



BOCCE LEAGUE RULES & REGULATIONS

El Dorado Hills CSD Bocce League play is intended for the relaxation and enjoyment of both players and spectators. The following rules are intended to enhance the game of Bocce and further that enjoyment.

Updated 10/2022

SCHEDULES AND STANDINGS

- Schedules and standings will be posted at the bocce court kiosk located near the courts at Promontory Park. They can also be accessed at any time by visiting: teamsideline.com/eldoradohills.
- Standings will be updated on teamsideline on a weekly basis, typically within a couple of days after games are played.

REGISTRATION OF TEAMS

- Each team must assign a Team Manager (Capo). This individual is responsible for overall coordination of their team including submission of team payment (individual payments per each team member will not be accepted). Teams will need to register at the CSD, 1021 Harvard Way, 916-933-6624 by phone, or online. At time of registration, team rosters are due along with any team special requests (i.e. time requests (early or late games), bye dates, etc.). Players may still add players up to the 4th week of play (or at discretion of league coordinators), at which time individual payment will be accepted.

INTRODUCTION:

- The game of "Open" bocce is played with eight large bocce balls and one small target ball called the pallino. The object of the game is to roll the bocce ball closest to the pallino. There are two balls per person and four players make up a playing team. Two players from each team are permanently stationed at each end of the court for each game.
- Games are played to 12 points, the first to 12 wins (12-11 is a win).

STARTING TIME:

- Morning Matches will begin at: 9:00am and 10:30am.
- Evening Matches will begin at: 6:00pm and 7:30pm.
- All games will begin on their original start time unless a previous match went beyond their 90 minute time limit due to a tiebreaker or a long final frame that extended beyond the 90 minute match time. The following match will be given their full 90 minute time limit and the time will then be set by the league coordinator. Start times shall not be set by teams, only by the league coordinator.
- Matches consist of 2 games.
- A team not present at the scheduled starting time forfeits game 1.
- A team not present within 10 minutes of the scheduled starting time forfeits game 2. The opposing team may not waive starting time forfeits.
- If both teams have the minimum required players present at game time the match should commence immediately.

TIME LIMIT:

- There is a 90-minute time limit for both matches. If the time limit expires during a frame that frame only will be completed. The team ahead at that time is declared the winner. If the match is tied, only one more frame will be played to determine the winner.

START OF MATCH:

- Both teams can practice prior to the match on the court they're assigned.
- The match shall begin with a flip of a coin between players from each team. The winner of the coin toss may choose which end of the court to begin the first game, or choose to toss the pallino first, or choose the color of balls.
- The starting team will toss the pallino past the center line without making contact with the backboard. Failure to do so, the opponents will then toss the pallino. If the opponents also fail to properly toss the pallino, the pallino then reverts to the original team. In any case, when the pallino has been properly put into play, the first bocce ball will be thrown by the team which originally tossed the pallino. Once the pallino has been tossed past the center line and is in play, it remains in play even if it subsequently hits the backboard.

BALL USE:

- Balls will be 107mm in diameter and weigh 920 grams. These are the official size for tournament and league play. Teams are to provide their own balls.

PLAYING THE GAME:

- The team, who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the first rolled bocce ball hits the backboard, that team must roll again. Otherwise, he/she steps aside and a team member does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all its balls.
- The team whose bocce balls are closest to the pallino is called "inside" and the other team is called "outside". Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls.
- The team who scored last throws the pallino to begin the next frame.
- When a team wins a game, the team winning the previous game will toss the pallino to start the next game.

SPOTTING:

- The Team Manager/Capo or a team member who is playing in the game may be in the court and spot the ball for a throwing teammate.

BACKBOARDS/SIDEBOARDS:

- Backboards are in play as long as the pallino or ball is first hit before hitting the backboard
- Players may play off sideboards

PALLINO:

- If the pallino is knocked out of the court or knocked in front of the center line, play is terminated, with no points scored, and resumed from the other end of the court with the team having the pallino in the previous frame starting again.

FOOT FOULS:

- Player's movements are limited to the foul line. The player may step on but not over the foul line when releasing the pallino or bocce balls.

THROWING WRONG COLORED BALL:

- If the wrong colored ball is thrown, it shall be replaced with the right colored ball and play continues.

DISPUTES:

- The teams playing will referee their own game.
- In case of a dispute, the league coordinator shall officiate over the dispute and decide the issue. Upon the league coordinators ruling, the game shall continue.

SCORING:

- Only the inside team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
- If at the end of any frame the closest ball of each team is equal distance from the pallino, the frame ends in a tie and no points are awarded to either team.
- Teams are responsible for keeping the score sheet and/or score board and for reporting the results of the match (to the league coordinator).

DEADBALLS:

- The ball is thrown out of turn – the ball is considered dead when thrown and removed from play.
- The ball hits a player on the throwing team.
- The ball is not released before the thrower steps completely over the foul line.
- A player's ball makes contact with the backboard without hitting any other ball or pallino. Ball is removed for the balance of that frame.

ILLEGAL MOVEMENT OF BALL OR BALLS (IF BALLS CANNOT BE RELOCATED TO THEIR ORIGINAL POSITION):

- 1) Illegal movement of a ball belonging to your own team:
 - a. If a player moves one or more balls of his own team, the balls are removed from the court, considered dead and play continues.
- 2) Illegal movement of an opponent's ball:
 - a. If a player moves one or more of his opponents balls those balls are removed and awarded one point each and play continues.

ILLEGAL MOVEMENT OF PALLINO:

- If the pallino is moved by a player, the team fouled against will be awarded as many points as the number of balls that the team has already played and the frame will end, OR the team fouled against may have the option of declining that penalty and completing the frame.

LIVE BALL HITS A PLAYER:

- If a live ball hits a player on the opposing team the throwing team may accept the result of the throw or replace all moved balls to their original positions and re-throw the bocce ball at their option.

MEASUREMENTS:

- The official measurement shall be made from the inside dimension of the bocce ball to the inside dimension of the pallino or inside dimension of the bocce ball and top center of the pallino.

- Only the capos or designated representatives from each of the opposing teams may be present during the measurements.
- Do not place your hand on the bocce ball or pallino if possible when measuring.
- Measuring of which teams ball is closer to the pallino may not be waived and later claimed. Any measuring to determine the order of throw must be done before the next ball is thrown. A team that accepts a “non-measured judgment” that their ball is “outside” and proceeds to roll, may not claim the point at the end of the frame if a subsequent measurement reveals their original ball to be “in”. This rule becomes inapplicable if either their ball or the opponent’s ball, or the pallino have been moved during subsequent play.

PROTESTS:

- A protest will be considered valid only if the opposing capo is notified at the time of the dispute (before the next frame begins) and the game is officially recognized as being played under protest. All protests must be submitted in writing to the El Dorado Hills CSD within 48 hours of the disputed game. Its decision will be final.

FORFEITS:

- If a team is knowingly going to forfeit a match the team capo is responsible for contacting the opposing team and League Coordinator prior to their match.
- If a team forfeits any four nights, they will be dropped from the league play and the team capo will be notified.

RAIN-OUTS & RESCHEDULING:

- No games may be rescheduled for any other reason than bad weather or unplayable court conditions. In determining rain-outs, the league coordinator will decide:
 - If the wet ground comes up on the balls, then the teams do not play. If it is actively raining, the teams do not play.
- The scheduling Coordinator decides on a reschedule date. If teams are unable to field a legal team for a make-up match, the games will be forfeited.
- No pre-arranged match results are allowed for any reason.

PLAYERS:

- All completed rosters shall be turned in to the El Dorado Hills CSD Bocce League before the established deadline. Completed rosters must contain names, addresses and phone numbers of all players. No additions or changes may be made to a roster after 4 weeks of play.
- No less than 5 players and there is no maximum of players that may be on a roster. A person may play on one team in each league.
- A team forfeits any game in which they play a non-roster player. The opposing team may not waive non-roster forfeits.
- There is no minimum age limit, however at least one player in every game must be 18 or over.
- If a team fields less than 2 players, the game is considered a forfeit. A 2 or 3 team members may play, throwing only 2 balls if 2 are playing, 3 if 3 players are playing. Players must alternate (always 2 on each end) so as no player throws 3 balls if 3 people are playing. The new player that rotates will either throw 1 or 2 balls depending on the number they just threw on the opposite end (1 ball they throw 2 and 2 balls if they threw 1).

- A team may make substitutions from their roster list. Once a player has been removed from a game, the said player may not re-enter that same game.
- Players may play two consecutive games from the same end of the court.
- Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
- No practice between games.

SAFETY GUIDELINES:

- When returning balls to the other end of the court, do not throw them, roll them slowly and inform players they are being returned. Do not return balls to players that are not looking or have their backs to you.
- If a team is going to shoot (throw hard), inform the opposing team. The opposing team should not be in the court when one is shooting (throwing hard).
- Water bottles, clothes, chairs, etc. should not block or create a walking hazard for players.

CONDUCT AND COURTESY:

- Team Managers/Capos are responsible for the actions as well as the language of their players.
- If a player is standing in the view of an opposing player while they are rolling and the opposing team requests that the player step aside, that request shall be honored.
- No player may cross over the center line during the match unless spotting a ball or measuring balls. Ask permission from the opposing team first to check the position of balls or pallino. Permission shall be granted once asked.
- Only participating players should be on the court while the game is in progress. Spectators and non-participating team members are not allowed on the court at any time during regulation play.
- All trash, cans, bottles, etc. are to be discarded in appropriate containers.
- No smoking is allowed on or adjacent to the courts.

UNSPORTSMANLIKE CONDUCT:

- Unsportsmanlike conduct will not be tolerated. The league coordinator can warn players or coaches who display poor sportsmanship towards opposing players, spectators or league coordinator. A warning will be given to any player(s) or coaches, whether they are playing or not. If anyone on that team is warned a second time during the duration of the match, the El Dorado Hills CSD Code of Conduct will be enforced.

USE OF COURTS DURING NON-LEAGUE PLAY:

- Individuals who wish to use the bocce courts during non-league playing times may due-so, courts are on a first come – first serve basis.

LEAGUE COORDINATOR:

- Team Capos are able to contact the League Coordinator at the following phone #'s.

Michael MacPherson
mmacpherson@edhcsd.org
916-614-3227

Carl Renner
916-933-8539