnecessary rough tactics in the play of the game against an opposing player.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

2. No player shall be guilty of physical attack as an aggressor upon any player or spectator.

Minimum Penalty: Two game suspension and/or one-year probation.

Maximum Penalty: Suspension for life and/or assault charges filed.

3. No player shall be guilty of an abusive verbal attack upon any player or spectator.

Minimum Penalty: Two game suspension and/or one-year suspension.

Maximum Penalty: Suspension for remainder of season plus two years.

4. No player shall appear on the field of play at any time in an intoxicated condition.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

5. The team is responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any other fans, they place the team in jeopardy of forfeiting the game.

Minimum Penalty: Warning by league coordinator.

Maximum Penalty: Forfeit of game.

6. No player shall be guilty of repeatedly violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct, although not flagrant, is undesirable to the standards of the adult sports program.

Minimum Penalty: Placed on probation for the remainder of the season.

Maximum Penalty: Suspension for remainder of the season plus one year.

7. In any situation where the rules are broken and individual offenders cannot be determined (i.e., major fight) then the league coordinator can take disciplinary action against the team as a whole.

8. The team and team representatives are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him/her by the league coordinator places his/her team in jeopardy of forfeiture and suspension.