

# HOLY FAMILY BOCCE CLUB...RULES 2022 SEASON

(Revision 7....JANUARY '22)

## BASICS

- 1) Each team is to have a minimum of 4 players registered at the start of league play. All registered players will pay a \$25.00 registration fee for the total season.
- 2) Matches shall consist of 2 games. Each game is played until one team reaches  
twelve (12) points.
- 3) Teams may play with a minimum of 2 players and a maximum of 4 players. If a team has a full roster (4 players), 2 players are stationed at each end of the court with each player throwing 2 balls.
  - a) If teams have a full roster (4 players), players are not allowed to switch ends during a game but are required to switch ends for the following game.
  - b) If a team has 3 players, 2 players shall be stationed at one end, and a single player stationed at the opposite end. At the conclusion of a frame (defined as all 8 balls thrown in the same direction), one player shall rotate to the opposite end. Teams must rotate the player that moves from end to end each frame.
  - c) If a team has only 2 players, both players shall rotate to the opposite end after each frame.
- 4) If a team has more than 4 players present for a match, the team may use up to 2 substitutes per match.
- 5) **\*\*\*If a team knows in advance it will have less than 4 players for a match, the captain may contact a registered player on any team in the OPPOSITE LEAGUE to serve as a sub. FOR PLAYOFF GAMES ONLY, NO SUBS ARE ALLOWED.**
- 6) **\*\*\*If a team has only one player present at the scheduled start time, a ten (10) minute grace period is allowed for a missing person to arrive. If after 10 minutes a second player has not**

**arrived, a forfeit shall be recorded for each game (score 12-0 for each game). Late arriving *PLAYERS OR SUBSTITUTES* may enter the game at any time BETWEEN FRAMES. A substituted player may not return to the game.**

- 7) The team captains must delegate two (2) court captains (they could be one of them), one for each court end. Team captains are to resolve disputes among themselves. Team captains must familiarize themselves with the league rules so that they may resolve as many issues as possible without the intervention of the league director. If a dispute can't be resolved, the league director may be asked to intervene. If the league director is not available, a Board Member may be asked to help resolve the issue. A copy of the Bocce Rules will be available in the Bocce locker for this purpose. **ONLY COURT CAPTAINS** are allowed on courts until measuring is completed and declared. Team captions must monitor this.

## **REQUEST TO RESCHEDULE GAMES**

- 1) Games should be played as scheduled, unless a team is unable to field the minimum 2 players.
- 2) Teams should not request to reschedule a game because they will have less than a full team (4 players).
- 3) If a team captain knows in advance that their team will not be able to field at least 2 players, and have been unable to line up any subs, the captain may contact the opposing captain and request to reschedule. The opposing team is not obligated to agree to a reschedule request.
- 4) If the 2 teams mutually agree to reschedule a game, they must contact the League director to request a reschedule date. Rescheduled games must be played within two (2) weeks of the original scheduled game date.
- 5) The League director will coordinate the rescheduled game with the parish office and notify the captains.

## **PLAY**

- 1) Begin match with coin toss with winner having choice of first toss of pallino or color of team's balls. Team members can throw in any order.

- 2) **\*\*\* Initial throw of the *PALLINO* must end up across centerline. The toss is VALID if the pallino passes the centerline and does not touch the backboard on opposite end of court. In either case if not a valid throw as described above, it is thrown by the opposing team. If initial valid pallino comes to rest less than 12 inches of side boards and/or backboard (without hitting the backboard) place it 12 inches from sides and/or backboard using measuring device (provided in Bocce locker). During play, if the pallino is hit and it rests on a sideboard or backboard it stays in that resting place.**
- 3) The player that puts the pallino into play throws first Bocce ball. If first Bocce ball hits backboard without hitting pallino that ball is a dead ball and is removed from the court. *If this occurs, the same team throws again until they have a ball in play.*
- 4) If for any reason the pallino leaves the court (as defined by the artificial turf) once it is put into play, the frame is ended, and play resumes at other end of court and last team to score throws the pallino.
- 5) All Bocce balls must be thrown from behind or on the point foul line (line closest to backboard). Team captains must alert players on this ruling. Bocce balls DO NOT have to cross centerline (only the pallino).
- 6) **EXCEPTION SPOCKING:** Player must announce they intend to “Spock”. Player can throw anywhere behind second “spock line”. If “Spocking” ball does not hit a pallino or a Bocce ball, it is a DEAD BALL and removed from play (See DEAD BALL RULE). *Exception spocking is only used if a player wants to break up a bunched-up assembly of bocce balls in order to clear a path to a resting pallino. When spocking, the bocce ball is generally thrown much harder than a normal ball.*
- 7) Each succeeding ball is thrown by team that does NOT have a ball closest to pallino. *A team's ball that ties the opponent's closest ball must throw again.***I**
- 8) **\*\*\*If player throws the wrong color ball, let it come to rest and then replace it with a correct color ball and let play continue.**

- 9) A Bocce ball that leaves the court (as defined by the artificial turf) is removed from play for remainder of that frame.
- 10) Lofting a ball in air beyond centerline is a DEAD BALL and removed. (See DEAD BALL RULE)
- 11) If a Bocce ball hits the backboard before hitting pallino or a Bocce ball, it is a DEAD BALL and removed. (See DEAD BALL RULE).
- 12) **\*\*\* If a player rolls out of turn or plays more balls than allowed (2), the opposing team has two (2) options:**  
**A) Leave all balls as they rest....or...**  
**B) Remove the illegally thrown ball from play and return all other ball(s) to previous position(s).**
- 13) **DEAD BALL RULE:** All Bocce balls and/or pallino moved by a DEAD BALL are replaced in their approximate original positions, as determined the Court Captains. If original positions cannot be agreed upon, the opposing team has the option to leave all balls as they are and continue frame OR replay frame over. If DEAD BALL is NOT removed before the next ball is played, the ball remains in play.

A player that moves his/her foot COMPLETELY over FOUL LINE shall first receive a WARNING that he/she crossed over the Foul Line. For the second time they cross the Foul Line and release their ball, that ball becomes a DEAD BALL and will be removed from the court. The Team Captain on either side of the Court is responsible for watching for and warning of the violation.

If team's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player, it is reset to approximate original position. If Court Captains cannot agree, offended team has option to leave balls as they are and continue frame or start frame over.

If a team's legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, it is a DEAD BALL and removed from play.

- 14) If pallino is accidentally moved, court captains replace in approximate original position. If court captains cannot agree on placement, offended team has choice to play balls as they lie or replay frame.

- 15) **NO ONE, INCLUDING CAPTAINS, WILL PICK UP BOCCE BALLS OR PALLINO UNTIL BOTH COURT CAPTAINS HAVE AGREED UPON MEASUREMENT AND POINT SCORE.** Only Court Captains are allowed on the court until a score is announced.
- 16) Players must remain behind foul line (line closest to backboard) at all times except the thrower may go out to centerline just prior to throwing to observe position of balls on court. Players may request an “in” count or measurement at any time. An “in” count is not official until all 8 balls played and measurements made. No player may go up to the balls and instruct a team player how or where to throw the ball. **NO COACHING OPPOSITE END OF COURT.**
- 17) Team that scores in the last frame throws pallino in next frame to begin second game.

### **SCORING**

- 1) **A frame consists of all 8 balls thrown in one direction. There is no limit on how many frames are played in one game. The first team to score 12 points wins the game. *When a team scores that 12<sup>th</sup> point, the game is terminated no matter how many balls remain un-thrown.***
- 2) One point is awarded for each ball of a team that is closer to pallino (1 to 4 points).
- 3) If each team’s closest balls are tied at the end of a frame, there is no score and play continues at opposite end with team that last scored throwing the pallino.
- 4) A match is 2 games. **The game scores should be recorded at the completion of each game.** One of the team captains will take the responsibility to enter the game scores on the HOLYFAMILYBOCC.CLUB web site. Click on the “report scores” icon and follow the instructions given. Both captains will receive an e-mail for verification and record. The match scores are totaled through the season to determine the winner of each league.
- 5) **BLOW-OUT:** Team scores 4 points in a frame. One (1) Blow-out is awarded for each 4 pointer. Scores for Blow-outs are also recorded on the HOLYFAMILYBOCCE.CLUB web site. Blow-out entries are used at season completion to break any ties in the top 4 seeds for each league prior to playoffs

**IT IS THE RESPONSIBILITY OF THE TEAM CAPTAINS TO ENSURE  
ALL EQUIPMENT IS PUT AWAY AND TRASH PICKED UP.**