

FOSTER CITY BOCCE BALL LEAGUE RULES

FORMAT

1. Generally, every team will play one game per week on their regular league night; although circumstances may dictate a bye, double header, or time change. **The Foster City Recreation Department (FCRD) and League Director have the final authority to make decisions pertaining to all Adult Bocce Ball League Format.**
2. Season will be 10 weeks including playoffs. The playoff format will be determined by the number of teams.

TEAM ROSTERS

1. Players must be 18 years of age to compete in the adult Bocce Ball leagues offered by the Foster City Recreation Department (FCRD).
2. Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league. Teams that drop from the league prior to playing in a game are eligible for a refund.
3. Players must play in at least 3 regular season games to be eligible for the playoffs.

PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, telephone number and signature appear on the official team roster as filed with the Foster City Recreation Department (FCRD).
2. A team will forfeit any protested games that an ineligible player participated in, and the player and the manager will be automatically suspended from their next scheduled game.

OFFICIAL BOCCE BALL RULES

1. **Game** – The game is played until one team reaches 12 points or a 60 minute time limit expires. A game may be played to conclusion if both teams agree to continue play and the court is available to continue play.
2. Teams will be made of four players or more. Two players from each team will be permanently stationed at each end of the court. Throwing two balls each. At the end of each frame, the game resumes at the opposite end of the court. The home team will have the first toss of the pallino, or choose the color of the balls.
 - a. **SUBSTITUTION - Any player from a different night may substitute on another night, but their own (Amended March 15, 2016).**
 - b. All teams must have 3 rostered players to start a playoff game. All players must alternate ends respectfully so as to play an even amount of ends with their teammates. (Added June 16, 2015)
 - c. **All teams must have 3 rostered players to start a regular season game. Unlike playoffs if a player is injured, becomes sick or needs to live for any emergency reasons, a team can continue with 2 players. (Added March 15, 2016).**
 - d. **Rosters will be considered set as of the 3rd played game (Added march 15, 2016)..**
3. The Pallino is the small ball that serves as the object or target toward which the bocce balls are rolled.

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4. The Bocce Ball is the larger of the playing balls. There are four matched balls for each team. Bocce balls are used to score points or to displace an opponent's ball or the pallino.
5. The pointing line is one of two lines on each end of the court. A player who intends to deliver the ball to score a point must release it somewhere between the backboards and the pointing line.
6. The initial roll is the first delivery after the pallino is tossed to start a new frame. The player tossing the pallino is always responsible for making the initial roll.
7. The pallino must roll past the "midfield line" and not hit the back wall and stay in bounds. If the pallino is not tossed properly by the first team, the second team tosses the pallino to put it in play.
8. To begin play the first team will toss one bocce ball as close to the pallino as possible. The first team then steps aside to let the second team toss its first bocce ball, trying to get it closer to the pallino than the first team. If it does not toss its bocce ball closer to the pallino than the first team's bocce ball, then the second team continues tossing its bocce balls until it does. As soon as a team gets its bocce ball closer to the pallino than the opposing team, that team steps aside to let the opposing team toss a bocce ball or balls until it gets a bocce ball closer to the pallino than the other team. This procedure continues until both teams have tossed all their bocce balls. This is called a "frame".
9. At the end of each frame the game starts at the opposite end of the court. Whoever wins the frame will throw the pallino.
10. The home team will have a choice of tossing the first pallino and bocce ball or choosing the color of balls used.
11. Teammates have the option to toss their bocce balls consecutively or alternatively.
12. All balls must be tossed, rolled, or bounced underhanded.
13. Players can use their bocce balls to knock their opponent's bocce balls away from the pallino at any time during a frame.
14. All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from play for the frame. If an out of bounds ball comes back onto the court, it is still considered out of bounds and all other balls that are touch will be returned to their original positions.
15. Any bocce ball hitting the back wall is dead and must be removed from play.
(Revised March 5, 2015)
16. All balls may hit the side walls at any time.
17. If the pallino goes out of bounds, that frame ends. Play then resumes from the opposite end of the court with the team that originally tossed the pallino tossing it again.
18. Only one team can score in each frame.
19. One point is awarded for each bocce ball that is closer to the pallino than the closest bocce ball of the opposing team. (Example: the first team has two of its bocce balls closer to the pallino than the second team. The first team is awarded two points for that frame, and the second team gets zero points for that frame.)
20. A winning score is 12 points.
21. Team captains may measure any balls at any time.
22. **A team will not be penalized for rolling the wrong colored ball. The ball will simply be replaced with the appropriate colored ball. (Added June 16, 2015)**

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PLAYER ROLL EXAMPLE

An Individual is not allowed to toss all the balls from each side.

When a team has:

Two players – both players must toss from both ends.

Three players – Players alternate ends evenly

Example:

AB

BC

CA and so on.

Four players – two stationed on each end.

Example:

Player A & B on North Side and Player C & D on South Side.

Five players – three stationed on one end and two on the other.

Example:

Player A, B & C on North Side and Player D & E on South Side.

North Side Toss

- 1) AB
- 2) BC
- 3) AC

Six players – three stationed on each end.

Example:

Player A, B & C on North Side and Player D, E & F on South Side.

North Side Toss

- 1) AB
- 2) BC
- 3) AC ...

South Side Toss

- DE
- EF
- DF...

Seven players – four stationed on one end and three on the other.

Example:

Player A, B, C & D on North Side and Player E, F & G on South Side.

North Side Toss

- 1) AB
- 2) CD...
- 3)

South Side Toss

- EF
- FG
- EG...

Eight players – four stationed on each end.

Example:

Player A, B, C & D on North Side and Player E, F, G & H on South Side.

North Side Toss

- 1) AB
- 2) CD...

South Side Toss

- EF
- GH...

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FINAL LEAGUE STANDINGS

League winners will be the team that completes the schedule with the best win-loss record (2-point win, 1-point tie, 0-point loss).

1. Head-to-head record
2. Head-to-head point differential
3. League point differential against playoff teams
4. Blind draw or coin flip

PLAYOFFS

- 1. Division winner will start playoffs on Court 1 and Championship Games will be played on Court 1 (Revised March 15, 2016).**
- 2. Playoffs will be at the conclusion of the season – top four teams are invited to the playoffs (Revised March 15, 2016).**
3. There will be no time limit on the championship game.
- 4. The home team for playoff and championship games is the higher seeded team from the regular season (Amended March 15, 2016).**

PLAYER MISCONDUCT

There are no officials at the matches. Please remember that this is a relaxed, recreational outing. Teams should police their own members. Try to resolve disputes amicably. If there is a rule question that cannot be resolved, bring it to the League Director for final resolution.

MANAGERS-CAPTAINS

1. The manager shall be the representative of his/her team unless he/she designates a player on his/her roster as the team captain prior to the start of the game. Only the team representative is permitted to raise a question concerning a rule interpretation.
2. The team manager is responsible for the conduct of his/her players and spectators at all times and may be held responsible for their actions.

FORFEITS

1. There is a 10 minute grace period for the first game of the evening. For all other games, game time is forfeit time.
2. In the event of a double forfeit, both teams receive a loss.
3. Courts may be used for a practice game in the event a game is forfeited due to lack of players. The game area must be vacated 10 minutes prior to the next scheduled game.
4. Any team forfeiting three (3) times in a season, even if notice is given, may automatically be dropped from the league and given low priority for upcoming seasons.
5. With the league flexibility of rescheduling your games, forfeits should not happen.
- 6.

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PROTESTS PROCEDURES

1. A protest should be stated at the point of contention and prior to the next role of a ball.
2. The Team or Assistant Captain must notify the opposing teams Team or Assistant Captain of the protest.
3. The Team or Assistant Captain will then have one working day to deliver the protest letter to the League Coordinator. Any protest done after the one working day will be dismissed.
4. All protests must be accompanied by a \$50 protest fee (which will be returned if the protest is upheld) and a letter outlining the situation being protested. Protest fee and letter must be turned into the Recreation Center, 650 Shell Blvd., Foster City.

PROTEST LETTER MUST CONTAIN THE FOLLOWING INFORMATION

1. Names of teams involved
2. Date, and time of incident
3. Rule and section of the official rules or local rules under which the protest is made
4. The decision and condition surrounding the making of the decision
5. All details involved in the matter protested

Failure to follow the protest procedures outlined above will void protest. On upheld protests, the League Director will decide the outcome or whether the game will be continued or replayed.

MISCELLANEOUS INFORMATION

1. Games that have to be made up due to weather, unforeseen conflict, power failure or other circumstances will be rescheduled by mutual agreement of the captains and then by contacting Oz Jimenez to reserve a court date and time. If the games cannot be played, the win-loss record will be computed on games actually played.
2. League standings can be found on the Foster City Recreation Department website, www.fostercity.org

INSURANCE

Persons or players participating in activities sponsored by the Foster City Recreation Department are not covered in any way for personal liability or property damage. There is a liability waiver on the roster that is signed by all participants. Players, coaches, managers and team scorekeepers all participate at their own risk.