



HAMPTON LAKE BOCCE LEAGUE RULES

All regular season league matches will be self-regulated by the Team Captains.
Captains should ensure that they are fully conversant with the below rules.
Umpires will be provided for the play-offs.

HLBL matches will be played with league provided balls of a recommended size for tournament play:
Professional Grade 107 mm Diameter and Official Weight 920g.

Let's Get Started –

Registration Fees

The cost of play is \$15 per person (includes substitutes). The Hampton Lake Bocce Club (HLBC) League Captains must audit HLBC League Roster and submit to the HLBC Treasurer and Hampton Lake Treasurer 10 days after Registration closes. The Hampton Lake Treasurer will use the HLBC League Roster to bill each Player for the Registration Fee for that season on their Hampton Lake Member Statement. There is **no refund** once a Player is registered on a Team for the season and the League Roster has been submitted to Hampton Lake for billing. Notify League Captain if there is an error in billing.

Start of Match

The match shall begin with a coin flip by the team Captains. The winner of the toss will pick the color ball and will roll the pallino first. Captains may select the players playing each game with the proviso that every player present is required to play at least one game in the match. Two players from each team will play from each end of the court. If the team has only two players, one player will play at each end of the court and each player will only be allowed to throw two balls. In order to minimize the chance of shortened matches, it is desirable that matches start early if the court, team Captains and sufficient players are available; this is especially valuable for the first match of the night on each court.

Late Arrivals

Note that this provision is intended to apply only to those situations where a team **starts with 3 or less players**. The match must begin on time with the players that have arrived. If a team has three players, start with 2 players at the lake end of the court so a normal frame can begin. Late arriving players may join at the end of a frame. If a team cannot field at least two players, the first game is forfeited and second game starts 30 minutes after original match starting time.

Substitution

Captains are responsible for confirming prior to each match that at least 4 team members are available to play. Substitutions will be allowed if a Captain cannot field a full team (for the purposes of this section a full team is defined as 4 team members).

Substituting players is preferable to rescheduling matches, however if more than two substitutes are needed then the match should be rescheduled. Matches should be rescheduled within two weeks. All substitutes must be HLBL members. Captains can find the current list of approved HLBL substitutes on the HL Team Sideline Home Page – click “Downloads” tab.

No substitution of original team members will be allowed for your **last league match** or any **playoff matches**. No “gaming” is allowed in league play; for example, a skilled substitute may not be added if a team has four team members that can attend a match.

The procedure for substituting players is as follows, in this order:

1. Prior to the match, arrange for a substitute (2 maximum) from the HLBL list. A HLBL substitute list will be available on the HL Team Sideline Home page (Downloads Tab).
2. If your team has a “no show”, a substitute can be selected from HLBL players in attendance.
3. If none of the above applies, then the team short of players can ask the opponent if they will re-schedule. In the interests of good sportsmanship both teams should work together to reschedule on an acceptable date within two weeks. If the opponent will not (this is NOT a desired outcome), then the short team must forfeit.
4. **In the event of a forfeit the forfeiting team will receive zero game wins and zero points. The opposing team will receive 3 game wins and 27 points.**

Inclement Weather Policy

In the case of inclement weather, it is preferred that all teams show up for scheduled matches and make a weather determination on the spot. However, a Captain may contact the opposing team’s Captain prior to the match and agree to reschedule. **If there is no prior contact, show up with your team please!**

In the event that bad weather stops play during a match, scores for any games completed are to be recorded in the normal manner. Any unplayed/unfinished games are to be rescheduled. If bad weather stops play mid-game then the score should be recorded and the game restarted from that point upon rescheduling. If a game is suspended mid-frame, then the frame is considered void and restarted upon rescheduling. Keep a note of which end the game should restart from. Also, if available, the same players should continue the rescheduled game. **Please make every effort to reschedule any postponed matches/games within two weeks.**

Any decision to suspend play during a match should be a joint decision between Captains. However, player safety is paramount and common sense should prevail. Should dangerous conditions occur i.e. thunder/lightning no player is required to stay on court. The use of a lightning app such as ‘Lightning Tracker’ is recommended.

Running Out of Time: Shortened Final Game

It is the responsibility of Team Captains to keep games moving in a timely manner. The goal should be to complete a match in 90 minutes. In all circumstances all matches must be completed and off the court within a 105 minute (one hour and three quarters) maximum time, regardless of whether another match is scheduled to follow on the court. If within the allotted time, three games are not likely to be completed, the match will be concluded by shortening the final game by reducing the number of frames played as follows:

1. When there are 15 minutes of playing time remaining i.e. at the 90-minute mark, the Captains shall agree and declare that a maximum of 2 more frames will be played.
2. If the match is tied at the end of the allotted frames OR in the event that a match cannot be completed within the 105 minutes maximum time, the winner will be determined by playing a final ONE BALL FRAME. Place the pallino in the center of the court and one member of each team currently playing the game who is on the end of the court that would normally be starting the next frame shall throw one ball each: the closest ball determines the winner of the game. First throw is by the team that would normally be throwing the pallino. If the game is decided by a one ball roll off because of lack of time, then the teams shall only record the actual points scored in that game.
3. The only exception is in the playoffs where matches will be allowed to finish completely.

Time to Start Playing the Game --

Playing the Game

By definition, a frame is played from one end of the court, rolling the pallino and then eight balls. A game is multiple frames from alternating ends of the court and is over when one team scores nine points. A match is three games. League standings are determined by the number of games won, so all three games must be played in each match.

The first frame of each game starts from the end of the court closest to the lake. The first frame of the first game of the match begins with the toss of the pallino by a player from the team that won the coin flip. The team who scored last throws the pallino to begin the next frame. The team that wins the game rolls the pallino for the start of the next game.

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 backboard. If a team fails to properly toss the pallino in play 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 properly place the pallino in play, the pallino reverts to the original team. When the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino. All other balls thrown in the frame do not have to pass the center line.

The team that originally tossed the pallino, whether successfully or not, rolls the first bocce ball. The team that rolls first must put one ball in play before the opposing team rolls a ball. The player then steps aside, and that team does not roll again until the opposing team has either placed one of its bocce balls closer to the pallino or has thrown all its balls. The team whose bocce ball lies closest to the pallino is called "IN" and the opposing team "OUT". Whenever a team gets "IN", it steps aside and lets the "OUT" team roll. The "OUT" team 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). **If two opposing balls are both touching the pallino during a frame then the team who has the next closest ball is considered "IN".**

Teammates need not alternate throws in a frame. Consecutive or alternating throws by teammates shall be the option of the players; however, no player may throw more than two (2) balls in a frame. No player may change ends of the court during a game.

NOTE: Players are NOT required to change ends of court after each game.

Bocce Ball Throws

There is to be NO LOBBING OF BOCCE BALLS. To minimize damage to the courts, all balls should be released below the knee. No lobbing/airing the ball over other balls. First offense will receive a warning, after a second offense the thrown ball will be removed from play and will not count. Exceptions can be made for those with physical limitations however every effort should be made to avoid lobbing the ball.

The initial pallino thrower always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard without hitting the pallino first, the ball is removed, and the team throws again until they have a ball in play. Any ball thrown in the frame that hits the backboard without first hitting another ball or the pallino first is considered a foul ball and is removed from play. Any balls affected by the foul ball will be placed back in their approximate original position. The Captains will use their best efforts to determine the original positions.

1. 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.
2. If a ball is accidentally moved before all 8 balls are played, the Captain replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.
3. If a player rolls the wrong-colored ball, simply replace it with the correct color when the ball comes to rest.

Additional Pallino Rules

Once the pallino has been validly put into play, it remains in play even if it hits the backboard after being contacted by a thrown bocce ball. 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.

Foul Line

HLBL rules use the 6 ft. foul line. A player's movements are limited by the foul line. The player may step on but not over the foul line before releasing the pallino or bocce ball. When a player releases the pallino or bocce ball, both feet must be on the court unless the player has significant physical impairment. With the agreement of both Captains, a person who is physically unable to access the court may release balls from alongside or behind the court, provided that at all times they are behind the foul line. Any consistent abuse of the foul line will be dealt with by the team Captains.

Measurements

Captains will determine measurements after any throw. However, to save time, **frequent measurements are discouraged**. Measurements are most commonly made at the end of a frame if the "IN" ball(s) are in question. All measurements should be made from the pallino using the measurement tool provided (a string attached to a cylinder that fits over the pallino) to the **closest edge of a bocce ball**. Only **CAPTAINS** are allowed to measure unless a player has been designated to assist. Team Captains will designate a team player the responsibility for measuring while the Team Captain is playing. **However, the Team Captain is permitted to step back in in the event of a dispute.** **NO** other players or spectators are allowed on the courts.

How to Keep Score --

Scoring

Teams will play three nine-point games. The team that reaches nine points first wins the game.

The team whose ball lies closest to the pallino is known as the "IN" team. Only the "IN" team scores. One point is given for each ball of the "IN" team that is closer to the pallino than any ball of the opposing team (thus a team may score from 1-4 points in a frame). If at the end of any frame the closest ball of each team is equidistant from the pallino (**including two opposing balls both touching 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.

The Captains of each team are responsible for keeping the score using the HL Score Card and TS Auto Score. The **'Winning' Team Captain/Co-Captain** is responsible for reporting scores (via HL Score Card) by game **including wins and points (and penalty points)**. **"Home" Team Captain/Co-Captain** will use the TS emailed Autoscore **LINK** to enter **ALL** of the scores from the match. **Points** will be used in the event of a tie-breaker to qualify for Playoffs (see below). Only completed match scores should be submitted to the Chief Scorekeeper. In the event that a match is postponed or not completed and rescheduled, Chief Scorekeeper should be notified, and the match score submitted (via HL Score Card and Autoscore) once the match is completed.

HL Score Cards

HL Score Cards **must** be completed and signed by both Team Captains after each Match. The **'Winning' Team Captain/Co-Captain** is responsible for taking a photo of HL Score Card and **must** Email to the Chief Scorekeeper before leaving courts. Within 48 hours after day the Division has played the Chief Scorekeeper will review HL Scoresheet and Auto Score and ensure correct entry is added into Team Sideline. A sample HL Score Card will be available on the HLBL Team Sideline Homepage (Download Tab). Extra Scoresheets will be in Bocce Cabinet.

HL Auto Score

Before, during or after the match, an Auto Scoring email will be sent to **ONLY the "Home" Team Captains/Co-Captains** with a link to submit the match scores for both teams. At the end of the match, the **"Home" Team Captain/Co-Captain** will use the **LINK** to enter **ALL** of the scores from the match. Auto Scoring does not replace the paper HL Score Card. Team Captains/Co-Captains must email the final HL Score Card AND enter the scores via Auto Scoring.

Tie Breaker for qualifying for Playoffs

Ties will be settled in the following order: 1) Total Wins 2) Total Points 3) Total Points difference (points for versus points against) in all regular season matches between the two teams, 4) Coin Toss.

Let's be Safe and Have Some Bocce Fun!

Court Safety

1. Handrails have been provided for those that have difficulty accessing the courts. Please use them.
2. Ball holders have been installed. Please place balls not being rolled in the ball holders during play.
3. When retrieving balls after a frame is finished, please pick them up and place them in the ball holders.
4. No kicking or rolling of balls. This will help to minimize accidents and injuries.

Injuries

In the interest of "Keeping it Light", in the unlikely event of an injury, the player who is injured may be replaced by a teammate immediately regardless of other rules listed here, or, if no teammate is available, by any HLBL member present.

Conduct and Courtesy

1. Team Captains are responsible for the actions of their players. When the "official" team Captain is not in attendance an "acting Captain" must be appointed.
2. Captains should ensure their team's prompt arrival for their scheduled time. Teams should arrive (15) minutes prior to the start of their match with a minimum of 4 players.
3. Captains must keep the frames moving in a timely manner. The goal should be to complete a match in 90 minutes. In all circumstances all matches must be completed and off the court within a 105 minute (one hour and three quarters) maximum time.
4. Captains are responsible for playing all their team members in attendance at least once.
5. 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.
6. Courtesy and respect should be always displayed. Profanity and unsportsmanlike conduct are not permitted.
7. Smoking is not permitted.
8. Dress code is golf or clubhouse appropriate attire; shoes or sandals with flat soles; no heels please.

"The true test of a Bocce Ball Player is not how well they play the game but how well they treat their Opponents"

"Sportsmanship: The art of winning graciously and losing with dignity."

Have fun and keep it light!