

SUN CITY GRAND BOCCE CLUB

DEFINITIONS/RULES/PENALTIES

(updated 03/01/2015)

The Sun City Grand Bocce Club has developed these rules of play, and penalties for violation of these rules, to provide a form of standard participation by its membership. It is not intended that these rules deter in any way from the Bocce Club's objectives of fostering good fellowship and providing wholesome enjoyment.

League Captains and their members are encouraged to use mature judgment and common sense in the application of these rules. League Captains have the authority to deviate from the letter of the rule when they believe it is appropriate, i.e. a warning might suffice instead of a penalty. However, during inter-league play, such as spring tournaments or other tournaments scheduled by the SCG Bocce Club, these rules must be followed in detail.

1) DEFINITIONS

- a) A LEAGUE will consist of eight teams (16 players) with one of the players designated as the League Captain. Each league may have up to ten alternates who will fill in for league members who are absent.
- b) A TEAM will consist of two players, and can be two males, two females, or a combination. Alternates/Substitutes can be of either gender.
- c) A SIDE will consist of two teams or four players.
- d) BOUNDARY LINES will be foot foul lines and center line only.
- e) SERVICE is the play from either end when both sides deliver a total of eight bocce balls.
- f) ALLIGATOR ALLEY is the walkway between courts 1 & 2, 3 & 4, 5 & 6 and 7 & 8.
- g) JUDGE'S AREA is the walk on the opposite side of the court from Alligator Alley where the Judge travels to observe the foul lines and ball positions after each throw. It extends the entire length of the court.
- h) DELIVERY AREA at each end is bordered by the side and end boards and the delivery line (sometimes called the foot foul line). It is the area from which the ball is delivered.

- i) *LOFTING or SHOOTING is when a player throws the ball in the air and it lands at the third broken line along the edge. Lofting or shooting is prohibited because of potential damage to the court surface.*
- j) A SUBSTITUTE list will be maintained by the club containing club members who are willing to play for league member(s) who will be absent.

2) THE GAME OF BOCCE – OVERVIEW

- a) One side (2 teams) will deliver balls of one color and the other side will deliver balls of a different color. (This Bocce Club will use blue and white balls.)
- b) Each player will deliver two balls in any order. (Example: A player may throw balls 1 and 2, or balls 3 and 4, or balls 1 and 4.) Players can follow any pattern during a game. **NOTE: The player delivering the pallina ball must deliver the first bocce ball.**
- c) Each side will place a player from each team on one end of the court and a player from each team at the other end of the court. Team members do not play on the same end of the court.
- d) The undelivered bocce balls will be in the designated corners of the delivery area. The delivered balls will be on the court. All balls removed for hitting the end board or because of a penalty will be placed on the red wood rack at the edge of alligator alley. This will allow the Judge and all players to know the status of all the balls.
- e) The game begins with the delivery of the pallina ball which can be rolled straight or rebounded off a side board before coming to rest inside the boundary lines. **The player delivering the pallina must throw the first bocce ball.** Thereafter, the team scoring the last points will roll the pallina. Side players will alternate throwing the pallina ball.
- f) The player delivering the pallina can throw the first ball before the pallina has come to a complete stop. If the thrown ball hits the pallina before it has come to a complete stop, the judge will declare a violation and opposing side will roll the pallina.
- g) A player may choose to hold two balls when in the process of delivery. The player must wait for the judge to signal which ball is closest to the pallina before the second ball is thrown. If there is an undelivered ball, it must be placed on the court in the appropriate corner.

- h) When delivering a ball, both feet must be inside the delivery area; however, neither foot may touch or go beyond the foot foul line. No parts of the body can touch the court past the foot foul line prior to delivery. Balls must not be lofted when delivered.
- i) **SCORING** -When all balls have been thrown this concludes the service and **ONE** team is awarded one point for each of its balls which is closer to the pallina than the closest opposing team's ball. Thus, a team may score up to four points per service. If the closest ball of each team is equal in distance from the pallina (tie), **NO** points are awarded.
- j) When the judge cannot determine which balls are closest or a player requests a measurement, the judge will request a member of the opposing team from the end not throwing to assist with the measurement. No other players should enter the court or walk up to the judge's area beside the court while the measurement is taking place. The judge will determine if any interference should be assessed as described in *Section – "PLAY INTERFERENCE"*.
- k) *A standard measuring technique is to be used. The measuring device is carefully placed over the pallina, the tape measure is pulled parallel to the court surface until it touches the center of the bocce ball. The tape is locked in place and can be swung from ball to ball to determine which ball is the closest.*
- l) When a judge declares a tie measurement, the teams will alternate rolling until the tie is broken. (Example: If the last ball thrown was blue and it resulted in a tie, white would roll the next ball. Then blue, then white, then blue, until the tie is broken. When only one side has bocce balls remaining, that side will throw all remaining balls.) When the tie remains after delivery of all balls, or no balls remain to be delivered by either side, then a tie service ends. That service is declared a tie and no points are scored by either side. Play continues on the opposite end, and the side scoring the last points throws out the pallina ball.
- m) A game is complete when one side has obtained a total of eleven (11) points **and the opponents have no other balls to deliver. (Example: The blue side** is ahead 10 to 9. The white side has thrown all of their bocce balls. The blue side still has the closest ball to the pallina ball, giving them a total of eleven points, but they have two bocce balls that have not been thrown. The two balls not thrown **DO NOT HAVE TO BE DELIVERED** as the game is deemed completed when a team reaches a score of eleven points. However, if a game is not complete (less than 11 points), the throw-away ball or balls, must be delivered at least a few feet to end the serve. Teams must realize that a ball rolled is a ball played. A verbal "I am throwing the ball away" means nothing during a service.

- n) Once the judge has officially awarded the points, the side that did not deliver the balls can clear the courts.

3) CLUB RULES

a) SCHEDULE OF PLAY

- i. The Board of Directors will develop a schedule of play which will provide for each league to play on the same day and the same time each week of the 14 week schedule.
- ii. The side assigned to the blue balls will always deliver the first ball of each game during league play. For tournaments a coin flip determines who goes first and which color balls are used.
- iii. A team will play three (3) games when its league is scheduled to play.
- iv. Any games canceled due to bad weather can be made up and should be made up on the courts that were originally scheduled.

b) GAME RESULTS

- i. League captains will verify and post-game results on the official score sheet.
- ii. Points earned by each team are accumulative. The team scoring the most points in a season of play will be acknowledged as its league champions.
- iii. Each league may provide special recognition to its champions.

c) PLAYER/TEAM LEAVES

- i. When a TEAM leaves a league after the season has started and a new team joins the league in its place, the new team will start with the same points as the current last place team.
- ii. When a PLAYER leaves a team, and a new Player fills that position after the season has started, the new player will start at the point of the team being joined. No previously earned points move with the player.

d) **PLAYER/TEAM ARRIVES LATE OR LEAVES EARLY**

- i. It is the responsibility of a league member to find their own replacement for the time(s) they cannot play. The replacement can be a league alternate, a substitute from the list, or another club member willing to play at that time.
- ii. A player or team can be ten minutes late for the first game and still play the remaining portion of the game without any point penalty. After ten minutes, the absent rule for the first game stands. This applies **ONLY** to the first game. All players or teams must be at the courts at the start of games #2 and #3. There is no late allowance for games #2 or #3.
- iii. If a player starts a game and then has to leave before the game is done, they cannot have a sub take over for them in the middle of a game. Exception: if a player is hurt and a sub happens to be there, then they can play for the injured player.

e) **EFFECT ON SCORING WHEN PLAYERS ABSENT OR LEAVE EARLY AND NO SUBSTITUTE(S) ARE PROVIDED**

- i. When a **PLAYER** is absent or leaves early and a sub is not provided, the team will have three (3) points per game (un-completed game if left early) subtracted from the points accumulated for that team.
- ii. **Ball delivery when a player is absent:** A team member on the court for a game is **NOT** to move from one end of the court to the other to throw a ball for that team. The team member on the other end of the court (constituting a legal side) from the player present for that team, will throw four balls to compensate for the absent player.
- iii. When a **TEAM** is absent or leaves early and no substitutes have been provided, the team that is on the court (constituting a legal side) will throw four balls for that side (utilizing one player at each end of the court and their score will be what is recorded. The **absent team** will receive zero points for the day. A **team leaving early** will receive zero points for each unfinished game.
- iv. For a **SIDE** to compete, it needs a minimum of one team member at each end of the court. Anything less than one member at each end of a court will result in zero points for both teams making up a side, and the opposing side will receive eleven (11) points. (NOTE: This is a very rare occurrence and will occur only when two teams are absent on the same day and in a game where the absent teams constitute a side.)

f) **UNSPORTSMANLIKE CONDUCT.**

- i. Unsportsmanlike conduct (e.g. use of profanity, loud noises, yelling, sudden movement, walking into restricted areas, refusal to abide by a judge's decision) will result in a warning from the judge for the first offense and forfeit of a game for the second offense. All unsportsmanlike conduct penalties will be reviewed by the league captain and supported before being assessed. The offending side will receive zero points and the other side will receive eleven (11) points.

g) **CLARIFICATION AND ENFORCEMENT OF RULES OF PLAY.**

- i. It is the league captain's sole responsibility to enforce all rules of play. The captain's decision is final.

4) RULES OF PLAY/PENALTIES

a) **PALLINA BALL ROLL VIOLATIONS**

- i. *If the pallina ball does not completely cross the center line or crosses or touches the foul line at the other end of the court, it is a violation of placement. Note: if the pallina extends over the line but does not touch the line it is a good throw. These violations of placement result in the opposing side rolling the pallina.*
- ii. *The pallina ball may not rebound off of the backboard of the court when delivered. This violation of placement results in the opposing side rolling the pallina.*
- iii. *If both sides violate the rule of placement, the Judge will place the pallina ball on the center of the centerline and the first team to violate the rule of placement shall roll the first bocce ball.*
- iv. *If a foot foul occurs while throwing the pallina ball, it will be considered a placement violation and the opposing side rolls the pallina.*
- v. *If the thrown ball hit the pallina, before the pallina came to a complete stop, the judge will declare a violation and the opposing side will roll the pallina.*
- vi. *If pallina leaves the court when thrown, this is considered a pallina ball violation and the opposing team will then throw the pallina.*

b) **FOOT FOUL**

- i. At the time of delivery of a bocce ball, if either foot is out of the court or either foot or hand is touching on or beyond the delivery line, the offending side will lose their closest ball to the pallina. If the foot foul occurs on the delivery of the first bocce ball, that ball shall be lifted from the court and forfeited, and the opposing side shall roll the next bocce ball.

c) **DELIVERY OF THE WRONG COLOR BOCCE BALL**

- i. When a foul occurs before any other bocce balls have been thrown, but after the pallina ball has been thrown, the side committing the foul will lose one undelivered bocce ball, and the delivered wrong color ball will be returned to the opposing side.
- ii. When the foul occurs after both sides have thrown balls on the court, the offending side will lose their ball closest to the pallina ball. The wrong color ball that was delivered will be returned to the opposing side for replay once it comes to a complete stop. Any balls moved by the wrong color ball thrown will REMAIN WHERE THEY END UP.
- iii. *When both teams on a side each throw one or more wrong color bocce ball prior to the foul being noticed all balls including the pallina are returned and the side starts over.*
- iv. If a bocce ball is delivered before the pallina ball is delivered, THERE IS NO PENALTY as the service is not considered started until the pallina ball is delivered. The bocce ball is returned to the thrower.

d) **OUT OF TURN OR EARLY DELIVERY OF A BOCCE BALL**

- i. When a bocce ball is delivered out of turn, the offending side will lose their ball closest to the pallina ball. Wait for the judge to declare which color ball is closest to the pallina.
- ii. When a player delivers a bocce ball before the judge has indicated which color ball is closest to the pallina, the offending side is subject to the loss of their ball closest to the pallina. The judge will rule if a penalty is merited. If it is determined that the judge did not clearly indicate to the thrower what color ball is closest to the pallina, there is no penalty and the thrown ball is legal.

e) **UNAUTHORIZED DELIVERY OF THREE BOCCE BALLS.**

- i. *When a member of a side delivers three balls that is not covered under section - "PLAYER/TEAM ARRIVES LATE OR LEAVES EARLY", the offending side will lose their ball closest to the pallina ball.*

f) **UNAUTHORIZED HOLDING OF A BOCCE BALL**

- i. When a player not in the process of delivery holds a bocce ball, the offending side will lose one undelivered ball. NOTE: If a team member is unable to physically bend over to pick up a ball, another team member can assist the delivery member. Common sense and courtesy is the rule.
- ii. If member unable to physically bend over to pick up the ball, a ball rack can be used.

g) **BALL LEAVING COURT**

- i. When a bocce ball jumps the court boundary board after being delivered, it will remain out of play.
- ii. When the pallina is hit and jumps the court boundary board, all balls will be returned and the entire service will be replayed.

h) **DELIVERED BALL HITTING THE BACKBOARD (ENDBOARD)**

- i. When a delivered bocce ball touches the end board, either directly or from a ricochet it shall be removed from play as soon as it stops rolling. No other balls will be removed, only the thrown ball. If the offending ball has moved other balls on the court, those balls **SHALL REMAIN WHERE THEY ARE** and only the bocce ball hitting the end board is removed from the court even if it touches the pallina.

i) **LOFTING OR SHOOTING**

- i. *A player who lofts or shoots the ball will be warned on the first occurrence and on subsequent throws the penalty should be the loss of the thrown ball, which will be lifted and removed from the court and the opposing side, shall roll the next bocce ball.*

j) **PLAY INTERFERENCE**

- i. When a player steps onto the court while balls are in play or fails to stay behind the court boundaries, the offending side will lose one undelivered bocce ball. When the violation is committed with the side having no undelivered balls, the penalty will be imposed on the next service of that side. The judge will rule if a penalty is merited only if the player interfered with the delivered ball or with the deliverer's ability to throw a ball without distraction.
- ii. A player may ask for the judge's permission to walk down the outside of the court between shots for the purpose of determining the position of the balls prior to shooting. No one may walk down "alligator alley". If it is difficult to determine the position of the balls while standing outside the court, a player can enter the court if the judge gives his/her permission. This activity should occur infrequently and should not delay or disrupt play. The captain will warn the player who delays/disrupts to correct the problem. If after the warning the conduct continues the rules of good sportsmanship will be followed.
- iii. Alligator Alley should remain free of traffic during the game to avoid distractions to players delivering balls on either court. The penalty for a side that has entered Alligator Alley will be the loss of an undelivered bocce ball. When the side in violation has no undelivered bocce balls, the penalty carries over into the next service.
- iv. The judge's area is off-limits to players when a side is in process unless the judge has requested assistance of an opposing side player in measuring to see which color ball is closest. The penalty of loss of one undelivered ball will be imposed. When the side in violation has no undelivered bocce balls, the penalty carries over to the next service. A measurement can be asked for by any player or judge during the service or after all the balls have been delivered and before the judge has officially awarded the points. **Measurements can be requested at any time.**
- v. **COMMENT: If the judge or any player has any doubts about which balls are closest to the pallina, a measurement should take place. A verbal agreement from the opposing players and the judge regarding balls closest to the pallina does not prevent a player from requesting a measurement later in the service or after all the balls have been delivered.**

vi. The side responsible for clearing the court after a service has been completed will not enter the court until the judge has made all measurements and announced his/her decision as to number of points earned and no player has called for a measurement. The penalty of loss of one undelivered ball will be imposed. This penalty carries over to the next service.

k) **ACCIDENTAL MOVEMENT OF THE PALLINA BALL OR BOCCE BALL DURING MEASUREMENT**

- i. If a person, either in the process of measuring or otherwise, moves a pallina or bocce ball, and there are more Bocce balls to be thrown, the service is considered dead and will start over at the same end of the courts.
- ii. If a person, either in the process of measuring or otherwise, moves a pallina or bocce ball, and all balls have been thrown, the judge will record any obvious points and the service is ended.