

CAMPO DI BOCCE OF LOS GATOS

Rules Governing Evening League Play

League Fees

Non-members who participate as primary members of teams (basic four) are charged a non-member fee. Club members are charged a reduced member rate. Alternates for league teams are not charged a fee. Team captains are advised that all fees are due at or before the captains' meeting or the team will have to forfeit all matches until paid.

Eligibility

Four first-line players must be registered as paid-up non-members or be club members in good standing. Each team is allowed an additional four non-paying alternates. A registered roster player must remain permanently on that team for the remainder of the playing season. Requests for roster changes after the league season begins may be coordinated with Campo di Bocce of Los Gatos within the first three weeks of the league season.

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. Completing the scoresheet in its entirety and signing off on the accuracy of all information. (Failure to complete scores and/or names of players present, including substitutes, will result in forfeiture.)
6. Starting all frames on time and in accordance with the rules

Substitutions

Valid Substitution Rules: 1) A Monday player may substitute for a Tuesday or Wednesday team or for another Monday team 2) A Tuesday player may substitute for a Wednesday team or another Tuesday team but may not substitute for a Monday team 3) A Wednesday player may not substitute for any other team 4) Pool List players may play on any night unless noted otherwise on the pool list

Valid substitute players (see "Valid Substitution Rules" above) may play in league matches. A legitimate substitute may enter the game at any new frame but must then play for the remainder of that game. A team may only use the same substitute player **three (3) times** in a season. **A person can be a substitute for a total of 5 times per season. They are not able to exceed this amount, if they do, the team they subbed for will take an automatic forfeit for that game. Substitutions must be documented on substitution log in league binders located at the front desk.**

Pool players on the posted "Pool List" are available to substitute for any team short of players. This list is open to anyone who is not already a member of a team and any rostered players who wish to be contacted as substitute players for other teams (valid substitution rules apply). The list is finalized three weeks into the season, at which point, no additions may be made.

Late Starts, Team No-Shows, and Forfeits

The time limit for a two-game matchup is two hours, including practice time ("once up, once back").

In the event of a late start due to club reasons (ie. A delayed party on the courts), the official start time should be noted on the score sheet and the full two hours will start from that point. Prior to the late start of any game, both captains should agree on a clock to use for the official timing.

Late Starts, Team No-Shows, and Forfeits(continued)

Player tardiness is not a valid reason for time extension and will result in a loss of practice time.

A valid team must include at least two rostered players (rostered players include those listed as team alternates).

If a team does not have four players when league play is to start by the clock (6:45pm or 8:45pm) but has a minimum of two rostered players, that team is obligated to start the game. If a valid team does not show up within fifteen minutes of the scheduled starting time, the first game is considered a forfeit. After 30 minutes, the second game is also a forfeit.

With only two players, one player is assigned to each end of the court and each has three balls. With three players, two players are assigned to one end of the court and one player to the other. The single player must be a team member (on the team roster) and plays with three balls. In an additional player or valid substitute arrives after play has begun, that player may enter the match at the start of any new frame.

If a team must forfeit a game for any reason, that team's captain must notify both Campo di Bocce and the opposing captain as soon as possible and no later than 4pm on the day of the game. Any team with two or more no-call, no-shows in a single season will be ineligible to play in the following season.

NOTE: All games are to be played per the posted schedule. *There will be no make-up games.*

Practice Play

There are no rules regarding practice prior to the start of your scheduled game. When league play is ready to start, each team may practice using the "once up, once back" rule after which play commences. If the court is in use or still reserved by another group, league players may not intrude upon the court space until their scheduled time. Teams may practice on courts that are open and not rented by other groups prior to their start time.

The Teams

Teams will be composed of four players. Two players from each team will be permanently stationed at each end of the court, throwing two balls each. At the end of the frame, the game resumes at the opposite end of the court. Begin the match 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.

Tossing the Pallino

A player may toss the pallino any distance, so 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. Any time a player is rolling, opposing players should remain outside the court.

Starting the Game

The first ball will be thrown by the team who originally tossed the pallino. If that 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,
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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.

Foul Lines

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.

Backboard

In the event that balls or a pallino resting against the backboard are moved as a result of a valid shot, they remain in their new position. If they are moved as a result of an invalid shot, they are returned to their approximate original positions. The backboard consists of the rubber material and the supporting metal bracket attached to the rubber material.

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 same end of the court from which it was originally thrown, with the same team tossing the pallino.

Shooting Volo

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.

Ball Movement Penalty

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

Courtesy Rules

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

Players have a maximum of one minute to place their ball in play after the point has been determined. First violation gets a warning. Second violation loses one ball for the next frame. Players should ask at the front desk to see if a court is available for practice. If a valid league or other game is in progress on an adjacent court, practice raffa shots can only be made in the direction of play on the adjacent court to avoid injury to the active players.

Ball or Pallino Striking a Player

If a player is in the court standing behind the point balls and pallino (In harms way or “downstream”) and is struck by a ball or pallino as a result of a raffer or volo shot, the opposite team has the **Rule of Advantage**. They can: 1) Leave all balls and pallino in the new configuration. 2) Remove the ball or pallino that struck their opponent from the court. If the pallino is removed from the court the frame is over and play begins from the opposite end. 3) They can place the ball or pallino that struck their opponent anywhere on the court.

If a player is standing in front of the point or pallino (Out of harms way or “upstream”) and is struck by a ball that moves backwards toward the player as a result of a raffer or volo shot, the ball remains in play because the player was in a valid location. If the pallino moves backward and strikes a player, the frame is over and play begins from the opposite end.

If a player is struck by a ball or pallino in a point attempt or lag, the **Rule of Advantage** applies no matter where the player was standing.

Scoring and Tie-Breakers

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.

If time expires and scores are tied, one additional frame of four balls per team is played as a tie-breaker. The team that won the previous frame rolls the pallino and the first ball.

League Standings and Breakers

Team standings will be based on the won/loss record and will be posted on the bocce bulletin board each week. If two teams tie for first, second, or third positions with the same number of wins at the end of the season, the tie breaker is in the following order: 1) who won head to head game 2) which team scored the most points over the season 3) which team had the least points scored against it over the season

Rain-Outs

If the outside courts are unplayable due to rain and indoor courts are not available for league play, scheduled matches will be postponed or cancelled. Call the front desk at (408) 395-7650 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.

League Commissioners

Each league (Monday, Tuesday, and Wednesday) has a designated League Commissioner who is the arbiter of any team protests, unresolved disputes, requests for waivers for special circumstances, disciplinary actions, etc. (See bocce bulletin board for commissioner names). If special circumstances arise of a discretionary nature that are not covered in these governing rules, the League Commissioner will revert to the official Confederation Boccistica Internazionale (C.B.I.) regulations under which Campo di Bocce is affiliated.

Protests

A match may be protested by a team captain. Protests regarding any match should be submitted to your League Commissioner, in writing, within 24 hours of the protested match. A clear description of the foul or infraction should be included. Note the opposing team and team captain.

Inter-League Playoffs

Following each league season, there will be an inter-league playoff between the top four finishers in the Monday, Tuesday, and Wednesday leagues to determine an overall champion. The playoff uses a single loss elimination format. During inter-league playoff competition, only players on the playing teams' rosters are allowed to play (no substitutions allowed).