

THE CLUB AT RUBY HILL BOCCE PLAYING RULES

SPRING 2017

(Revised 04.11.17)

Play: Match play for all leagues will be designated on the League schedule.

NOTE: Starting times and days will vary from week to week as the schedule rotates week to week.

1. In addition to the standard Club dress policy, **NO spiked heels are allowed on the courts.** Heels must be a minimum of 2½ inches in width to be allowed on the courts.
2. In respect for all bocce players, please note that **Bocce food is for Bocce players ONLY.**
3. In respect for all bocce players, please do not let children play in/on/around the bocce area while league games are occurring.
4. Substitutions will be allowed in all games. Each team can make 2 substitutions per game one per side of court (4 max per match, 6 if the match is best two out of three). Once a player leaves the game they cannot come back into the same game. A player may not leave one end of the court to go play at the other end of the court. Teams must notify the opposing team of the substitution.
5. **Only members on the Team Roster can participate during league play.**
6. **Only members at Ruby Hill Golf Club can play in the Bocce league(s).**
7. Stalling will not be permitted. If it is determined that stalling is taking place, more than 15-30 seconds, at the discretion of the league director an additional frame may be allowed at the end of regulation time.
8. All league and playoff matches will be played using Ruby Hill Golf Club's bocce balls. No personally owned bocce ball sets will be allowed for league or playoff matches. No Exceptions.
9. Team warm up is allowed prior to the start of each match. Five minutes will be allotted for warm up prior to both 8pm matches. Warm up between games will NOT be allowed in either the 6:30pm or 8pm matches.
10. The starting team must toss the pallino past the "center line" but not hit the back wall. If the first toss is no good, the opponents get to toss the pallino. However, the starting team still gets to play first. If the opponents fail to properly toss the pallino, the pallino reverts back to the starting team.
11. If the rolled ball of the starting team touches the backboard, the ball is out of play and the starting team plays another ball until a point is made.

12. If a player rolls a wrong colored ball, simply replace it with the correct color when it comes to a stop. A ball played out of turn shall remain in place at the discretion of the opposing team. If the opposing team opts to kill the ball, all balls that were moved are returned to their original positions.
13. Players may step on, but not beyond, the foul line before releasing the pallino or the ball. First offense, player is given a warning. Second offense, the thrown ball is removed from play. All hit balls are put back into original position.
14. Players may use the sideboards at any time.
15. A total of 13 points are needed to win a game; exception: if time runs out before any one team has 13 points, the team with the highest score wins. **NO GAME MAY END IN A TIE**, should the game be tied when time is called, a tie breaking frame will be played.
16. In any frame, in the case of a tie with two balls, the prevailing (or first ball) has to be beaten. If there are no more balls left, the frame ends in a tie with no points awarded. The original lead-off team resumes play at the opposite end of the court.
17. If, after play, only the pallino remains on the court, the two teams must play again (at the opposite end of the court).
18. If, during a match, both teams agree on which team scores the point(s) and it is then later determined that a mistake was made; points are awarded based upon the ball(s) closest to the pallino at the time the dispute is made.
19. If a ball (except the pallino) strikes the backboard without hitting another ball or pallino it is considered dead. If a ball does touch the pallino or another ball prior to hitting the backboard it is still considered in play. If a lagged ball comes to rest on the pallino or on another ball that is touching the backboard, the lagged ball is still in play.
20. If a dead ball returns from the backboard into the field of play and strikes a stationary ball(s) and/or pallino, the ball that hit the backboard is out of play (dead) and the pallino and/or other balls are placed back in their original positions. If the hit ball was in motion when hit, that ball stays where it comes to a stop.
21. If a pallino is diverted outside the court or bounces back past the court's centerline, the play is terminated and the original starting team resumes play from the opposite end of the court
22. Shooting (volo) is lofting the ball past the "centerline" of the court. Shooting (volo) is not allowed in the game of "open" bocce.
23. There should be no crossing of the centerline by team players. However, tactical discussions may take place at the centerline. Opposite-side team players may guide their partners regarding ball-to-ball distances; best lag angle, etc. as needed.

24. If opponents move balls prior to the end of a frame (believing the frame is over) and the balls cannot be accurately relocated, all remaining balls of the non-offending team that have not been thrown are counted as points. If offense is by the playing team, all remaining balls of the playing team that have not been thrown are voided.
25. **For the sake of the league, every team is expected to attend every scheduled match- only 2 players are required for competitions.** There are no make-ups allowed. If a team does not have the minimum two players required to play a game, that team will lose by forfeit and the standard forfeit scoring guidelines will apply.
26. **1 Match = 2 Games. The winner of the first game will start the palino for the second game.**
27. Each team will have 1½ hours to complete their match (two games). There is no time limit per game; hence, **THE COMBINATION OF BOTH GAMES MAY NOT EXCEED 1½ HOURS. NO GAME MAY END IN A TIE**, should the game be tied when time is called, a tie breaking frame will be played.

Scoring- Wins/Losses and Point Differentials:

1 Match = 2 Games. Two teams will play one match (two games) per night. The first team to reach 13 points receives a win plus the point differential. For example, Team “A” scores 13 while Team “B” scores 10. Team “A” is awarded one win and 13 points scored and 10 points scored against. The differential would be 3 and is used to determine the Final standings in the event of a tie during the seasonal play.

If a team does not have four players when league play is to start, but two or three players are available and it is time to start the game by the clock (6:30pm or 8:00pm) **the team is obligated to start the game within 5 minutes**, with a one ball penalty per missing player as follows:

1. **Two players** – One player at each end, each player throws three balls.
2. **Three players-** Two players on one end, each throwing two balls; single player on the other end throws three balls.

During a game where a team has less than four (4) players, if the additional team player arrives, the player may enter the game at the start of any new frame.

PRACTICE PLAY:

League Rule- With the exception of scheduled League play days, the courts are available for practice anytime during normal operating hours of the Club. The courts **CLOSE at 4:00 pm** on League play

days; Tuesday, Wednesday, Thursday & Friday. **Please check with the League Director to reserve a court.**

SUBSTITUTIONS:

- » Substitutions will be allowed in all games. Each team can make 2 substitutions per game one per side of court (4 max per match). Once a player leaves the game they cannot come back into the same game. A player may not leave one end of the court to go play at the other end of the court. Teams must notify the opposing team of the substitution.
- » Only members on the Team Roster can participate during league play. (Max. 10 players/team)

FORFEITS:

For the sake of the league, every team is expected to attend every scheduled game- only 2 players are required for competitions. If a minimum of two team members are not available to start the first game within 5 minutes of the posted start time, the game shall be forfeited. If at least two team members are not available after 30 minutes of posted league time, the second game for that night is a forfeit. **The scoring for a forfeit is as follows (1 match=1 forfeit):**

Games WON by forfeit are scored as 7 points and one win per forfeit.

Games LOST by forfeit are scored as 0 points and one loss per forfeit.

***Two forfeits in any season will mean a loss of priority registration for the following season.**

LEAGUE STANDINGS & TIE BREAKERS:

Team standings will be based on the won/loss record plus point differentials and will be posted on the Bocce Scoreboard each week. If two teams tie for first or second place with the same won/loss record at the end of the season, the tie breaker is the following, in order:

1. Highest differential between points for/against
2. Highest points scored (overall season)
3. Lowest points against (overall season)

RAINOUTS:

For All leagues: Rainouts will not be made up. The week's matches will be scratched for the entire league.

MAKEUPS:

For the sake of the league, every team is expected to attend every scheduled match - only 2 players are required for competitions. There are **NO MAKE-UPS ALLOWED** for any matches that are forfeited. If a team does not have the minimum two players required to play a game, that team will lose by forfeit and the standard forfeit scoring guidelines will apply.

PLAYOFFS

Please note:

- ❖ Round one matches: 1 game, played to 15, no time limit.
- ❖ **Champions' matches: 1 game played to 15, no time limit**
- ❖ **All seeded matches will play best 2 out of 3 to 13, no time limit**
- ❖ Final match will play best 2 of 3 games to 13 points with no time limit
- ❖ Palino will be determined by a coin toss during all playoff games. The coin caller will be determined by highest differential.
- ❖ Seeding process based on number draw (draw a number from a hat). Whichever league champion(s) pull the numbers 4 and/or 5 will have to play in the play in round for the 4 seed slot.
- ❖ **Substitutions :**
 - Each team can make 2 substitutions per game one per side of court (4 max per match, 6 maximum during matches that are best 2 out 3). Once a player leaves the game they cannot come back into the same game. A player may not leave one end of the court to go play at the other end of the court. Teams must notify the opposing team of the substitution.

- A player may not leave one end of the court to go play at the other end of the court.

- ❖ Only members on the Team Roster can participate during league play. (Max. 10 players/team)

The four teams from each league with the best records will qualify for the playoffs.

In the case of a tie, the following format applies:

1. Highest differential between points for/against

2. Highest points scored (overall season)

3. Lowest points against (overall season)