



VINEYARDS BOCCE RULES

Vineyards Bocce Club (VBC) is composed of MIXED teams. An ideal team size is 8 members to avoid substitutions and rescheduling of matches. For MIXED teams it is not necessary that there be an equal number of men and women, only that in match play there be at least one member of each gender for each team in each game.

Start of Match:

The match shall begin with the flip of a coin by the umpire between the captains from each team. The captain of each team will designate the four players that will play the first game and 2 players from each team will play from each end of the court. The winner of the coin flip will have the first toss of the pallino (small ball) and choose the color of the bocce balls. Start of Game. If both teams arrive early and the assigned court is unoccupied play may begin when both captains and the umpire agree to start. However, all matches will consist of no longer than 1 1/2 hours total duration regardless of start time.

Playing the Game:

By definition,

a **frame** is played from one end of the court rolling the pallino and then eight balls.

A **game** is multiple frames from alternating ends of the court and is over when one team scores seven (7) points.

A **match** is three games. League standings are by percentage of games won, so all three games must be played in each match.

By convention the first frame of each game is started from the end of the court closest to the clubhouse.

Each frame begins with the toss of the pallino by a player from the team that scored last (or won the coin flip for the first frame of the first game of the match).

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 team fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to properly place the

pallino in play, the pallino toss reverts to the original team. *In any case, when the pallino has been properly put in play, the first bocce ball will be rolled by the team who originally tossed the pallino.*

The team, who originally rolled the pallino, whether successfully or not, rolls the first bocce ball. The team that rolls first **must put one (1) ball in play** before the opposing team rolls a ball. The player then steps aside and his team does not roll again until the opposing team has either placed one of its bocce balls closer to the pallino or has rolled all of its balls. The team whose bocce ball is closest to the pallino is called "IN" and the opposing team "OUT". Whenever a team gets "IN", it steps aside and lets the "OUT" team rolls. The "OUT" team rolls until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team).

The team who scored last rolls the pallino to begin the next frame. The team that won the game rolls the pallino for the start of the next game.

Teammates need not alternate throws in a frame. Consecutive or alternating throws by teammates shall be the option of the players; however, no player may roll more than two (2) balls in a frame. No player may change ends of the court during a game.

There is NO lobbing of Bocce Balls. To reduce damage to the courts, all balls should be released below the knee and the roll cannot go above knee height. Umpires will issue warnings to those players who release or whose roll is above the knee. After two warnings, all future rolls in violation of this rule will result in the ball being removed from play and all in play balls replaced in their original position.

A two or three member team may play, but at any end of the court that only has one team member, only two balls may be rolled by that team. A third or fourth player arriving late may enter the game after the completion of a frame.

Substitutions of one teammate for another may only be made between games. No player may play two consecutive games from the same end of the court.

There is no practice or sweeping of courts between games. The court may be groomed prior to a match at either team's discretion.

Bocce Ball Throws:

The team throwing the pallino initially always throws the first bocce ball. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the team throws again until they have a ball in play. All other balls thrown in the frame that hit the backboard without first hitting another ball or the pallino first is considered a dead ball and is removed from play.

- If a player throws the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
- If a player throws out of turn, the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
- If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.

Additional Pallino rules:

Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Foul Line:

Vineyards league rules are using the (10) ft. foul line.

Player's movements are limited to the foul line. The player may step on, but not step over the foul line when releasing the pallino or bocce ball. When a player releases the pallino or bocce ball, both feet must be within the court unless the player has a significant physical impairment. A player violating the foul line foot fault rule or lobbing rule will be given two warnings by the umpire. After two warnings all other violations will cause that player's throws to be disqualified and removed from play. All balls affected by the throw in violation will be replaced to their original position. If a captain feels that a player of the opposing team is consistently violating the foul line of lobbing rule, he/she should approach the umpire in a discreet manner and request that the umpire observe the alleged violator more closely. The umpire's ruling on these fouls are final and must be observed by both teams.

Scoring:

Only the "IN" team scores. One point is given for each ball of the "IN" team that is closer to the pallino than any ball of the opposing team (thus a team may score from 1-8 points in a frame). If at the end of a frame a ball is touching the pallino the ball is awarded an additional point. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same team tossing the pallino. Captains of each team and umpires are responsible for agreeing on the score of each frame. The frame results will be maintained on the scoreboards by the umpires only. The Captains and Umpires are responsible for recording the results of the match, number of games won / lost for each team, on the score sheet and insert the score sheet in the log book in the lounge. Team standings are based on games won / lost.

You will be playing three seven (7) point games. The team that reaches seven (7) points first wins the game.

Running Out of Time: Shortened Final Game

Captains with the help of the umpire must keep games moving in a timely manner. In the interest of fairness to all teams and to all match starting times, all Matches MUST be completed within the allotted 90 minutes maximum time, regardless of whether another match is scheduled to follow on the court. If within the allotted time, three games will not be completed, the match will be concluded by shortening the game by reducing the number of frames played as follows:

- When there are 10 minutes left, the umpire shall declare that only the frame underway and one more will be played. (If the Umpire or Captains fail to note the 10 minute point, the Umpire may declare a single frame or the completion of the frame currently in progress).

- If the match is tied at the end of the allotted frames, the winner will be determined by playing a final ONE BALL FRAME. The Umpire will place the pallino in the center of the court on the center line. Play will be from the end of the court closest to the clubhouse. One member of each team chosen by the captain shall throw one (1) ball each: closest ball determines the winner of the game. First throw is by the team that would normally be throwing the pallino.

Umpires

The umpire is the sole arbiter of all disputes. It is his/her job to manage all aspects of the match. (Time management, measurements, etc.) The teams playing can referee their own match only if the assigned umpire does not appear. It is the intent of the VBC to provide umpires well versed in the VBC rules to officiate all scheduled matches. We would ask that you cooperate with the assigned umpire that has given up their time to help all matches run smoothly.

Measurements:

All measurements *during* a frame will be at the sole discretion of the umpire. At the end of each frame the captains may request as many measurements as they feel are necessary. It is important that no balls be moved at the end of the frame until all measurements are made and both captains (or their representatives) have agreed to the score. All measurements should be made from the pallino using the measurement tool provided (a tape measure attached to a cylinder that fits over the pallino) to the closest edge of a bocce ball. It is recommended that before placing the measuring tool over the pallino, the pallino is lightly “screwed” into the court by the Umpire which will make a mark for replacing the pallino if it is inadvertently moved. **Only CAPTAINS** are allowed on the court to assist the match umpire in measurements.

Late Arrivals, Substitutes, Injuries, and Rescheduling of Matches.

It is the express intent of the VBC that all games and matches be completed as scheduled with players registered on the teams playing the match, weather permitting. A team should have a minimum of 4 players to begin a match. **Match Forfeits are strongly discouraged**, they are unfair to the other teams in the League.

Late Arrivals:

If the captain of a team finds out just before a match that some of his players will arrive late, the match must begin on time with the players that have arrived. If you have three players, start with 2 players at the clubhouse end of the court so a normal frame can begin. Late arriving players may join at the end of a frame. If you cannot field at least 2 players (male and female), the first game is forfeit and second game starts 25 minutes after original match starting time.

Substitution:

- Captains are responsible for confirming prior to each match that at least 4 team members are available to play.
- Substitutions will be allowed if a captain cannot field a full team, but please try to limit to two (2) substitutes any match, if you need more, you should probably try to reschedule the match.
- Substituting players is preferable to rescheduling matches.
- All substitutes must be VBC members.
- Teams in the mixed league need to have at least one person from each gender playing in a game

- No substitution of original team members will be allowed for your last league match or any playoff matches.
- No “gaming” is allowed in league play; for example, you may not add a skilled substitute when you have 4 team members that can attend a match.

The procedure for substituting players is as follows in this order:

1. Prior to the match, arrange for a substitute from the VBC substitute list.
2. If your team has a “no show”, a substitute can be selected from VBC players in attendance, but only one (1) substitute per team is allowed.
3. The team short of players can play with 2 or 3, but at any end of the court that has only one player from a team, that team can only throw 2 balls in each frame.
4. Lastly, if none of the above applies, then the team short of players can ask the opponent if they will re-schedule. If the opponent will not, then the short team must forfeit.

Injuries:

In the interest of “Keeping it Light”, in the unlikely event of an injury, the player who is injured may be replaced by a teammate immediately regardless of other rules listed here, or, if no teammate is available, by any VBC member present.

Rescheduling of Matches:

In the case of inclement weather:

- We would prefer that all teams show up for scheduled matches and make a weather determination on the spot, weather can change quickly in South Florida.
- You may contact the opposing team’s captain prior to the match and agree to reschedule. If you do not make contact, show up with your team, please!

In exceptional circumstances, a team captain may request permission from the Bocce Committee Chairman to reschedule a match. We would ask the opposing team’s captain to try to accommodate these requests.

The rescheduling procedure is as follows:

1. Immediately notify the umpire of your match, scheduler, statistician, and Bocce Committee chair that you will be rescheduling.
2. Matches must be rescheduled within ten (10) days of the original match (preferably **before** the scheduled match). Late season matches must be scheduled prior to the playoffs.
3. When you have an agreed upon date, reserve a court. There will be a few open slots on the regular reserved VBC court times that can be used for rescheduling, contact the Bocce Club scheduler if you want to use one of these times.
4. You will be self-umpiring unless a VBC member happens to be around and agree to help you out.
5. Report the result to the VBC statistician.

Conduct and Courtesy:

- Team captains are responsible for the actions of their players. When the “official” team captain is not in attendance, an “acting captain” must be appointed.
- Captains should ensure their team’s prompt arrival for their scheduled time. Teams should arrive (15) minutes prior to the start of their match with a minimum of 4 players.

- Captains must keep the frames moving in a timely manner. Matches must end in 90 minutes or less.
- Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
- Grooming courts prior to play. If a court is in need of grooming prior to the beginning of a match, either or both captains can agree to groom the court prior to play. The captain requesting the grooming of the court shall accomplish same in an expeditious manner prior to the start of the match.
- Winning teams are to sweep the courts after the match is complete.
- Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling umpire to the player and team captain. Severe violations or a violation after a warning may result in the player's expulsion by the ruling umpire from the game or match.
- Non-League Bocce Balls. A player with a cogent medical problem (e.g. color blindness, etc.) requiring specialized bocce balls, may petition the Bocce Committee for permission to use special balls during the play of his/her team. This permission must be authorized at least two weeks prior to play. The requested balls must be the same size and weight as those provided by the Bocce Committee.
- Smoking is not permitted.
- Dress code is golf or clubhouse appropriate attire; shoes or sandals with flat soles; no golf shoes; no heels please

Have fun and keep it light