

our balls are harder

dc bocce league

RULES **FALL 2010**

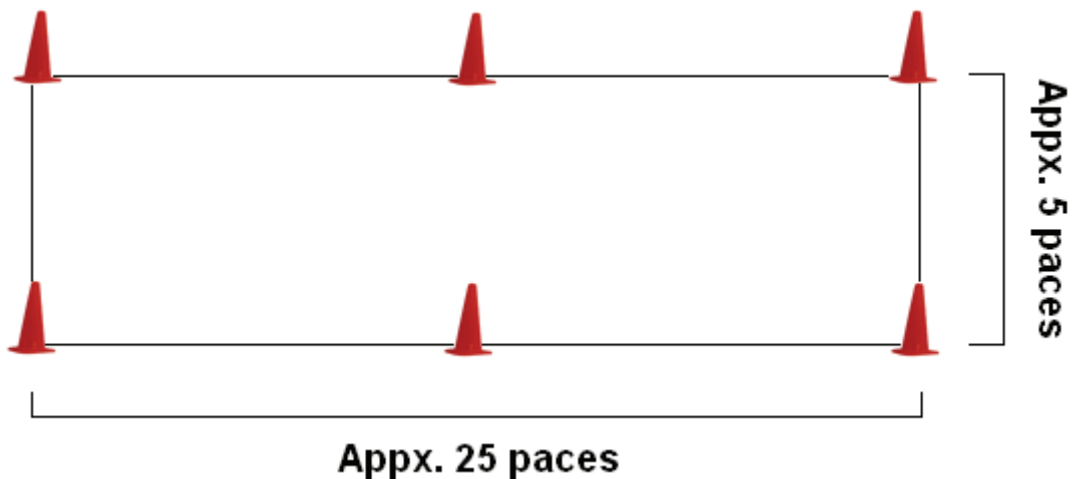
The Playing Field

The playing field will be marked by 6 cones, 1 at each of the 4 corners and 2 at the halfway point on each side (see figure 1 below). All play takes place within these boundaries.

The length of the playing field will be approximately 25 paces (60 ft) and the width will be approximately 5 paces (12 ft).

Teams are responsible for setting their playing field and each captain must agree on field size before play begins.

Figure 1 – Regulation Field



How to Play – Grass Rules

Each team consists of a minimum of 2 players and will have 4 balls to play in each frame.

There is a red team and a green team. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip may have the first toss of the pallina (small target ball), or choose the color of the balls.

One frame consists of all 8 balls and the pallina being thrown. The object of the game is to get as many of your team's balls closer to the pallina than the other team's balls.

Only one team scores per frame. For example, if at the end of a frame there are 3 green balls closer to the pallina than the next closest red ball, the green team receives 3 points. A maximum of 4 points are possible per frame.

The starting team per frame must throw the pallina between the halfway point and two paces from the end line of the playing field. **Players may take up to 2 steps into the playing field for all throws.** If necessary, the pallina can be marked using an orange flag to ensure visibility. The same player throws one of their balls and steps aside until the opposing team has either rolled one of its bocce balls closer to the pallina, or has thrown all of its balls.

Teammates shall alternate throws to ensure as many players as possible participate in each frame. Team splits (Ex. a team of 6 playing only 3 people in the first frame and the other 3 people in the second frame) are not allowed unless agreed upon by both teams before the match begins. If 4 or fewer team members are present, then all team members must throw at least once per frame and throws must alternate.

Whenever a team gets a ball closer than the opposing team, 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 balls, at which point the frame is finished. The team who scored last throws the pallina to begin the next frame.

If during play, the pallina is knocked out of the playing field or is hit in front of the halfway line, play is re-started on the opposite side by the team who originally threw out the pallina.

How to Play - Rule changes for playing on courts

For the first throw, the pallina must cross the center line, be one foot in from the side boards and not pass the furthest line (point line) of the opposite side

When going for the point, the player can not cross the first line (point line)

When knocking out an opponent ball, the player can not cross the second line (shooting line)

If during play, the pallina is hit past the opposing point line, against the back board, or within a foot of the side boards, play continues. However, if the pallina is hit in front of the halfway line, play is re-started.

If any ball is knocked out of the courts, it is considered dead

There are no in court restrictions on where a ball may land (past the opposing point line or before the halfway line is in play)

Player Eligibility

All players must be 21 years of age or older

All players must be properly registered through the DC Bocce League

All players must have adequate health insurance

All Players must agree to the Release Form/Waiver

Equipment

Athletic apparel is required.

The official balls will be a regulation 110mm-113mm bocce balls, consisting of 4 red balls, 4 green balls and 1 pallina. These will be provided by the League.

Teams

Teams will consist of at least 5 players. A match will be forfeited if a team fails to have 2 players appear before 15 minutes past the designated start of the match.

Each team must designate a captain and co-captain who are responsible for the team.

Players can be substituted for only between frames, unless due to injury or illness. If a team has more than 4 players, the team may substitute any additional players after each frame. If a team has less than 4 players, the team will still play with 4 balls, and one or more players will throw twice. If a player arrives during play, he or she may join their team only after a frame.

In the Playoffs, if your team loses but the winning team fails to show up for their next-round game, your team is allowed to take their place as if you never lost. This measure is in place to reduce playoff forfeits.

Regulation Games

A regulation game lasts 1 hour from the designated start time and is played to 16. The first team to reach that score wins. If no team has reached that score within the allotted time, 1 additional frame may be allowed (League's decision) and the team with the highest score after its completion wins. Ties are possible.

A game is official once one team reaches 7 points.

At the end of the match, captains must submit their game score to a League Manager (wearing black shirts). A record will be kept of all team's wins to determine the overall League standings and eventual playoff seeding, all posted on www.dcbocce.com.

Seasons consist of up to 8 weeks, 6 weeks of regular season and 1-2 weeks of playoffs.

A playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on the website.

All teams in the League will make the playoffs. First tiebreaker will be the team with the highest overall game differential, then the team with the highest overall game points, then teams will be pulled from a hat. Playoff games may fall on a weekend.

Scoring

Only one team can score per frame. One point is given for each ball that is closer to the pallina than the closest ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallina, no points are awarded to either team and a new frame begins, with the same team tossing the pallina, as the previous frame.

No team can score more than 16 points in a match. Matches are never "win by two".

A forfeited match results in a score of 16-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

Measuring and Disputes

Only team captains may measure any disputed balls, or request assistance from League Managers.

Fouls and Dead Balls

If the starting team fails to throw the pallina between the halfway point and two paces from the endline in 2 consecutive attempts per frame, the other team gets to throw the pallina.

If a ball is thrown in bounds and bounces out of bounds, without touching any other balls, the ball is considered in play. (Not applicable to court play)

If a ball that is thrown in bounds and bounces out of bounds is knocked by another ball, both balls are still in play. (Not applicable to court play)

If a ball is knocked out of bounds by another ball, the ball out of bounds is considered dead and is taken out of the field of play.

A ball that lands on the boundary line is considered in play. (Not applicable to court play)

If the pallina is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallina as the previous frame.

When playing in the grass, a team member can take up to 2 steps before releasing the ball. Anything more will result in a foul and that ball removed from the frame and considered dead.

When playing on courts, a player may not cross the first line (point line) when going for the point and a player may not cross the second line (shooting line) when knocking out an opponent's ball.

No dead ball can count in scoring.

Game Changes

Any schedule change (weather or otherwise) will be either e-mailed to the captains or posted on the website no later than 4:00PM on game day.

If cancellation has not been announced by 4:00PM on game day, you must show up for your scheduled game or risk a forfeit.

The League reserves the right to make cancellations or changes after 4:00PM.

Make-up matches will be determined on a case by case basis.

All League Manager (black shirt) decisions are final.

All local park rules apply.

Any rule changes will be sent to each captain and posted on www.dcbocce.com