



**CITY OF NOVATO**  
PARKS & RECREATION

**ADULT SPORTS MANUAL**

# **Bocce Ball**

# **2023**

FOR MORE INFORMATION PLEASE VISIT US ONLINE AT [NOVATO.ORG/SPORTS](https://NOVATO.ORG/SPORTS)  
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## I. BOCCE BALL REGISTRATION INFORMATION

- A. There will be no priority given to a returning team.
- B. Teams will be accepted on a first come first serve basis. Registration is done all online on [Novato.org/RegForFun](http://Novato.org/RegForFun).
- C. Space is limited to the first 12 teams. A waiting list will be established if a league is full.
- D. The league fee is \$252 per team, plus \$5 for each non-resident
- E. Registration Dates TBD for Spring Season

## II. LEAGUE FORMAT

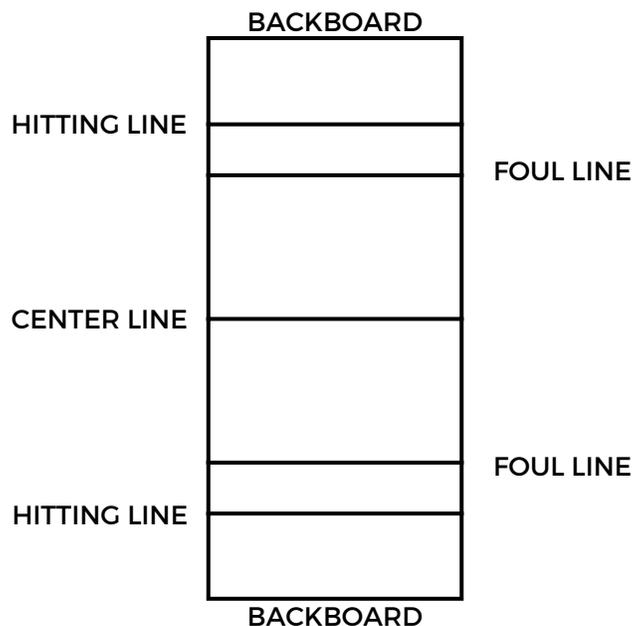
- A. Teams will compete in an approximated 6 week season, playing one match per week. Three games make a match, and all three games will count in the standings.

League	Number of Teams	Game Time	Facility
Wednesdays	12	6:30 PM	Hill Bocce Courts

- B. There will be a three-hour limit per match. Each team will play three games to 12 points and each game will count in the standings.

## III. LEAGUE FACILITIES

- A. Hill Recreation Area, Bocce Courts, 1560 Hill Road
  1. Playing surface: synthetic turf with sand in-fill.
  2. Backboard: boards at each end of the court
  3. Foul Line: The foul line is the front of the boxed area. If a player steps over the foul line before rolling the pallino or bocce the roll will be disqualified.
  4. Center Line: Pallino must be rolled past this line
  5. Hitting Line: Pallino must stop before passing this line



## IV. TEAM ROSTERS

- A. A completed roster is due at registration. Rosters must be completed online. Incomplete rosters will not be accepted.
- B. Rosters must have a minimum of two and maximum of six players. More than 6 players must be approved by the Parks and Recreation Department. Players must be at least 16 years old.
- C. Roster information is for City use only and will not be given to other parties.
1. Players may be added to a team roster provided the roster limit is not exceeded.
  2. To officially drop a player from the roster, the team captain must delete the player from the online roster.
  3. Players may be added until the fourth match of the season. The Parks and Recreation Department must approve any additions after the fourth match.
  4. To officially add a player to the roster, a completed player contract add/drop form must be submitted to the staff at the courts prior to the match. The add/drop form must be filled out completely and include the signature of the player and team captain.

## V. PLAYER ELIGIBILITY

- A. All players must be at least 16 years of age. The parent or guardian will need to sign the roster for players under 18 years old.
- B. Any player ejected from a game will automatically be suspended from his/her team's next game, playoff games included. Ejected player is required to vacate the game site immediately.
- c. A player must have participated as a player in at least 50% of the league games in order to be eligible for any playoff game.

## VI. TIE BREAKING PROCEDURES

- A. The following procedures will be used to determine final league standings when two or more teams finish the season tied:

### **Three or more teams:**

1. Head to Head record among the teams involved in the tie.
2. Points scored/allowed differential in matches between the teams involved.
3. Points scored/allowed differential in all matches.
4. Flip of the coin.

After the tie is broken and we are down to two teams:

### **Two teams:**

1. Head to Head record among the teams involved in the tie.
2. Points scored/allowed differential in matches between the teams involved.
3. Points scored/allowed differential in all matches.
4. Flip of the coin.

## VII. PLAYOFFS

- A. All playoff games will be set at the beginning of the season.
- B. Playoffs will be best-of-three games, winner advances.
- C. The higher seeded team in the playoffs shall be the home team.

## VIII. MISCELLANEOUS INFORMATION

- A. League information, including schedules, rules, standings, blank rosters, blank add/drop forms, and this manual are available on the City of Novato web site, [novato.org/sports](http://novato.org/sports).

## VIII. BOCCE BALL LEAGUE RULES AND REGULATIONS

### A. GROUND RULES:

- 1. Smoking/vaping is prohibited at all times by players in all parks and sports venues.

### EQUIPMENT

- 1. Bocce used in league play are regulation diameter, weight, and provided by the City of Novato.

### B. THE GAME OF BOCCE:

The game of bocce is played using eight large bocce balls and one smaller target ball, pallino. The object of the game is to have your team's bocce balls closest to the pallino after all the bocce balls have been rolled. Bocce balls closest to the pallino score one point each.

Three games make a match, and all three games count in the standings. Games are comprised of frames, which continue until one team scores 12 points. If time expires the team with the highest score wins the game.

Teams consist of at least two players, and each team stations at least one of its players at each end of the court. Each team member rolls two bocce balls from one end of the court and when eight bocce balls have been rolled, points are scored. Play continues from alternate ends of the court until one team has scored 12 points.

### C. LEAGUE RULES:

- 1. **Game Time is Forfeit Time!** (second game forfeit time is 20 minutes after first game time.)
- 2. Forfeits will count as 1 ½ losses in the standings.
- 3. A team that forfeits four matches in a season will automatically forfeit its remaining matches in that season. The team will be eliminated from the playoffs and receive no refund of the registration fee.
- 4. No games will be rescheduled, unless rained-out.

## GAME PLAY:

1. Game begins with a coin flip. The winner of the coin flip has the choice of either:
  - a. Throwing the pallino
  - b. Choosing the color of the bocce balls for their team
  
2. The foul line is the front of the boxed area. If a player steps over the foul line before rolling the pallino or bocce the roll will be disqualified.
  
3. The starting team must roll the pallino past the center line, be one footin from the sideboards, and not pass the furthest line (hitting line) of the opposite side. If the pallino does not cross the center line, or hits the backboard the opposing team rolls the pallino. This will continue until one team has successfully put the pallino into play. The player who rolled the pallino first ALWAYS rolls the first bocce ball.
  
4. If a bocce ball of the starting team touches the backboard, that bocce ball is out of play and is removed from the court, and the starting team rolls again. If the roll is good that player steps aside and that team doesn't roll again until the opposing team gets one of its bocce balls closer to the pallino, or has rolled all of its bocce balls. The team whose bocce balls are closer to the pallino is the **inside team**, and the opposing team is the **outside team**.
  
5. Whenever a team is inside, it steps aside and lets the outside team roll. All players should remain off the court when a bocce is being rolled. The outside team rolls until its bocce ball is closer to the pallino than the opposing ball. This continues until both teams have rolled all of their bocce balls.
  
6. If a bocce ball strikes the backboard without touching another ball it is out-of-play and removed.
  
7. If a bocce ball touches any other bocce ball prior to hitting the backboard it remains inplay.
  
8. If a bocce ball does not touch another bocce ball and bounces off the backboard and then strikes and moves any other bocce ball, or strikes the backboard causing any bocce ball resting against the backboard to move, that bocce ball is out of play and the other bocce balls are placed back in their original locations.
  
9. If the pallino is hit by a bocce ball and bounces off the court or back past the center line, the pallino will be placed in its original location and play resumes. This is the only time the pallino is moved to its original location.
  
10. Players may use the sideboards.

11. If a bocce ball is rolled out of turn, it shall remain in place at the sole discretion of the opposing team captain.

12. No bocce ball shall be moved until the score is tallied by both teams.

#### **SCORING:**

1. Only the inside team scores points. 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.

2. The team that scores in the last frame throws the pallino in the next frame and play continues.

3. If each team's closest bocce balls are tied, no score is made and play continues at the opposite end with the team scoring the points in the previous frame delivering the pallino.

4. The first team to score 12 points wins the game.

5. Matches are three games, and all games will count in the standings.

#### **MEASUREMENTS:**

1. Either team may call for a measurement during each frame, unless a point is already conceded by the opposing team. Measurements are made from the inside edge of the bocce ball to the top center of the pallino. The pallino should not be touched.

### **XI. PROTESTS**

A. Protest concerning ineligible players must be stated to the PRCS staff at the courts prior to the start of the match, or the frame after the player enters the game.

B. All other protests must be stated to the PRCS staff at the courts. All protests will be settled by the Novato Parks and Recreation Department.

### **PLAYER ELIGIBILITY**

A player must have participated as a player in at least 50% of the league games in order to be eligible for any playoff game.