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Current Bocce Club Rules

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2021 Greenbriar Oceanaire Bocce League Rules

(General):

The rules as presented are exclusively for GOCA and have been adopted to hopefully address the needs of our Bocce Club.

Please Note: *Our rules differ in certain respects from other Adult Communities as well as National and International rules.

Teams:

Teams will be comprised of four (4) players. Two players from each team will be permanently stationed at each end of the court, and cannot switch ends during the game, with each player throwing two (2) balls. At the end of each frame the game resumes at the opposite end of the court. Begin the match with a flip of a coin between the captains of each team. The winner of the coin flip may have the first toss of the Pallino (small target ball) or choose the color of the balls.

Players with physical disabilities are encouraged to participate and may use a wheelchair or walker within the court, and while throwing the ball. Any ramp used to access the court must be removed from the court at the end of every frame. The ramp should be placed and removed with care to avoid potential damage to the synthetic turf and/or sub-surface.

At no time during a game, can players switch ends of the court.

Footwear: The footwear of all players must have flat soles, no heels (no exceptions.)

***Note: Wedges are acceptable if they have flat soles.**

Team Members:

All participants must be Greenbriar Oceanaire residents.

***Note:** Once a resident is signed up as a member of a GOBC Bocce Team they are not permitted to be a member of a second team in the same year and additionally cannot be listed as a substitute on the official Bocce Substitute List.

Team Members with Physical Disabilities

A wheelchair ramp is available to provide accessibility on and off the bocce court to accommodate players with physical disabilities. The Wheelchair ramp is stored in the ball storage box.

Team Names: (revised 2/11/2019)

The incumbent team will retain the rights to their team's name until they either choose to change the team's name or no longer participate in the GOBC Bocce League.

Starting the Game:

A coin toss will be made by one of the team captains, the winner of the toss has the option to either roll the Pallino first or choose the ball color. If the winner elects to roll the Pallino the loser of the coin toss will choose the ball color: red, green, or yellow (for color deficient players).

A Player Must Toss the Pallino:

- Both feet must be on the court when throwing the Pallino or the ball
- Past the center court line
- Can NOT hit the BACK wall of the court.
- The angled boards at either end of the court are part of the sideboard NOT the backboard.

Stepping On or Over the Foul Line:

Players must make every effort to position both feet behind the foul line when tossing the Pallino or the ball. It is appropriate for the opposing team to mention when someone steps on or over the foul line but there will be no penalty assessed even if it happens more than one (1) time.

If a player fails to toss the Pallino correctly the opposing team will toss the Pallino and the first ball. If the opposing team fails to execute the toss as defined above, throwing the Pallino and the first ball reverts to the original team.

The first ball will be thrown by the team that successfully tossed the Pallino, and then steps aside until the opposing team has either rolled one of its bocce balls closer to the Pallino (not tied) or has thrown all their balls.

Pallino Hitting the Back Wall:

Once the Pallino is in play it remains in play even if it hits the back board during the game. However, if the pallino is knocked out of the court the frame will end and play will resume from the opposite end of the court with the same team tossing the Pallino.

Bocce Balls Hitting the Back Wall:

A bocce ball hitting the back wall when tossed is a legal throw.

Pallino Knocked Out of the Court:

If the Pallino is knocked out of the court the frame ends. For Example: If "Team A" knocks the Pallino out of the court, the frame ends, and "Team B" throws the Pallino and the first ball to begin the next frame.

Measuring and Disputes:

Team Captains (or designate) may measure any ball position at any time to resolve all questions and disputes. Only those designated to measure are permitted to be on the court when measuring. No team shall move the Pallino or any ball on the court, either during the frame, or at the conclusion of the frame before the captains (or designate) agree. (See Violations next page)

***Amended 07/09/2022:** Violations that may result in a deduction of two (2) points from the team's score.

Violations.

Shooting Volo: (lofting the ball beyond the center court line). Volo is not permitted, and any ball lofted beyond the center court line is illegal. This is extremely important as Volo tosses could compromise the synthetic turf and/or sub-surface.

Out of Turn: Team A throws a ball, and it is closest to the Pallino. If Team B has balls left to throw, it would be their turn to throw but in error, Team A throws another ball; that is Throwing Out of Turn.

Throw More Than Two Balls: Each player can only throw two balls.

Moving Or Disturbing Balls: If a team moves the Pallino or balls (even accidentally), two (2) points will be deducted from their score. The frame ends: no points are gained by the other team, regardless of where all balls were positioned, at the time of the infraction. The opposing team then rolls the Pallino and the first ball, to begin the next frame at the opposite end of the court.

2 Point Deduction—If Balls on The Court Are Disturbed or Moved.

If any of the above violations occur, and the ball thrown in error makes contact in any way with the balls on the court (bocce balls or the Pallino). **The frame ends.** The team committing the infraction has **two (2) points deducted** from their score. The opposing team rolls the Pallino and the first ball at the opposite end of the court.

Penalized Use of Ball—If No Balls Are Disturbed (Bocce balls or Pallino).

The ball that was thrown in error is removed from play until the end of the frame and play continues (the team has 3 balls for this frame). The team regains use of that ball beginning next frame.

Scoring:

Only one team can score in a frame. One point is awarded for each ball that is closer to the Pallino than the closest ball of the opposing team. If at the end of any frame the closest ball of each team is at an equal distance from the Pallino, no points will be awarded to either team the frame ends and the game resumes from the opposite end of the court with the same team tossing the Pallino. Games are played to thirteen (13) points with a margin of two (2) points *to* win the game.

Whenever a team gets a ball closer, they will step aside and let the other team roll. The other team throws until it beats (not ties) the opponent's ball. This continues until both teams have thrown all their balls. The team that scored last throws the Pallino to begin the next frame. Consecutive or alternating throws by teammates shall be at the option of the players. Players are permitted to use the side and back walls at any time, when tossing bocce balls. If a player rolls the wrong color ball, simply replace it with a correct color ball when it comes to rest.

Once a team scores thirteen (13) points and the other team trails by more than one (1) point and has tossed all 4 balls, the game is over, and no more balls can be put in play even if the winning team has a ball or balls that have not been thrown. Remaining balls do not have to be thrown.

All games must be played to completion, thirteen (13) points, regardless of the score. The "Mercy Rule" may not be applied. *In cases of a medical emergency or an injured player*, the game should be stopped and completed at the earliest date convenient to both teams.

Changes of the score on the score board must ONLY be made by playing members of the participating teams, and not by friends and family.

End of Each Game Played:

At the end of each game the winning team is responsible for recording the score for both teams on the score sheets posted on the Bocce bulletin board. Captains or designate must initial the final score as posted.

Challenges:

Challenges of the score of a particular game must be made within two (2) weeks of the game date.

For challenges of scores of games played during the final week of the season the time frame is one (1) week.

Note: All challenges must be referred to Larry Saunders (609-242-7005)

Conversations/Coaching:

The player tossing the Pallino, or the Bocce balls is the only person permitted on the court. All other players must station themselves behind their respective backboard. The only exception is when a player requires help from a teammate or family member to enter and exit the court due to physical disability.

During the game it is expected that convers between teammates will be brief and will take place on a limited basis. This will keep the game moving at a pace that is hopefully beneficial to both teams and demonstrates respect for the opponent.

Disputes:

All disputes must be referred to Dispute Resolution Officer (not be announced)

Decisions rendered ~~involving~~ rules directly related to how the game is played, such as interpretation and/or violations **are final**. There is no recourse (no exceptions).

Decisions will also be rendered regarding actions, activities, or conduct by Bocce players, teams or spectators that do not have a direct impact on the outcome of a particular game but are considered unacceptable in GOCA (profanity, threats, intimidation, etc.) Decisions in this category may be taken to the AOR Committee if the parties involved do not accept the ruling the Bocce Committee.

Please Note: If this occurs, the Bocce Committee **will not** advocate and/or participate in resolving the problem.

Late Arrivals:

A team not showing up within ten (10) minutes of the starting time loses two (2) points and an additional two (2) points for every five (5) minutes thereafter. A team not showing up within thirty (30) minutes of start time forfeits the game. A team missing player at the start of a game may play with a **minimum** of two (2) players. However, each player is **permitted** to roll only two (2) balls. A player, or players arriving late may enter the game only at the beginning of a new frame.

Note:

If a team is unable to play a scheduled game, every effort must be made to contact the opposing captain as far ahead of the start day/time as possible, so the players of the opposing team know the game will not be played as scheduled to minimize inconvenience.

NEW RULE: (May 2023, New Rule)

If Team A is not able to make a scheduled game and chooses NOT TO USE subs, they can ask Team B if they would reschedule the game, if the two teams can **mutually agree** on a date within the reschedule period that would be okay. If an agreement **cannot** be made, then Team B will give Team A two dates that Team B is able to play. Team A **must choose one** of the dates that Team B offers or FORFEIT the game. (Pg. 7 Substitute Rule and Pg. 8 Forfeit Rules).

Substitutions/Substitutes (: Regular Season)

A team may make one substitution during a game. Substitutions may only be made between frames. The substitute must play at the same end of the court as the player being replaced.

A team cannot play with more than two (2) substitutes before the start of a game. Substitutes may be selected using one of the following three (3) options:

Option #1: The Official Substitutes List

Substitutes selected via Option #1 may be used three (3) times by any team.

Option #2: Non-Playing Residents of GOGA (May 2023, New Rule)

Substitutes selected via Option #2 may be used **THREE (3) TIMES** by any team. The team Captain must make substitutes aware of the Bocce Club By-Laws that are posted on the GOCA website and the notice board adjacent to the courts.

Option #3: Players on other Teams

Substitutes selected via Option #3 cannot be members of a team in the same division as the team making the selection. In addition, a player selected from another division may only substitute once for the same team during the entire season. Violation of this rule will result in a forfeit. Regular forfeit rules will apply.

The captain, or a designate of any team using any substitutes **MUST** record the names of the substitutes on the score sheet and notify the captain of the other team **PRIOR** to the start of the game.

Permanent Replacements: (Regular Season)**Games 1-8:**

"Permanent Replacements" may be made at any time **through game #8** of the regular season to replace up to two members of the original team.

The captain (or designate) **must notify** Larry Saunders (609) 242-7005 when it is determined that a permanent replacement(s) is required.

Note: This action must be taken before Game #9 is played.

This "Permanent Replacement" is considered a **regular member** of the team and can only sub for other teams in accordance with existing substitution rules.

Note: That includes among other things, no subbing for a team in the same division.

Games 9-11:

A "Permanent Replacement" designated to play in Games 9-11 is considered a regular member of the team and must adhere to the existing substitution rules.

However, should the team qualify for playoff competition, the permanent replacement is not eligible, and the team must secure a substitute via the playoff substitution procedure. (Refer to page #10)

Forfeited and/or Make Up Games:

1. Forfeited Game: A forfeited game is when one team does not show up for a scheduled game within thirty (30) minutes or refuses to schedule a makeup game within the applicable time for a game that was cancelled due to rain. The team that forfeits will be charged with a loss by a score of 13-0 and the team that was available to play will be credited with a win by a score of 7-0. Any team that forfeits two (2) or more games will not be eligible to participate in the playoffs regardless of its won/loss record, and additionally will not be guaranteed the same playing time for the following season.
2. Make Up Games: Make Up Games must be completed within 14 days from the original play date or 7 days in games scheduled in August. If a makeup game cannot be scheduled to the satisfaction of both teams within the allotted time the captains must contact **Larry Saunders (609-242-7005)**.

Note: If a makeup game time is agreed upon and one team does not show up, the normal forfeit rule will apply.

Any game that has started and not completed for reasons of weather, injury, or other emergencies will be rescheduled in accordance with the following guidelines:

- a) If either team has a score of at least 7 points prior to stopping the game. The makeup game will resume with the score as it was when the game stopped.
- b) If both teams have a score of less than 7 points when the game is stopped, the makeup game will be played (as new game) starting with zero (0) for both teams.
- c) If the makeup is not completed within 14 days of the original scheduled date in August, neither team will be awarded a win or loss and no points will be recorded for either team.
- d) Court reservations for makeup games can be made by posting the intended day, time and court number on the "makeup game court reservation" sheet on the Bocce Bulletin Board

Playoffs: Eligibility& Substitutes

Eligibility: To be eligible for the playoffs a team must play all regularly scheduled games (11)

***Note:** This includes games not played where the FORFEIT RULE applies (no exceptions)

Substitutes: Teams qualifying for the playoffs that require one or two substitutes must notify the Bocce Committee by Wednesday of the week between the final game of the season and the playoffs.

The Playoffs substitutes list will be comprised primarily of players from the regular season "Substitutes List" who volunteer to be participate in Playoff competition and are available to play in all games the team choosing them plays in throughout the-Playoffs. This means a commitment not only to Saturday but Sunday as well.

Members of teams not playing in the Playoffs will be invited to volunteer but these players will only be used to fill the void should the number of volunteers from the "Substitutes List" be less than the number of substitutes needed. Should this occur, there will be a random drawing by the Bocce Committee of the required number of these players to be included in the main drawing of Substitutes by the Captains of teams needing substitutes. **Note:** This means all players from the "Substitutes List" who volunteer will be selected and will play.

Bocce Playoff Sub Selection Procedure

The Bocce Committee will randomly draw the name of each team that requires a substitute(s) to determine the order in which the captain (or designate) draw their substitute(s).

Drawing #1 (Thursday):

For teams that require one or more subs for all games they participate in. Only one sub will be selected in this specific drawing.

Note: Only Players from the "sub list" will be candidates for these openings unless the demand is greater than seven. If this occurs, the Bocce Committee will fill the void by randomly drawing names from the pool of players from non-playoff eligible teams who have volunteered. They will be added to the subs from the "subs list" before the start of drawing.

Drawing #2 (Thursday):

For teams that need a second sub for all games they participate in and another for either Saturday (only) or Sunday (only), they cannot be interchanged. The first sub drawn is for all games the teams participate in and the second is for the one day only.

Drawing #3 (at the conclusion of 1st games on Saturday)

For teams that require a sub(s) for Sunday only. Candidates will include volunteers from the "sub list" who were not selected in Drawing #1 or drawing #2 (if any) they will be picked first. If additional subs for Sunday are needed, the volunteers from the "sub list" who played for a team needing a sub for Saturday only or a sub who played for a team that was eliminated on Saturday will be candidates for these openings.

Teams Not Represented at Drawing

If a team requiring a sub(s) is not represented at the Playoff Sub Selection Meeting, the Bocce Committee will pick for that team to determine the order in which their sub(s) will be selected and will represent them accordingly. At the close of the drawing process, the teams not represented will be notified by the Bocce Committee of the name and phone number of their substitute(s.)

Under NO Circumstances: Can a team select a substitute for playoff competition without going through the above selection process. Further, a team cannot select a substitute for playoff competition from individuals who joined the team in Games 9-11 of the regular season unless via the above selection process.

Playoffs: Officiating, Scheduling, Championship Game

Officiating:

All measurements will be made by a member of the Bocce Committee with the help of the Team Captains or designate. In the event of any dispute the decision of the Bocce Committee Member is final. **There will be a Bocce Committee Member assigned to each court as a referee.**

Scheduling:

To expedite the playoff competition, games will be played as courts become available. There will be no delays and/or changes made to avoid having a team play on the same court for two (2) successive games.

Championship Games:

The Championship Game will be played to 15+ points with a margin of two (2) points. The Championship Game will be played on the court designated by the Bocce Committee.

