



OFFICIAL “OPEN” BOCCE BALL REGULATIONS

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 per team. Two players from each team are permanently stationed at each end of the court for each game. Balls shall be made of composition material. A game is played until one team scores 12 points. A match consists of three games. Each game won shall be counted as a point in the league standings.

Forfeits/Late Players:

Matches consist of three games or a total time limit of 2 hours. A team not showing within 15 minutes of the scheduled starting time forfeits game one. A team not showing within 25 minutes forfeits game two. A team not showing within 30 minutes of the scheduled starting time forfeits all three games. Each forfeited game will be scored 4-0 in favor of the non-forfeiting team. A player who arrives at the court after the first ball is thrown from the end of the court that the player is assigned to throw from, cannot enter the game until the next frame.

Start of Match:

The toss of a coin is used to determine which team starts the match. The winner of the coin toss has the option to either make the first throw of the pallino or to select the color (red/green) of the balls to be used by his/her team. When the pallino is thrown, it is considered to be “in play” if it stops beyond the centerline without hitting the back wall. If the pallino stops short of the centerline or hits the back wall, the opposing team will toss the pallino. If the ball is still not in play, the pallino toss will revert to the starting team and will alternate between the two teams until the pallino is “in play”. The team to put the pallino “in play” will also play their first ball.

Playing the Game:

The team member throwing the pallino and the first bocce ball steps aside and this team does not roll again until the opposing team has one of its bocce balls closest to the pallino. The team whose bocce balls are closest to the pallino is called “inside” and the opposing team is “outside”. Whenever a team gets “inside” it steps aside and lets the “outside” team roll. The “outside” team throws until both teams have used all their bocce balls. The team who has the bocce ball closest to the pallino is awarded one point for each bocce ball that is closer to the pallino than that of the opponent’s closest ball. The team who scores in one frame throws the pallino to begin the next frame from the other end of the court. When the game is completed, players exchange ends of the court and substitutions may be made. The winning team of the

game just completed will toss the pallino to start the next game. Note: Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls.

Pallino:

- If the pallino is diverted anywhere in the court during the course of play, whether it hits the back wall or not, it remains in play as long as it comes to rest in the “in play” area (between the center line and back wall).
- If the pallino is diverted outside the court playing area or bounces back past the centerline, play is terminated from that end of the court and play resumes from the opposite side. The same team who initially threw the pallino in the terminated frame will toss the pallino to resume play.

Disqualified Balls:

- A ball touching the backboard is out of play and will be removed.
- If a ball hits the backboard and rebounds into the field of play striking other balls or the pallino, the ball that hit the backboard is out, and the balls that were moved by the disqualified ball are returned to their approximate positions prior to impact.
- Players cannot step on or over the foul line before releasing the pallino or the ball. If this occurs, the thrown ball is disqualified and any balls that were moved are returned to their original positions.

Balls in Play:

- If a ball strikes the backboard causing the pallino resting on the backboard to move, the pallino is replaced to the original position.
- Players may use the sideboards at any time.
- A ball played out of turn shall remain in play or be returned at the discretion of opposing team captain. If the ball is returned, all affected balls must be returned to their approximate original positions.
- In the event of tie balls at the conclusion of a frame, no points are awarded and play resumes from the opposite end of the court. The team who initially tossed the pallino in the tied frame will toss the pallino to start play.

Scoring:

Only the “inside” teams scores. One point is awarded for each ball of the “inside” team that is closer to the pallino than any ball of the “outside” team. Captains of each team are responsible for keeping the score sheet and for reporting the results of the match. Completed and signed score sheets must be submitted to the City of Brentwood staff on site.

Measurements:

All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino. Measurements will be made with a tape measure only by Capos or designated persons (not to exceed two people at a time).

Disputes:

The teams playing will referee their own games. In case of a dispute, team managers are the only ones allowed to discuss any issues and need to agree over any issue or dispute. Players are not allowed to be involved in the manager dispute discussion. Upon the manager's decision, the game will continue. Should the managers not come to an agreement, onsite staff will make a final decision. All decisions made on the playing court are final.

Protest:

Protests will be considered valid under the following conditions: Both managers cannot agree on a decision, the onsite staff is notified of the dispute before play continues as to make a ruling, and at the conclusion of the onsite staff's decision a manager declares a protest to the onsite staff directly. Only then will the game officially be recognized as being played under protest. All protests must then be submitted in writing to the City of Brentwood Parks and Recreation Department Bocce Coordinator, within 48 hours of the disputed game. The Bocce Coordinator will notify both captains in writing of the decision.

Players:

- All completed rosters shall be turned into the City of Brentwood Park and Recreation Department before the established deadline. Completed rosters must include the names, addresses and telephone numbers of each player. Players may be added to the roster via an add-on form at the courts through the first two games as long as they meet the age requirement and are Brentwood residents Non-Brentwood residents must go to the Brentwood Community Center prior to the second game of the season to be added to a roster.
- A roster must have at least four, but not more than ten, players listed. A player can only participate on one team in the league. A team forfeits any game in which they allow a non-roster player to play. The opposing team cannot waive non-roster forfeits.
- If a team fields less than two players, the game is considered a forfeit. A two or three member team may play throwing only two balls per player.
- There is a minimum age limit of 18.
- A team may make one substitution per game. Once a player has been removed from a game, that player cannot re-enter the same game. The substitution cannot be made if his/her teammate has thrown any balls in the frame in which the substitution is to take place. If a teammate has thrown a ball, then the substitution will have to wait until the next frame begins.
- No player can play two consecutive games from the same end of the court.

- A player may throw consecutively or alternate throws with his/her teammate.
- No team player will be eligible to participate in the league playoffs, receive an award, or participate in the championships, unless that player has played in at least one half of the regular season matches. To receive credit for playing in a match, a player must participate in one or more of the three games on any given days match.

Conduct and Courtesy:

- Team captains are responsible for the actions of their players.
- Only participating players should be on the court while a game is in progress.
- All trash is to be discarded in appropriate containers. Smoking is prohibited except in areas so designated for smoking.
- No spiked or high-heeled shoes are allowed on the bocce courts at any time.
- Common courtesy requires that, if a player intends to throw a ball using excessive force, all other participants must be made aware prior to the throw.
- Any person or persons involved in a physical dispute or using abusive language at the bocce complex will be subject to ejection for the league for the remainder of the season.
- No alcohol is allowed at anytime during league play.
- “*Volo*” shooting is the lofting of a bocce ball in the air beyond the centerline. “*Volo*” shooting is not allowed.

Rescheduling of Games:

There will be NO make-up or rescheduling of regular schedule games unless due to weather (rain). If your team is unable to play a regularly scheduled game, please, as a courtesy, notify the bocce coordinator and your opponent prior to scheduled play. Failure to play a regularly scheduled game is considered forfeiture. If games are rescheduled due to rain, the bocce coordinator will send out a revised schedule.

Playoffs

- The end of season playoffs schedule will be sent following the conclusion of the last week of the regular season including any rescheduled games.
- The use of Apple Hill and Veteran’s Park Bocce courts during non-league play is permissible, on a first come, first serve basis, unless another user has a valid permit for use of the bocce courts.