

CAMPO DI BOCCE OF LIVERMORE

Rules Governing Evening League Play

League commissioner: Ben Musolf & John Contreras

League Fees

Evening League play is included in all Campo di Bocce of Livermore memberships except for Daytime memberships. If a Senior Daytime Member wishes to play in the Evening Leagues, they will be asked to upgrade their membership or to pay non-Member League fees. Members of Campo di Bocce of Los Gatos who are primary members of a team (basic four) pay a fee of \$5.00 per week, paid in advance. Non-members who participate as primary roster players of a team are charged a non-member fee of \$10.00 per week, paid in advance. Non-members acting as alternates on a league team are not charged a fee. Team captains are advised that all player league fees are due no later than the first night of play or the team will forfeit all matches until paid.

Eligibility

Four (4) primary roster players on Open teams and three (3) primary roster players on Raffa teams must be registered as club members in good standing at a level above Senior Daytime membership or paid-up non-members or paid-up Los Gatos club members in good standing. Each Open and Raffa team is allowed additional non-paying alternates. A registered roster player must remain permanently on that team for the remainder of the playing season. Alternates may be added to team rosters up to the completion of the third week of play by notifying the League Coordinator, Heather Veon, in writing of the roster addition. No other roster changes may be made after the third week of play unless approved by the League Board.

The Teams

OPEN PLAY: Teams will be comprised of four (4) players. Two (2) players from each team will be permanently stationed at each end of the court, throwing two (2) balls each. At the end of the frame, the game resumes at the opposite end of the court. The match begins with the flip of a coin between the captains of each team. The winner of the coin flip tosses the pallino (small target ball) and plays first. The team losing the toss chooses the color for their team's balls (i.e. red or green).

RAFFA PLAY: Teams will be comprised of three (3) players with all players playing on both ends (up and back play – no stationary players). The match begins with the flip of a coin between the captains of each team. The first game of a match begins with the team that won the coin toss placing the pallino in the center of the court (painted circle between the C & D lines and C1 & D1 lines here at Campo di Bocce of Livermore) and throw the first bocce ball. The team losing the coin toss chooses the color for their team's balls (red or green).

Tossing the Pallino

OPEN PLAY: A player may toss the pallino any distance, as long as the pallino passes the center line of the court and does not hit the back wall. If a player fails to toss the pallino properly, the opposing team will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino, the pallino toss reverts to the original team. Play commences with the team that first tossed the pallino. Any time a player is rolling, opposing players should remain quietly behind that player.

RAFFA PLAY: During the game, the pallino is tossed by the winner of the previous frame. A valid toss is one that lands past the E/E1 line (not on it) and comes to rest before the B/B1 line and does not touch or stop within 13 cm. of the sideboard. If both attempts at setting the pallino are ruled invalid, the pallino shall be placed on the circle in the center of the court (painted circle between the C & D lines and C1 & D1 lines here at Campo di Bocce of Livermore). Play commences with the team that first tossed the pallino. See the attached Raffa rules for further details about pallino movement once play has commenced.

Playing the Game

OPEN PLAY: The first ball will be thrown by the team who originally tossed the pallino. If the first bocce ball hits the back board (and did not touch the pallino), the team must roll again. Once a ball is in play, that team steps aside and does not roll again until the opposing team has either rolled one of its balls closer to the pallino or has thrown all of its balls. Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls. The team who scored last throws the pallino to begin the next frame. Consecutive or alternating throws by teammates is at the option of the players. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. If a player rolls out of turn or plays more than two balls, the other team may leave all balls as they come to rest, or remove the illegal ball from play and return all balls to their original position.

RAFFA PLAY: See attached rules for details concerning Raffa play.

Foul Lines

OPEN PLAY: Players may step on, but not beyond, the foul line before releasing the pallino or a bocce ball. First offense, player is given a warning. Second offense, thrown ball is removed from play. All hit balls are put back into their original position.

RAFFA PLAY: See attached rules for details concerning Raffa play.

Scoring

Only one team scores in a frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team. All measurements should be made from the inside dimension of the ball to the inside dimension of the pallino. If at the end of any frame the closest ball of each team is equidistant from the pallino, no points are awarded to either team and the game resumes from the other end of the court, with the same team tossing the pallino. League games are played to twelve (12) points.

Balls Hitting the Back Wall

A ball hitting the back wall is dead and must be removed from play unless it first hits another ball (or pallino) in which case all balls are valid (in play). If a thrown ball does not first touch another ball, hits the backboard, and then strikes a stationary ball, that stationary ball shall be replaced to its original position and the thrown ball removed from play.

Pallino Hitting the Back Wall

Once the pallino is in play, it remains in play even if it hits the backboard during the game. However, if the pallino is knocked out of the court, or is knocked in front of the center line, the frame will end and play will resume from the opposite end of the court, with the same team tossing the pallino.

Ball or Pallino Hitting Any Point Above the Wood Siderails

Any ball or pallino which has been thrown or struck by another ball and subsequently hits any area above the wood siderails has been deemed to have left the court, is dead, and shall be removed from the court. Any balls struck after the ball or pallino is dead will be returned their original position.

Shooting Volo

OPEN PLAY: Volo shooting is lofting the ball in the air beyond the center line of the court. This is a valid throw, but the throw must be made from the same foul line as for lagging.

RAFFA PLAY: See attached rules for details concerning Raffa play.

Ball Movement Penalty

If a player moves a ball prior to the end of a frame (thinking play is over), and the balls cannot then be accurately relocated to their original positions, all point balls including close, but unmeasured, balls as well as all remaining unthrown balls of the non-offending team are counted as points. If the offense is by the playing team, all remaining unthrown balls of the playing team are voided.

Practice Play

There is to be NO practicing on the court scheduled for your league play one (1) hour prior to the start of league play. Any violation should be brought to the attention of the appropriate League Representative. When league play is ready to start, each team may practice using the “once up, once back” rule after which play commences.

Substitutions

The only players eligible to play in league matches are those on a team roster or listed on the “On Call” Substitutes list on file with Heather Veon and consistent with the Eligibility rules stated above. At least one primary or alternate roster player must be present to have a valid team. Only one substitute player who has been designated as a “benchmark” player by Heather Veon may play for a team in any given match. Substitutes play at their total discretion. A team may only use the same Substitute Pool player five (5) times in a season. An alternate team player or legitimate substitute may enter the game at any new frame, but then must play for the remainder of that game.

Late Arrivals, Team No-Shows, and Forfeits

Teams will be given a 10-minute grace period to begin play to avoid forfeiture. For example, if Team A is on time for a 6:30 match, and Team B does not field a valid team until 6:45, then the first match shall be awarded as a win for Team A (12-0). If Team B does not field a valid team within 30 minutes of the start of the session, then the second match shall also be awarded as a win for Team A (12-0). The only exception to this forfeiture rule would be at the discretion of the Captain of Team A. For instance, should the Captain of Team A receive a call from the Captain of Team B stating they are running late, Team A could allow play to start late. However, matches must be played within the allotted two-hour session in which they are scheduled.

OPEN PLAY: If a team does not have four (4) players when league play is to start by the clock at 6:30 or 8:30, but has a minimum of two (2) players, one of whom is a primary or alternate roster player, that team is obligated to start the game. With only two (2) players, one player is assigned to each end of the court and each has three (3) balls. With three (3) players, two (2) players are assigned to one end of the court and one player to the other. The single player plays with three (3) balls. An additional player arriving after play has begun may enter the match at the start of any new frame.

RAFFA PLAY: If a team does not have three (3) players when league play is to start by the clock at 6:30 or 8:30, but has a minimum of two (2) players with at least one valid roster player, that team is obligated to start the game. With two players, each player retains two (2) balls, and the balls that would have been played by the third player are not in play. If an additional player arrives after play has begun, that player may enter the match at the start of any new frame.

Captain's Responsibilities

The captain of each team, or their designated representative, will be responsible for the following duties:

1. Attending the captain's meetings
2. Ensuring the roster is accurate and that non-members have paid appropriate fees
3. Apprising the League Commissioner of any problems or complaints
4. Knowing and understanding the league rules and informing all players and alternates of same
5. Recording scores and signing the score sheet
6. Getting frames started on time

The League Board

Each evening league will have one elected League Representative who with Ben Musolf, Heather Veon (League Coordinator) will act as arbiter of any team protests, unresolved disputes, requests for waiver of these Rules for special circumstances, disciplinary actions, etc. (See bocce bulletin board for the League Representative's name). If special circumstances arise of a discretionary nature that are not covered under these stated Rules, the League Board will revert to the official Confederation Boccistica Internazionale (C.B.I.) regulations under which Campo di Bocce of Livermore is affiliated.

Courtesy Rule

Players must stand aside when the opposing team is playing. Players on the throwing end must be quiet and stand behind the player rolling or shooting. First violation gets a warning. Second violation loses one ball for the next frame.

Protests

A match may be protested by a team captain. Protests regarding any match should be submitted to your League Representative or to the League Coordinator, Heather Veon, in writing, within 24 hours of the protested match. The written protest should state clearly the alleged foul or infraction, the date and time of the incident, and indicate the opposing team and team captain.

League Standings and Tie-Breakers

Team standings will be based on the official won/loss percentage record and will be posted on the Campo di Bocce bulletin board as well as the Club's website each week. If two (2) teams tie for first, second, or third positions with the same win/loss percentage record at the end of the season, the tie-breaker is in the following order: 1) which team won both head to head games, 2) which team scored the most points over the season, or 3) which team had the least points scored against it over the season.

Rain-Outs and Cancellation of Play

If the outside courts are unplayable due to rain and indoor courts are not available for league play, scheduled matches will be cancelled. Call the front desk at (925) 249-9800 after 3:00 PM on the day of play for playing information. *It is the team's responsibility to check on whether or not play is cancelled by calling the club.* All games are to be played per the posted schedule. *There will be no make-up games.*