

# 2017 Bridgeport Bocce League

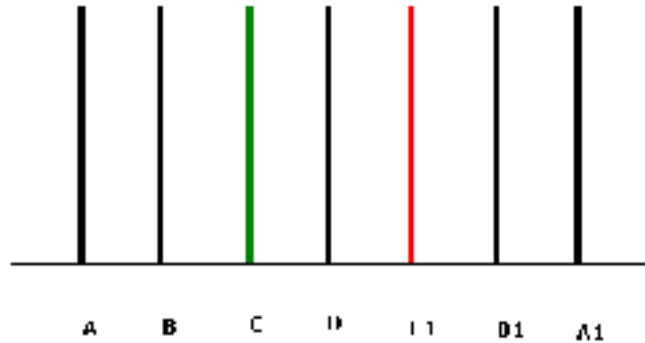
## Game Rules

### Players

- A match consists of 2 teams with 3 or 4 people playing on each team. NOTE: A team constitutes a minimum of five (5) registered players. Only players registered to the team on the roster may play in league games. Each match is a best of 3 games (unless otherwise noted) where the winner of the match wins at least 2 games)
- Age Limit: A player must be at least 12 years of age to play in the league. From the age of 12 to 15 this player must play on the same team as a parent or family member over 18 and the parent must be present when the child is playing. Players between 16 & 17 yrs of age must have a parent sign their waiver form and there will be no other restrictions for 16 & 17 yr old players
- Each team plays with 4 balls per team. During the regular season only a team may play a game with 3 players against 3 players, 4 players against 3 players or 4 players against 4 players. When playing with 4 players, 2 players must stay at each end of the court for the entire game. Each player will roll 2 balls per frame.
- When playing with 3 players the opposing team will pick which player on the team with 3 players that will walk. This player will roll 2 balls from one side then “walk” to the other end of the court and roll 2 balls from that end until the game is over. The walker can be changed after each game. Once a ball has been rolled the game has started and a team cannot insert a 4<sup>th</sup> player. Once the game is over the 4<sup>th</sup> player can play in the next game. If a team has 4 players present then all 4 must play.
- Personal ball sets may be used if they are I.B.A. approved. Check with rules rep.
- Only qualified players may play in a game. A qualified player is defined as a person who is properly registered; has signed a waiver, and is in good financial standing (have paid all associated league fees).
  - Only qualified players registered to the playing teams may enter the court during play.
  - Players from opposing team may not remain in playing area when the other team is shooting. **Please observe this rule**
  - If a non-qualified player participates in a league game, the game will be forfeited by the team that had the unqualified player.
  - No substitutions are permitted once the game has started. Emergency substitutions are at the discretion of the referee, night representative, or BOD member.
  - **Player’s fee for 2017 membership is \$45.00 per player.**

## Pallina

- A coin flip starts the match. The winner of the coin toss has the option to choose the pallino or Bocce ball color. In addition the coin toss winner will choose which end of the court to start. Upon concluding this selection, the team that holds the pallino will roll it for the 1st frame. The person who throws the pallino must throw the first bocce ball to establish initial point. If needed all 4 balls will be used to establish initial point. In subsequent frames, the team that scored in the previous frame will roll the pallino. The pallino then goes to the winning team of each game.
- When throwing the pallino, it must come to rest **between** lines **C** and **AI** or **CI** and **A**. Which means the pallino must **completely** cross lines **C** or **CI** and must not break the leading edge of lines **A** or **AI**. The pallino **MUST** come to rest completely within the 'box'.
- When rolling the pallino, it must come to rest no less than 12" from the sideboard or that pallino roll is disqualified and the pallino goes to the opposing team. Measurement is to be taken from the sideboard in question to the **nearest edge of the pallina**. Again, the pallino **MUST** come to rest completely within the 'box'.
- Only one bocce ball may be rolled at a time, except when rolling the pallino
  - Each team gets one (1) warning per match.
  - Subsequent infractions will cause the Bocce ball in question, to be disqualified, and removed from the field of play.
- The frame is void when the pallino leaves the court, at any time during a roll. When the pallino gets knocked out of the court, the team that originally held the pallino, at the beginning of the frame, will start the frame over at the opposite end of the court; regardless as to which team caused the infraction.
- If each team throws a disqualified pallina, the pallino is placed in the center of the court (**line D**) by the referee. The team that originally held the pallino will throw the first Bocce ball.



### Rolling and Scoring

- A player's feet must be behind line **A (A1)** when the ball is released. A player's momentum may cause them to cross line **A (A1)**, however the player cannot advance past line **B (B1)**.
- Player must have both feet in the court during rolling.
- Closest ball(s) of the same color to the pallina scores one point per ball per frame.
- Any Bocce Ball hitting the backboard without hitting another ball is disqualified and removed from the field of play. Any Bocce ball displaced by a disqualified ball is returned to its original location.
- If a Bocce Ball is hit out of the court, the ball is disqualified for that frame.
- When rolling a bocce ball from line **A (A1)**, the pallino must stay beyond line **C(C1)** or the frame is considered void. This would occur when the pallino is struck and knocked backwards inside **C (C1)** then the team that originally held the pallino will start the frame over at the opposite end.
- If a player throws the wrong color ball, it will be replaced with the correct colored ball, after the thrown ball comes to rest. A warning will then be given. Any subsequent mistakenly thrown balls will be disqualified and removed from the field of play.
- If a player rolls a ball out of turn, that ball is disqualified and removed from the field of play.
- If a player throws 3 balls in one frame (instead of 2) the ball is disqualified and no points will be allowed for the offending team. The frame is over immediately. However if the other team was in for a point(s) prior to the disqualified ball being thrown they will count. If not, no pointed for either team.

- A player may not advance past the foul line (A) or (A1) until they roll both their balls.
- Dropped ball: AN ATTEMPTED roll that crosses line A (A1) is in play.
- After all balls are thrown, any tie will be declared a draw. Another frame must be thrown (team holding the pallino throws from the opposite end of Court).
- When a team reaches the **score of 11** and the other team is out of balls, the game is over.
- If a bocce is rolled and **any part of the ball does not completely cross line C (C1)**, that ball is disqualified and removed from the field of play. Again, the ball must be completely within the 'box'.
- If a player carries a ball past line **A (A1)**, a warning is issued. Any subsequent infraction results in the ball(s) being disqualified and removed from the field of play.
- If a frame ends in a tie where neither team scores a point the frame is void including any fouls and the team that originally held the pallino will throw again from the other side.

## Referees

- Referee is a qualified league member in good standing or any player in a qualified league.
- Referee: agreed upon by both teams, makes all calls (**ties are possible**); players can ask the referee to make a measurement when it is their roll; they may ask the referee to make a second measurement. The referee makes final call.
- Referee resolves all discrepancies during a match.
- Referee is the **ONLY** person to make a measurement.
- If a referee makes a call and it's found to be wrong after all the balls are rolled the frame is dead and no points to either team.
- **Players are allowed to advance as far as mid court to coach the members of their own team as long as it's not their sides turn to roll and only from outside the playing area**
- Only 1 representative from each team may go out on the court to see a referee's measurement. This is the only time a player may enter the box .A team may ask for two measurements only on a ball in question. The referee makes final call. Players are not allowed to enter the court to spot a shot. The first time is a warning issued by the referee and the second time will be a disqualified ball.
- Teams playing may referee their own games.

- Referee & captains are responsible for all scores to be written in scorebook and signed by the appropriate teams.
- No balls are to be moved until the referee makes his/her call. If any balls are moved, *that are in question*, before the referee makes a call, the referee may grant points for any ball moved that was in question under his/her discretion if the ball cannot be placed back in its original spot
- **When measuring all referees must measure from the bottom of the bocce ball at the point the ball touches the ground to the nearest edge of the pallino, NOT to the middle of the pallino.**

### **League Policy & Procedures**

- Rainouts must be called if the 1st matches cannot start within 30 minutes of the scheduled starting time or the 2nd matches cannot start within 30 minutes after the completion of the 1st matches. Players are expected to play in some inclement weather. Even if weather conditions are not favorable. *The four (4) captains affected by the weather will decide if the matches are playable or not. If no agreement is reached a B.O.D. representing their night will make the final call on a rainout. If no B.O.D. is on scene then the phone list in the office will be used to call a board member to make the call.* If weather conditions stops play at any time after games have started, all completed games count and all points scored up to the point play is stopped count. If play is resumed the team holding the pallino when play was stopped will start at the beginning of the frame where the game was stopped. 30 minutes total is the allotted time to wait out a match for either the early matches or the late matches. This is also the time allowed if play stops after the matches start.

RAINOUTS WILL NOT BE MADE UP. IF THE EARLY GAMES ARE PLAYED AND ANY ONE OF THE LATE GAMES IS RAINED OUT, ALL THE MATCHES THAT NIGHT WILL NOT COUNT.

- To win a forfeit, one (1) team (at least 3 players) must be present at the courts for what would be two (2) games. This will not be the case if one team notifies the opposing team ahead of time that his team will not showing up at their scheduled match. If Team A is going to forfeit a match the captain shall call, email or text the opposing team captain and the league president as soon as possible and advise them. Once that occurs Team B does not have to appear at the courts. Both teams can suffer losses if this rule is not followed.
- Forfeits will occur at 6:35 or 8:05 for the (1st game) and 6:45 or 8:15 for (2nd game and match). A cell phone clock is the final authority on times and if the matches are not started by the above listed times forfeits occur.

- Early games on Sunday will start at 5:30PM and late games at 7PM. Forfeits for the first match will start at 5:35 and 7:05 for the (1<sup>st</sup> game) and 5:45 or 7:15 for the match.
- The winning team on a forfeit will accrue 5 points for each game (a total of + 10) and the forfeiting team will lose 6 points per game (a total of -12). This is to discourage forfeits and prevent teams who don't need the match to not play it out.
- Special consideration will be given to teams that experience a specific situation that impacts the team and prevents at least 3 players not able to attend a match during the regular season. To be approved for a makeup game the Captain must get approval from the opposing team captain first who must agree to the change. Then notify the league president as soon as they are aware of the specific situation. Teams cannot make this decision between themselves. This will be a case by case decision by the BOD or league president. If approved the match must be made up with 2 weeks of the approval.
- **Second matches of the night must have three team members present by their scheduled starting time regardless of whether the early matches are still in progress or not.** If the early scheduled matches are completed before the later match's scheduled starting time, the late matches may start earlier than scheduled if both teams agree to it, but it is not penalized if a team decides not to do so. **If three players are not present by the scheduled starting time of the late matches, they will forfeit at five (5) minutes after that teams scheduled starting time (1st game) and fifteen (15) minutes after that teams scheduled starting time (2nd game and match).** Again, regardless of whether the first match is finished or not.
- If the early scheduled matches run past the scheduled starting time of the later matches, **it is still required that three players from each team be present or a forfeit will be called at five (5) minute and fifteen (15) minutes after their scheduled starting time, for both teams.**
- Regardless of what time the first matches end, late matches will have no longer than a 15 minute warm up period from the end of the first matches.
- If a team forfeits **five (5) games (NOT MATCHES)** throughout the course of one season, that team will not be invited back to join the BBL the following season and will be placed at the bottom of the 'Waiting List' if they chose to do so.
- There will be a break of no more than 10 minutes between games.
- If possible there will be one rule or BOD representative each night to call rain outs or forfeits; and to settle any rule questions/concerns.
- Team rosters must be final before the **beginning of the 3th week of the season.** A team may not add players to their rosters after the beginning of the 3th week of the season. A team may replace a player or players on their roster after the 3th week of the season only due to an emergency situation which will be decided and approved by the BOD. **May 6th is the last day to make roster changes for 2017.**

- A player may play on two (2) different teams only on different days but must choose one (1) team prior to the start of the playoffs if both teams make the playoffs. If a player is on both a senior and evening team in the finals on championship Saturday he must declare which team he is playing for prior to the start of the matches.
- The Senior League will be permitted to reschedule a match only for a holiday.
- If one of the 2 final teams is known to be forfeiting the team that lost to the forfeiting team will be allowed to move up and play for the championship.
- In a case of a forfeiting team for the sweet 16: If a team in the top 16 notifies the league that it will forfeit its spot in the playoffs prior to 6PM on the Friday before the playoffs, the next available team (#17 seeded) will be plugged into the forfeiting teams spot and there will be no reseeding. Ex #6 forfeits prior to deadline then #17 goes into the #6 spot but will remain a 17<sup>th</sup> seed in playoffs
- Any one that would like to be placed on the 'Waiting List' must see the president of the league who will keep a record of the waiting list.
- All Team names are subject to approval by the Board of Directors.
- Cursing of any kind will not be tolerated.
- There will be no excessive arguing or abuse permitted for any reason
- Any physical or verbal confrontation of any kind will not be tolerated.
- Good Sportsmanship will be shown at all times
- Anyone violating these rules may be suspended or expelled from the League pending an investigation by the Board of Directors
- Court raking can be done before each game (not match) as long as there is one team that wants it done.

### **Court Etiquette & Conduct**

- One minute between rolls.
- Only sneakers or soft, smooth soled shoes may be worn on the court.
- No smoking inside the box.
- No court maintenance during a frame, example no fixing divots, or removing debris

### **Summer Playoff Qualifiers**

The summer playoffs are based on 16 teams in a single elimination NCAA style tournament bracket format.

- Top 3 teams from each night and 1 wild card team will make the playoffs (16 teams)

- The top three teams will be ranked by match win percentage (won-loss record) # of match wins divided by # of matches, ex: 9 wins 5 losses is a match percentage of .642
- If there are any ties for the top 3 spots for any nights, the tie breakers are: (for 2 teams)
  1. Head to head match record
  2. Head to head game record
  3. Head to head net points
  4. Highest seasonal game winning %
  5. Coin Flip
- If there a tie between 3 or more teams the tie breakers will be
  1. Highest seasonal game winning % (# wins divided by # games)
  2. Highest seasonal net points
  3. Coin flip

The wild card team will be the team that has not finished in the top three of any night and has the best match winning percentage of the remaining non playoff teams.

- If there are any ties for the wild card, the tiebreakers are:
  1. Best seasonal game winning %
  2. Highest NET points
  3. If there still is a tie between 2 teams (1) game to 11

### **Summer Playoff Seedings**

- The summer playoffs are based on 16 teams in a single elimination NCAA style tournament bracket format. The first round will have teams 1 through 16 play a best of 3 match, ex: 1 vs. 16 2 vs. 15 etc
- The second round will have the 8 winners play each other in a best of 5 match.
- The third round will have the 4 winners play each other in a best of 5 match
- The fourth round will have the two winners from round three play each other in a best of 5 match for the summer championship.
- No third place match.

### **Seeding 1 through 16 will be determined by the following criteria;**

- Match win percentage (# match wins divided by # matches, ex: 10 match wins & 4 losses is a match percentage of .714%)



- Highest game winning percentage ( ex: games won divided by total number of games played)
- Highest total net points
- Coin flip

Each team must play with 4 players in the playoffs. If 4 players are not present for the games, that team forfeits.

- **In the playoffs the highest seeded team will have choice of court and have until 15 minutes prior to game time to select the court they want. If they don't select by the time limit the next highest seeded team will have their choice if they choose to do so.**
- This year the BOD have decided to have the senior league champions and evening league champions play at the same time. So during the finals on Championship day the top seeded senior team and evening team will flip a coin for choice of court.
- **Playoff games must start by their scheduled starting time.** Playoff games may only be rescheduled due to unplayable weather conditions. If weather conditions stops play at any time after games have started, all completed games count and all points scored up to the point play is stopped count. When play is resumed the team holding the pallino when play was stopped will start at the beginning of the frame where the game was stopped. **NOTE: When in doubt make every effort to play games out. The night official/board member will make the final decision on cancelling a match.**
- If there is less than 8 teams on a night the BOD will determine the amount of teams making the playoffs.

#### **.Fall Playoff Format**

- Since we play only 3 nights the top 4 teams from each night make the playoffs. (12 teams) If this changes the BOD will determine the number of teams in the playoffs. No wild card teams as of this writing.
- If there are any ties for the top 4 spots for any nights, the tie breakers are:
  - Head to head match record
  - Head to head game record
  - Head to Head net points
  - Coin Flip

#### **Fall Playoff Seedings**

- The fall playoffs are based on 12 teams in a single elimination NCAA style format. The 1<sup>st</sup> round will have teams 1 through 4 having a bye. Teams 5 thru 12 play each other in a best of 3 match, (ex: 5 vs 12 6 vs 11 etc) on first available court

- The 2<sup>nd</sup> round will have the 4 winners of round 1 play the 4 bye teams in a best of 5 match on first available court.
- The 3<sup>rd</sup> round will be the 4 winners of round 2 play each other in a best of 5 match
- The 4<sup>th</sup> round will have the two winners of round 3 play each other in a best of 5 match to determine the Fall Champion
- There will be no third place match
- **The highest seeded team will have choice of court and have until 15 minutes prior to game time to select the court they want. If they don't select by the time limit the next highest seeded team will have their choice if they choose to do so.**
- If there a tie between 3 or more teams the tie breakers will be
  1. Highest seasonal game winning % (# wins divided by # games)
  2. Highest seasonal net points
  3. Coin flip
- Seeding for 1-12 will be the same format as the summer.

### **Senior League**

- The top 4 teams will make the playoffs ( based on 1 day with 8 teams)
- Teams will be ranked using the same formula as the summer league in case of ties
- If a 2<sup>nd</sup> day is added additional teams will make the playoffs and the format will adjust as needed

### **Playoffs**

- The playoffs will be in the following format:
- Round 1 1 vs. 4 **Best of 5**
- Round 2 2 vs. 3 **Best of 5**
- Round 3 both winners will play for the Championship in a best of 5

***THE BRIDGEPORT BOCCE LEAGUE BOARD OF DIRECTORS RESERVES THE RIGHT TO AMEND OR INTERPRET ANY RULES, POLICIES AND PROCEDURES.***

Revised March 2017.V2

