

Crockett Bocce League

Rules and Regulations

The game of "Open" Bocce is played on a 91'x13' court 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. Teams must have a minimum of six and a maximum of twelve players. Anyone 16 years of age or older may play on a team.

Two players from each team are permanently stationed at each end of the court for the game. Games consist of 12 points, **first team with 12 points wins**. (Do not have to win by 2 points beginning 2023 season). Only Crockett Bocce League balls are allowed to be used during any league match. Personal bocce balls are not allowed during league play.

1. **START OF MATCH**

The match shall begin by tossing a coin. The team that wins the coin toss may either toss the pallino, or choose the color of the balls. **It does not matter which side of the court any of the games begins on.** A player may toss the pallino any distance so long as the pallino passes the centerline of the court and does not hit the backboard. If a player fails to toss the pallino past the centerline, or it hits the backboard, the opposing team will toss the pallino and put it in play. If the opposing team fails to toss the pallino past the centerline, or it hits the backboard, the pallino reverts to the original team. In any case, when the pallino has been properly put into play, the team who originally tossed the pallino will throw the first bocce ball. The person on the team that throws the pallino does not have to be the player to throw the first ball.

2. **PLAYING THE GAME**

The team who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again. Otherwise, he/she steps aside and his team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "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, players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.

3. **DISQUALIFIED BALLS**

Should a player's bocce ball make contact with the backboard, the bocce ball is considered a dead

ball and is removed from play until the end of the frame. The bocce ball that hits the backboard should be removed as soon as contact with the backboard is made. However, should a bocce ball hit the backboard, and then roll back in the court and make contact with other bocce ball(s), the hit/moved bocce ball(s) shall be returned to their original position (as agreed to by the team captains). If a ball is knocked out of the court, that ball is considered a dead ball and remains out of play until the end of the frame.

If the pallino is knocked into the backboard it remains where it rests. If the pallino is knocked off the court or back behind the half court line (towards teams that are rolling), play ends. The pallino will be put into play at the opposite end of the court by the team that threw pallino on original side.

Should a player throw the wrong colored ball, it shall be replaced with the correct colored ball and play shall continue.

4. FOOT FOULS

The player must not step on or over the foul line upon or when releasing the pallino or bocce ball. All balls or pallino moved by a foot foul shot will be returned to their original position. The player who made the foul shot will re-throw the pallino or bocce ball. All bocce balls need to remain on the court during matched. Please do not take a ball off the court or over the foot foul line. Players need to be able to see how many balls remain to be played.

5. SHOOTING

Shooting is allowed if the thrown ball hits the court surface before the center line and before hitting another ball or pallino. Lofting the ball in the air beyond the center of the court is not allowed. If the thrown ball does not hit the surface before the center line and hits any ball or pallino in play, they get moved back to the approximate original position and the thrown ball is taken out of play.

6. DISPUTES

The teams playing will referee their own game. A team captain from the opposite court shall decide any dispute, which cannot be resolved by the team representatives. Upon his/her decision, the game shall continue.

7. SCORING

Only the "inside" team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. Team representatives of each team are responsible for keeping the score sheet and for reporting the results of the match (by depositing the score sheets in the box located in the storage building).

8. MEASUREMENTS

All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino. Do not touch the balls when measuring. Tape measure end is butted against the large

bocce ball and the tape is pulled over the top of the pallino. Look down and the measurement is to the inside of the pallino. Do not butt the tape measure up against the inside the ball and pallino. This can cause both the ball and pallino to move. Only the captain, or designated representative from each team, may be present for measurements. In the event of a tie, the last team that rolls still has to keep rolling until they beat the first team's ball. If all balls have been thrown and there is still a tie for closest ball, there is NO POINT and the team that threw the pallino to start the last round will throw first again on the opposite side of the court starting a new round.

STARTING TIME AND PLAYERS

1. Matches begin at 6:30 p.m. A team that is not present within 15 minutes after the starting time forfeits 1 game, if not present by 7:00 p.m. forfeits all three games. The team that wins by forfeit shall be awarded a win for each forfeit. If a team forfeits 2 complete matches in a season, the team will be out of the league for the remainder of the season and may not be allowed back in the league.
2. Matches consist of three games.
3. A player arriving at the court after the pallino is thrown is allowed to enter the game.
4. Four players from each team play at one time. If a team has less than 4 players, they **must start the match with 2 or 3 players**. A 2 or 3 member team may play by throwing only 2 balls per player.
5. When teams arrive with insufficient team members to start play, they may not borrow, or otherwise use persons not registered as members of their team to field a team. If a team fields less than two players, the game is considered a forfeit.
6. **Players may be substituted only in case of emergency**. If a player has to leave a game due to a work, family or medical emergency/sickness, they can be replaced by another teammate but are ineligible to play any more in that match (3 games).
7. No player may play two consecutive games from the same end of the court.
8. Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
9. Only the participating player should be on the court before the ball is thrown, and while the game is in progress. Player shall stand behind the foul line when balls are being thrown. Spectators are not allowed on the courts at anytime during regulation play.
10. Teams with less than twelve players may add additional players up until July 1st. Teams needing to add players after July 1st must get permission from the Board before a player is added to the roster. **Team captains will collect dues from the new members and submit to the Secretary/Treasurer due by June 1st of each season.**
11. Games that are rained out or postponed must be made up before the end of July. Postponements after August 1st must be made up as soon as possible. The Board may set the date for makeups if the captains cannot agree.

12. At the discretion of the Board, a meeting may be held mid season to review/revise rules.
13. Circumstances may require you to postpone your scheduled game. You must notify the other team of your need to postpone the game. You must notify the other team no later than six hours before the scheduled game.
14. Players may play on more than one team in the League. However, they may not play on more than one team in the same Division. A team cannot have more than two players from the same team in the opposite division.
15. There are no “breaks” in between games for meals or any other reason. All 3 games are to be played consecutively. Failure to comply with games played in a timely manner may result in forfeit of the game.
16. Players must all wear shoes while playing in league matches. No spiked, high heeled shoes allowed when playing.

PLAYOFFS

Playoffs will be determined by games won (wins by forfeit will be excluded in determining seeding). Playoffs will determine the top 8 teams in each division. The first place winners in each division shall play the 8th place team in the opposite division, then the 2nd place team shall play the 7th place team in the opposite division, etc. For example, the first place team in division A will play the 8th place team in division B.

Playoff games for the league championships will consist of 3 games, and the winner determined by winning 2 of the 3 games. The team captains playing for first or second place will mutually decide which court to use. If the team captains cannot mutually agree, then the court will be decided by coin toss. During playoff games, team captains may select someone to measure and referee the playoff game. The person(s) selected must be mutually agreed to by both team captains and cannot be a member of either team.

Players who are on more than one team that make the playoffs, must declare to the league President which team they will play on before playoffs begin. However, they must play on that team during the regular season. Players are only allowed to play on one team during the playoffs.

Tiebreakers will be played as necessary to establish division placement.

CODE OF CONDUCT

- A. Team Captains are responsible for the actions of their players and spectators. If there is any problem with a spectator that is not involved with either team, both Captain’s will suspend play until the problem is resolved.
- B. Courtesy and respect will be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by the Crockett Bocce League Board to the player or team Captain. Severe violations, or a violation after a warning may result in the player’s expulsion by the Crockett Bocce League’s Board of Directors from the game, match or season. Any physical altercations will result in immediate suspension and/or expulsion for any amount of time

deemed by the Crockett Bocce League's Board of Directors: games, matches, season or permanently. Any player that has been suspended is not allowed to attend any bocce matches during league play as a player or spectator during the duration of his/her suspension.

- C. For insurance purposes: Any accidents and/or physical incidents must be reported ASAP to President, Board Member and/or Crockett REC Department. Board members will contact Crockett REC to report them in a timely manner, once notified. In the event of an accident, please have player fill out an accident form and turn into the mailbox in bocce shed. Accident reports will be available inside each shed.
- D. Only participating players and team Captains are permitted on the courts during regular play. Spectators are not allowed on the courts at any time during regulation play.
- E. Discard all trash in appropriate containers.
- F. Bicycles, skateboards, scooters and/or other non-bocce related activities are prohibited on or around the courts.
- G. Animals must be on a leash and under control at all times (Contra Costa County ordinance).
- H. Smoking (Cigarettes, cigars, pipes and vaping) is permitted in designated areas only. Smoking is not allowed on or next to the courts during games. Please smoke away from courts and other players if you do. Marijuana is not allowed to be smoked at either park (Contra Costa County ordinance). After the first warning, continued violation will result in the player having to leave the game and possible disciplinary action from board.
- I. No beverages or glass containers allowed in the courts. All Captains are responsible for enforcing this rule. After the first warning, continued violation will result in the player having to leave the game.

COURT MAINTENANCE

The responsibility for maintaining either court is with the two teams who are scheduled to play on the court. If you want your court in good playing condition, you must take it upon yourself to groom it.

Allow approximately thirty minutes to properly groom the courts.

1. Pick up/sweep any debris that may be on the court.
2. Use the carpet board or large broom and pull up and down the court until the court is smooth.
3. Spray the court with water and allow it to dry.
4. Drag the carpet board or broom up and down the court again until smooth.
5. Roll the court with the roller.
6. Do not add any shell or flour to courts. If you believe it is needed, please contact President and let them know so proper court maintenance can be arranged.