

Official Rules of the Stone Creek Bocce Club

Goal of the Club:

Provide a forum for the residents of Stone Creek to have fun, meet new people and enjoy some friendly competition.

ADMINISTRIVIA...

Who Can Play:

All Stone Creek residents are eligible to participate in the Bocce Club.

Membership:

Stone Creek residents have the option of being a Regular Player or a Team Alternate.

Regular Player – A resident can choose to be a full time, rostered player of a team.

Regular Players are the mainstay of the team and usually play unless they are unable. They can use a substitute to fill in for them in their absence.

Team Alternate – A resident can choose to be a Team Alternate, a rostered player, who can only play for the team on which they are rostered. Team Alternates only play in the absence of a Regular Player.

Dues:

Dues for Regular Players are \$20 for a year of play. Dues for Team Alternates are \$10 for a year of play. The year begins in January with the Spring (January – May) season. If a resident joins the club after the Spring season, dues will be reduced by half (\$10 for Regular Players and \$5 for Team Alternates) to cover the remainder of the year.

Dues should be paid within the first 2 weeks of play.

THE GAME...

The Game of Bocce:

- A game of bocce consists of a series of frames.
- A game is played with 8 to 12 players; 4 to 6 players listed as the “Home” team and 4 to 6 players listed as the “Visitor” team.
- The object of the game is to roll your bocce balls closest to the pallino and/or knock your opponent’s balls away from the pallino. Points are awarded only to the team whose bocce ball(s) are closest to the pallino, each ball garnering 1 point.
- The first team to score exactly 13 points wins the game.
- A game consists of however many frames it takes for one team to reach exactly 13 points.

- A match consists of 3 individual games.
- The Club plays 3 games per match.
- All players play a minimum of 2 games each per match.

Bocce Equipment:

Consists of a pallino, 8 bocce balls (4 green and 4 red), a measurement device, and a bocce paddle with one red side and one green side. The colors on the paddle correspond with the color of the balls and is used by the Referee to indicate to the teams which color of ball is to be rolled. The Bocce Club provides all equipment necessary for league play. The Club has one set of blue/yellow/white bocce balls and pallino for visually impaired players.

Teams:

Each team will consist of 6 Regular Players, including the Team Captain and may, in addition, add 2 Team Alternates to their roster who can be called upon to substitute for that team when a Regular Player is not available. If all 6 Regular Players are present to play, the Team Alternates will not be allowed to play.

- The Stone Creek Charter Club Rules and Guidelines require inclusion of all Stone Creek residents who are interested in participating. As such, if a Team Captain cannot fill open Regular Player positions by the start of a season, the League Manager has the authority to fill those openings with residents who have expressed an interest to play in the Bocce Club and who are not currently assigned to a team.
- A Regular Player is listed on the roster as such and is only allowed to play on one team in one league during a season.
- A Team Alternate is listed on the roster as such and plays for that team when there is an absence of one of the team’s Regular Players.
- If a team permanently loses a Regular Player after the season starts, the Team Captain will contact the League Manager. The League Manager can assist in coordinating through the following options:
 - Elevate a Team Alternate and backfill the position
 - Recruit a replacement player
 - Request the League Manager to fill the vacancy
 - Continue to play with the remaining available team members

Note: With the exception of elevating a Team Alternate, a team cannot add Regular Players to their team roster within 4 weeks of the end of the season.

Substitutes:

A minimum of 4 players are required to compete in league play 2 of which must be listed as Regular Players on the team roster. There is a system in place to assist Team Captains to finding substitute players.

There are 2 types of substitutes:

- **Team Alternates**
 - Team Alternates are players (up to 2 per team) who are listed on the team roster and can only play for the team for which they are rostered.
 - Team Alternates can play as many games as required during the season.
 - Team Alternates are an augmentation to the main (Regular Player) team and therefore do not supplant a Regular Player.
 - Team Alternates only play when a Regular Player is not available.

- **Regular Player Substitutes**
 - Regular Player Substitutes are players who are playing in another league and are listed as Regular Players on the roster of that league.
 - If your team only has 5 players for a match and one of these players is a Regular Player Substitute, the substitute can only play 2 games.
 - The Regular Player Substitute is allowed to substitute for a team player, **but is limited to a maximum of three (3) matches per season for any one (1) specific team.**
 - **It is the responsibility of the Team Captain to keep track of the number of times any Regular Player Substitute plays for their team and report it as such on the score sheet including the league in which the Regular Player Substitute plays.**
 - If a Regular Player Substitute plays more than 3 matches for the same specific team, the violating team will forfeit all games won in which the overage occurred.

Referee Duties:

The Team Captains will use their discretion to determine which team members will be the Referee prior to the start of each game. Once the game begins the Referee will:

- Use the paddle to indicate which color of ball is to be rolled for each turn
- Use the measuring device supplied by the Club to determine which ball color is closest to the pallino.
- Announce the number of points won during a frame.
- **Be impartial and will not give advice to either team or coach players as to where to direct their roll.**
- If the Referee does not have the agility to measure, step aside, direct and observe while the Team Captains (or Captain's Designee) conduct the measurement
- Ensure only the Referee and Team Captains (or the Captain's Designee) are on the court during measurement (total of 3 persons), and when returning the rolled balls to begin the next frame.
- Ensure other players remain behind the court of their respective end. Players are not to traverse the walkway between courts as this becomes distracting to the neighboring court players.

HOW TO BEGIN...

Start of a Match:

- A match consists of 3 games.
- The match begins with a coin toss between the two Team Captains. The winner of the coin toss can choose to either: a) have first roll of the pallino **or** b) choose the ball color.
- The Club plays a doubles format. This means each team has 4 members playing at a time. Two (2) members of each team will play from opposite ends of the court.
- The non-playing team members may be asked by their Team Captain to act as Referee, or act as the Captain's Designee to measure which balls are closest to the pallino and the number of points scored.
- When the game starts, only the person rolling the pallino or bocce ball should be on the court. Thereafter, only the player whose turn it is to roll their bocce ball will be on the court while the games are in progress.
- All players who are not on the court rolling a ball must remain behind the court.
- The Referee is the only person allowed on the side of the court during play.
- Visitors are not allowed on the court at any time during regulation play.

Frame:

- The player who correctly rolls out the pallino also rolls one of their team's balls (red or green), trying to get as close as possible to the pallino. Next, the opposing team member rolls one of their balls, again trying to get as close as possible to the pallino.
- If the first two balls rolled are considered a tie, the opposing team who rolled the last ball continues to roll until they have gotten closer to the pallino or have rolled all 4 balls. The team who is rolling the ball must 'better' or be closer to the pallino before the throw changes to the other team.
- The team that is closest to the pallino does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has rolled all of its balls. This continues until both teams have rolled all of their bocce balls.
- The frame is complete once all balls have been rolled and points have been awarded by the Referee.
- After the first frame is scored, the match continues from the opposite end of the court. The team rolling the pallino is the team that was awarded points from the previous frame.

Rolling The Pallino:

- The game commences when a player with the honor rolls the pallino. When rolling the pallino, the pallino must **fully pass** the center white line, remain on the playing surface, and not hit the back or side walls. If the Referee determines the pallino hit the back or side walls or did not fully cross the center line the Referee will hand the pallino over to the opposing team.
- Every player rolls two (2) balls each; consecutively or alternating with their partner – the option is up to the players. Either way is permissible.

- The same player may roll the pallino each time the balls are at their end of the court.
- The correct form of the pallino or bocce ball roll is an “under-handed release, below the waist; near knee level”. The ball must be rolled, not tossed upward or forward. Please try to adhere to this form for the safety of all players, the protection of the courts, and to reduce wear on the balls.
- Players may also use an over-handed release (with the palm facing downward), below the waist, near knee level. As with the under-handed release, the ball must not be tossed upward or remain in the air but rolled forward.
- When rolling the pallino or bocce ball the player must have both feet on the court.

Foul Line:

- A player’s movement is limited to staying behind the foul line (first white line near the end of each end of the court). The player is not to step on or over the foul line while rolling the pallino or bocce ball(s).
- If a foot foul occurs, the person committing the foul should be made aware either directly or through their Team Captain and the Referee notified.
- Further occurrence of the foot foul will result in the Referee removing the ball rolled from the court for that frame.

Holding Balls off Court:

- Balls are to remain against the back board of the court at all times unless it is the ball being rolled.
- It is permissible for the player, whose turn it is, to walk down the court to observe the setup of the balls before rolling.

WHAT IF...

The Wrong Color Ball is Rolled:

If a player rolls the wrong color ball, the Referee will replace it with a ball of the correct color when the ball comes to rest and normal play will continue.

Someone Plays Out of Turn:

If a player rolls out of turn play stops, the frame is ended, and play moves to the other end of the court.

The Bocce Ball Leaves the Court:

If a bocce ball goes off the court, the ball is out of play for that frame (i.e., it is not replayed). At the end of the frame, the ball is put back onto the court so the teams have the full complement of balls.

The Pallino Leaves the Court:

- Once the pallino has been validly put into play, it remains in play even if it gets hit by another ball and rolls to the back wall.

- If the pallino is knocked out of the court, it is returned to its' last known position on the court after it was hit out. If the last position is unknown, then the pallino is to be placed along the edge of the court at the point where it went out.

SCORING...

Scoring and Measurements:

- Scoring occurs at the end of each frame. Only the team closest to the pallino receives points. One point is given for each ball that is closer to the pallino than any ball of the opposing team.
- All measurements should be made *from the pallino to the inside center (side facing the pallino not top) dimension of the bocce ball.*
- **A maximum of three (3) individuals are allowed on the court for measuring:** the Referee and the two Team Captains or the Captain's Designee.
- No balls will be moved, *unless it impedes measurement and with the direction of the Referee,* until both teams have agreed to the outcome.
- If the measurement reveals a red and green ball are equal distance from the pallino, the frame is declared a tie and no points are awarded. Game play continues from the opposite end of the court **beginning with the team who last put the pallino in play.**
- If the number of points won in a frame exceeds 13 points for a team, no points are awarded and the game continues from the opposite end with the team who last put the pallino in play.

Balls Moved Before the Point Declaration by the Referee:

- **It is prohibited for any team member to move any of the balls prior to the number of points being declared by the Referee.**
- The frame is not over until there is agreement between the Referee and both of the Team Captains. No balls should be moved until both Captains and the Referee agree. Assuring this agreement is the responsibility of the Referee.

Winning a Game:

- The first team to score *exactly* 13 points wins the game.
- If a team scores 13 points but still has balls that have not been rolled, **the extra balls do not have to be rolled,** the game is over and the win is announced by the Referee.
- After each win has been announced, the designated "*Home*" Team Captain records the scores for both teams on the bocce score sheet asking the opposing Team Captain to verify the tally.
- At the end of the match the score sheet is given to the League Manager.
- The League Manager provides a Standings Sheet, a weekly total of wins and losses for each team and each league for one season of play.

Playing Subsequent Games:

- At the end of a game and prior to the start of the next game, teams are to switch ends of the court and Team Captains can then select who will play the next game.
- **No player(s) shall play on the same end of the court for consecutive games.**
- The team winning the previous game rolls the pallino to start the next game.
- The Club plays three (3) games per match. All six (6) players play two (2) games each.

IF IT HAPPENS...

Inclement Weather -

- If the weekly play date is cancelled due to weather, holidays, etc., no data will be shown for that particular week on the Standings Sheet.
- If rain and/or lightening begins after league play starts, the League Manager and Team Captains will decide if there is a pause in play to see if the weather clears or if play is suspended for the remainder of the day/evening. If play is suspended, all teams must record the **same total number of wins/losses (games played)** completed by all league teams which will be shown on the Standings Sheet.

Player Leaves During a Game:

If a player quits playing during a game in progress, for any reason, the opposing Captain may choose the replacement player from the remaining players of that team.

Forfeiture:

- A team must have 4 players available (**2 of which are listed as Regular Players on the team roster**) to play during league play, or it is a forfeit.
- Teams with less than 4 players at the start of the first game are allowed 15 minutes to assemble the required players. Once the fifteen 15 minutes have elapsed, the opposing team will be awarded all 3 wins.
- Prior to the day of play, if less than 4 players are available to play, the Team Captain should find a substitute as early as possible using the following methods:
 - a. Use a Team Alternate
 - b. Use a Regular Player Substitute from another league
 - c. Contact the League Manager and ask for help in finding a substitute
- If a substitute cannot be found, ask the opposing Team Captain if they will reschedule the match during the week and **before the next scheduled match**. Notify the League Manager.
- Failing either of these, the team with too few players must take a forfeit (3 losses) and award 3 wins to the other team.
- All Captains/Teams are asked to work with other Captains/Teams to help avoid forfeits by assisting in finding someone to play or trying to reschedule. A forfeiture should be the last resort.

Rule Infractions:

- Any player who sees a rule infraction should inform their Team Captain.

- The Team Captain is asked to inform the offending party (if the person is on their own team) that what they are doing is not permitted.
- If the offending player is on the opposing team, the Team Captain or Acting Captain who was notified is to inform the other Team Captain and let the other Team Captain speak to their own player.
- If the infraction continues, the Team Captain or Acting Captain should inform the League Manager so the behavior can be corrected quickly and easily. Timeliness is important. It is very hard for a Team Captain or League Manager to correct behavior long after the event happens.

Player Conduct:

- As cited in the Club By-Laws, proper behavior and decorum is expected from all members. Members who are abusive, excessively loud, who project an undesirable or inappropriate image, or who unnecessarily and blatantly create turmoil, disruption, and/or dissension among club members, other clubs, or the Association in general, may have their membership temporarily suspended by the Club.

Recommended steps for Club disciplinary action:

- First Offense: Oral Warning at the time of the offense (written warning from the Club, if necessary).
- Second Offense: One week suspension from play by the Club.
- Third Offense: Termination in accordance with the procedures in Chapter 3, paragraph 3.1c of the Charter Club Rules and Regulations.