



AMERICAN BOCCCE CLUB OFFICIAL LEAGUE RULES AND REGULATIONS

ALL PLAYERS ON TEAM ROSTERS MUST BE ABC CLUB (Paid) MEMBERS

TEAM ROSTERS

- Team rosters may be modified (replacement players and/or additional players) up to and including the 5th week of league play. No roster changes will be allowed after the 5th week of play.

LEAGUE FORMAT

- Each team will play a 3 game series
- Each win is worth **3** points. **2** “Bonus points” will be awarded to the team that scores the most total combined points in the series.
- If both teams tie total points – they will each receive **1** Bonus point

TEAM WITH MOST “POINTS WON” AT SCHEDULE CONCLUSION IS LEAGUE CHAMPION!

SCORING - Teams are required to score 12 points for a victory

OFFICIAL SIZED BALLS USED FOR LEAGUE PLAY

PALLINO – USBF regulation sized Pallino (50mm) will be used

BOCCCE – USBF regulation sized balls (107mm x 920gms) will be used (Subject to verification)

LEAGUE STANDINGS - Standings will be posted via email and/or League website every week.

LEAGUE TEAMS

NOTE: It is up to the team to decide which players they want to play in each game

- A valid (non-penalized) league team will consist of 4 players with 2 players stationed at each end of court at all times. Each player will play 2 balls each.

- If 3 players are present, 1 player will be stationed at each end of court at all times and 1 player will be designated as a *walker. The walker will play both ends of the court.

***NOTE: Designated “walker” CANNOT be the same for each game**

- If a team chooses to play with less than 3 players for a game, that team will be ***penalized 1 ball** (**Burned Ball Rule**) in each frame and must play the game with **3 balls**. When 2 players are present, one player will be stationed at one end of the court while the other player stationed at the opposite end of the court. Each player will then play 3 balls against their opponent. When 1 player is present, they also will play the game with 3 balls.

NOTE: If another player shows up while the game is in progress, that player can enter game ONLY at the start of the next frame and CANNOT throw practice balls

- If for any reason, a player is unable to finish or skips a frame, he/she can be substituted for however, he/she cannot return to that game in progress but can play in the next game
- A replacement (substitute) player can come into a game in progress only at the start of a new frame but CANNOT throw practice balls

LEAGUE STARTING TIMES

- The official ABC League(s) start time is 7:45pm.
- If both teams are present, the expectation is that the games will commence at 7:45pm
- If teams are waiting on players, there is a 15-minute grace period from 7:45pm
- (NOTE: If both teams are present and early, you may start immediately)

ALL LEAGUE GAMES MUST START NO LATER THAN 8:00PM REGARDLESS OF THE AMOUNT OF TEAM PLAYERS PRESENT

FORFEITS

- Any team which does not have 1 or more players present after 8:00pm will forfeit game 1
- Any team which does not have 1 or more players present after 8:15pm will forfeit game 2
- Any team which does not have 1 or more players present after 8:30pm will forfeit game 3

If a team is unable to field a valid roster for all 3 games, it will result in a forfeiture

The forfeited team will receive:

Points Won = 0

Points Lost = 11

Points Against = 36

Points Scored = their team's average "Points FOR" in the season to date

The winning team will receive:

Points Won = 11

Points Lost = 0

Points Scored = 36

Points Against = their team's average "Points AGAINST" in the season to date

***If a team forfeits but has not played any regular season games – the forfeiture "Points For/Points Against" awarded will be 12-6 and 6-12 accordingly**

CANCELLATION OF GAMES

WEATHER RELATED ISSUES

Club President or assigned club member (in the event President is unavailable) will make final determination on league cancellation 2 hours before league start time, to best of their ability.

An email will be sent to all team Captains. **Captains are then responsible for notifying their players with a status. NOTE: Club President or assigned club member is NOT required to make phone calls to any other individuals. PLEASE DO NOT CALL CLUB PRESEIDENT.**

Teams cannot ask for postponements or rescheduling of games

CANCELLED GAMES IN PROGRESS (Due to Weather, Lights or unforeseen reasons)

Games that are cancelled “in progress” will be subject to the following:

- Finished games are final
- The frame in progress will be considered “dead”
- Notations in the scorebook will be: the current score and who threw out Pallino to start the frame
- The game will resume based on these notations on the scheduled make-up night.

CANCELLED GAMES MAY BE MADE UP AT THE END OF THE LEAGUE SCHEDULE

DROPPING OUT OF LEAGUE

- Any TEAM that drops out during League play will forfeit ALL prize compensation and the remaining opponents on the league schedule will be awarded 11 points. Team entry fee will NOT be refunded.
- Any INDIVIDUAL that drops out during League play will forfeit ALL prize compensation. Team entry fee and or Club/Division membership dues will NOT be refunded.

STARTING A GAME

PRACTICE

Teams will be allowed to throw practice balls in each direction prior to the start of the first game. **Players entering a game in progress will NOT be allowed to throw any practice balls.**

At the start of game 1, a coin toss will decide who has control of the Pallino. That team will control the Pallino for games 1 and 3 and the opposing team will control it for game 2.

Choice of ball color - The coin toss winner has first choice of ball color. If the two teams have similarly colored balls, the coin toss winner will choose the color they desire.

The coin toss winning team will then roll out the Pallino to start the game.

PALLINO PLACEMENT

Each team will have one attempt to properly place the Pallino in play.
A rolled Pallino is considered **VALID** if it:

1. Crosses completely over the center line in its entirety
2. Does not rest on or does not completely cross over the opposite end point line
3. Is a bocce's (ball) width (107mm) off of the sidewalls

NOTE: If any portion of the Pallino is on the center line or opposite end point line – it is invalid. This includes any portion of the Pallino's projection (curvature) breaking the plane of the line(s)

If a team is unsuccessful in their Pallino placement attempt, their opponent's team will then attempt to place the Pallino however, the team who originally had control of the Pallino plays their first ball

If both of the teams' attempts are unsuccessful, the Pallino will be centered on the "D" line, which is the first line after the Center court line

If a Pallino is knocked out of the court/playing surface or bounces back in front of the centerline, the frame is considered void and the team that started the frame will begin again from the same side of the court.

DEAD BALL(S) / PALLINO

During play, if a Bocce leaves the court or comes to rest on top of or behind a backboard while being struck/thrown, it will be considered invalid (dead) and removed from play.

During play, if any portion of the Pallino is under/behind the backboard it is invalid and considered out of play resulting in the restart of the frame.

The team who originally had control of the Pallino will still maintain its possession. (Note: The full diameter of the Pallino must be free of obstruction at all times to be considered valid).

HITTING/SHOOTING – Displacing your opponent’s Bocce’s or Pallino

RAFFA - Fast throwing motion is allowed however players **MUST** fix all divots on courts

VOLO - Lofting motion (shooting only) is allowed however players **MUST** fix all divots on courts

FOULS

FOOT FOULS

A player in the act of pointing or hitting/shooting may step on or cross over the point line providing the ball is released from their hand **BEFORE** their leading foot makes contact with the ground.

If a player is witnessed violating foul lines, the Club President, Vice President, Sergeant at Arms or Tournament Director should be notified of what is occurring. If substantiated, one of these club officials will give a first offense warning to the offending player and/or team Captain.

If after the warning to the player and another foul is committed **AND** verified by Club President, Vice President, Sergeant at Arms or Tournament Director, the ball in play will be allowed to continue its course and **“rule of advantage”** will apply. The opposing team will have the option of leaving all balls in position after the ball stops or choose to have the thrown ball removed from play and if applicable, *return all other moved ball/s to their previous position/s (*as best as possible).

NOTE: Once a team player has released the ball, he/she is allowed to continue steps up to the center line but may ***NOT** cross over it. (*Contingent upon playing Team or Singles format)

PROPER GAME ETIQUETTE

If a player violates proper game etiquette after a warning is given, the player’s bocce (ball) or team bocce(s) will be forfeited.

MEASUREMENTS

Measurements can be called for at any time. The only individuals present for the measurement should be the team players stationed at the end of the court where play is in progress **AND/OR** a Captain.

VIEWING BALL POSITIONING

Any player, prior to rolling their bocce who wants to cross the center court line to view ball positioning may **ONLY** do so if he/she are playing the game and do not have teammates at the end of the court where play is in progress. Where teammates are available, the player can **ONLY** walk to the centerline but **CANNOT** cross over it. A warning will be given to the player/team if an infraction is found. Repeated infractions of this rule will result in said players (1) bocce being “burned” and removed from play.

ILLEGAL MOVEMENT OF BALLS OR PALLINO

Players should be out of the court when it is not their turn to play. Players should never touch or move any ball or the Pallino until frame has ended.

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

In the event a ball strikes/touches a player after a valid shot, the following rules apply:

- If player in violation is from the same team, all struck balls are returned to their approximate positions and thrown ball is removed from play.
- If player in violation is from the opposite team, the team shooting is awarded one point for the shot ball and one point for any remaining ball/s not played.
- In the event any player moves a stationary ball, that ball should be placed in the original position as long as it doesn't affect the established point.

THROWING THE WRONG COLOR BALL

If a player plays the wrong color ball, simply replace it with the correct color when it comes to rest. Play continues.

THROWING OUT OF TURN OR PLAYING MORE BALLS THAN ALLOWED

If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team has 2 options:

- leave all balls as they rest or
- remove the illegally thrown ball from play and *return all other moved ball/s to their previous position/s. (*as best as possible)

TIME OUTS – Teams are permitted 3 timeouts (3:00 per timeout) per game. Please be respectful of time

POSITION WEEKS (2) – When Applicable

Position weeks are a round of games that determines positioning and a way for teams to improve their standings in the league as they vie for their respective ABC Division Championship.

The first Position Week will be played after the completion seventh week of competition.

1st place vs. 2nd place
3rd place vs. 4th place
5th place vs. 6th place
7th place vs. 8th place

The second Position Week will be played at the end of the second cycle of games after every team has played each other twice.

1st place vs. 2nd place
3rd place vs. 4th place
5th place vs. 6th place
7th place vs. 8th place

CLINCHED POSITIONS

If any positions are clinched before the second (Final) Position Week they will match up against each other: Highest clinched position in the standings would match up against the next highest clinched position and so on.

This will only take place if the standings allow (2 or more positions must be clinched).

TIE BREAKER(S) FOR POSITION WEEKS – when applicable

- 1. Point differential**
- 2. Coin toss**

Winner of the coin toss will be allowed to choose position week standing.

1ST PLACE TIE BREAKER (End of season) - 2 out 3 series will decide 1st and 2nd place.

2ND & 3RD PLACE TIE BREAKER (End of season) - In case of tie between 2nd and 3rd place, the two teams will play a one game play-off.

***4TH thru LAST PLACE TIE BREAKER (End of season)** - Point Differential

***For ties in Point Differential, prize money (if applicable) will be combined and split among involved teams**

RULES COMMITTEE

A 6 person Rules Committee comprising of ABC members (voted in by their peers) will review and make final determination of any and all League rules and disciplinary actions deemed necessary. ABC Club President will be the tiebreaker (if necessary).

CONDUCT - Any player(s) / team that do **NOT** abide by our league rules or becomes disruptive can be voted out of the league by a majority vote of team captains and or at the discretion of the Rules Committee. A player / team voted out of the league will NOT be entitled to any membership, prize or entry fee compensation.

UNFORESEEN ISSUES – A Captain's vote will decide the outcome of any raised League issues. In case of a tie, the President's vote will be the tiebreaker.

DRINKING POLICY – Drinking beverages is permitted but limited to outside of the bocce court(s). Please do not hold beverage containers on the court during league matches.

SMOKING POLICY - There is **NO SMOKING** on the courts at any time a league game is being played. ABC Club Officials may issue a warning to anyone observed violating the smoking policy. If after a warning you are seen smoking on the court again, your team will incur a "burned ball" penalty – one remaining un-played ball will be removed from the court. If the infraction occurs at the end of a frame, one un-played ball will be removed from play at the beginning of the next frame.

LANGUAGE – Please be respectful of our Club members and curtail profanity while playing. We get a lot of visitors who watch us play and we should set a good example.

LIABILITY - Every member of the American Bocce Club must sign a liability release form.

ABC RULES HAVE BEEN SET TO MEET THE NEEDS OF THE CLUB. For any other rules, USBF Open Rules will apply:
<https://3bad98.p3cdn1.secureserver.net/wp-content/uploads/2018/10/open-rules.pdf>