

## **Austin Bocce League Rules and Regulations**

1. **RULE CHANGES.** The Austin Bocce League Board of Directors has the right to change, interpret, modify, add or delete any rule or requirement it deems necessary.
2. **START TIMES AND FORFEITS.** Each evening match, consisting of three games begins at 5:30 PM. A team not present and prepared to play by 5:45 PM will forfeit one game. If the team is still not prepared by 6:00, the team will forfeit the next two games. For any game forfeited, the score recorded will be zero points for the forfeiting team and the full game points for the team present and prepared to play.

Morning league play begins at 9:30. A team not present and prepared to play by 9:45 AM will forfeit one game. If the team is still not prepared by 10:00 AM, the team will forfeit the next two games. For any game forfeited, the score recorded will be zero points for the forfeiting team and the full game points for the team present and prepared to play.

3. **COIN FLIP START.** The match shall begin with a flip of the coin between the Capos (Captains) of the team or their designates. The winner of the toss gets to select the length of the court between the 60', 76' and 90' designations; and may either choose to have the first toss of the pallino (the small ball that is also called the jack or target ball) or to select the color of the larger balls. Manor play starts at south end of the courts.
4. **TEAM SIZE AND FIRST BALL.** During game play, a team consists of four players, with two at each end of the court. Players may not switch ends during a game. The player rolling the first pallino shall toss the first ball. If any ball other than the pallino hits the back wall, it becomes a dead ball and is removed from the court. If the first ball becomes a dead ball, that same team will continue rolling their balls until they get a ball in play. Team members may take their two rolls in sequence or alternate with the other teammate. A team can play shorthanded with a minimum of three players; but each player is only allowed to roll two balls. No player may play two consecutive games from the same end of the court, unless it is a player in a wheelchair and the other end of the court does not have adequate access.

The league will endeavor to create "designated players" that are available to augment the team size and allow games to proceed when needed to avoid forfeited games. Such designated player shall be substituted out when four team members are on site.

5. **SUBSTITUTIONS.** A team member can be inserted into a game at any time prior to the rolling of the pallino in any frame. A player removed from the game may not play again in that game.
6. **PALLINO IN PLAY.** The starting team may toss the pallino any distance so long as the pallino passes the center line and does not pass the line of the end zone or hit the back

wall. If a player is unsuccessful, they will get a second chance. If this roll is also unsuccessful, the opposing team shall have two chances to get the pallino in play. The team that initially rolled the pallino will still roll the first ball.

If after four rolls the pallino is not in play, it shall be placed in the middle of the end zone line and the initial roller will roll the first ball. If the pallino stops within one foot of a side wall, it shall be moved one foot from the side wall at the same distance to the end wall.

7. **PALLINO OUT OF PLAY.** Once the pallino is in play, it will remain in play even if it hits the back wall. If the pallino leaves the court, the frame is terminated with no points awarded. Play resumes at the other end of the court with the previous starting team rolling the pallino.
8. **ORDER OF PLAY.** Once the pallino is in play and a subsequent ball is in play; that team steps out of the court and the other team rolls until they get at least one ball closer to the pallino than any of the other team's balls. At that point, they step out and the other team rolls their balls until they have one closer to the pallino than any of the other team's balls. And so forth, until all balls have been rolled.
9. **SCORING AND TIES.** Only one team scores in a frame. A frame ends when both teams have rolled all their balls and points are then decided. One point is given for each ball that is closer to the pallino than any of the other team's balls. In the event that there is a tie, no points are awarded to either team, and the game resumes from the opposite end with the same team rolling the pallino.
10. **END OF GAME.** In the Spring and Summer Leagues, games are played to twelve points. In the Fall League, games are to ten points. If games are not completed as darkness approaches, at the time of official sunset it shall be declared that upon completion of the current frame – the teams shall have only two frames remaining to be played and the game ends at that point safely within the twilight remaining. Once the game-ending score is reached, there is no roll of any further balls provided the team that's behind has rolled all of its balls.
11. **SIDEBOARDS.** Players may use the sideboards at any time.
12. **WHILE PLAYERS ROLL.** All team players must be completely off the court while a member of the opposing team prepares to roll and until all balls have come to rest. Spectators and team members not playing must stay off the court.
13. **BALL HITS PLAYER.** If a live ball hits a player on the opposing team, the rolling team may accept the result of the roll or replace all moved balls to their original positions and re-roll the ball, at their option.

14. MEASURING. Each team will assign one player at each end of the court to do the measuring without interference from other members of their respective teams. These appointed players, and the Capos (Captains) are the only people allowed on the court to make measurements. All other players shall remain behind the end backboards.

Measurements shall be made from the inside edge of the pallino to the inside edge of the balls. If a ball or pallino is accidentally moved while measuring, it is replaced to its original position. Either team can request that the balls be measured. The Capos shall resolve any measurements if required.

15. DEAD BALL RULES. If a dead ball strikes a live ball(s) and/or the pallino, such balls are replaced to their original position. A dead ball is removed from play immediately and may not be rolled again until the next frame. A bocce ball is "dead" when:

- a) The ball is rolled out of turn. However, if a player rolls as a result of a mis-call or mis-measurement then the ball is returned and the correct player rolls. All balls are returned to their original locations.
- b) The ball strikes a player on the rolling team; the ball is considered dead when it strikes the player.
- c) The ball is not released before the player steps past the end zone line; except that a warning only is issued the first time this occurs.
- d) The ball strikes the back wall.
- e) A ball is rolled while the pallino or another ball is still in motion.

16. BALLS FROM OTHER COURTS. If a ball rolled from another court disturbs any balls, the frame will be restarted unless both teams agree that any balls disturbed can be replaced and play continues.

17. ROLLING THE WRONG COLOR BALL. If a player rolls a wrong colored ball, it is exchanged with the right colored ball.

18. NOT CROSSING THE CENTER LINE. Players participating in any game must not cross the center line during play except for personal convenience. With the exception of a team Capo or designee, players are not to interfere with play at the other end.

19. SCORESHEETS. Scores of all games and the names of players during the match must be recorded on scoresheets and hardcopies given to the Coordinator or Commissioner or placed in a designated spot for pickup. Further, one of the Capos or Co-Capos from each match shall upload the game scores using the TeamLinkt app from a smartphone. A photo of the scoresheet shall also be sent to the Coordinator via phone message.

20. RAINED OUT MATCHES. Rain cancellations shall be made by the Coordinator or Commissioner via the teamLinkt App messages to Players. Matches will be rescheduled in agreement with the opposing team Capos, and thereupon communicated to the Coordinator or Commissioner. Teams should try to schedule makeup matches on

reserved days if possible. All matches should be completed more than 72 hours in advance of the Playoffs.

21. INELIGIBLE PLAYERS. Only Roster Players may compete in League play and players may only play for one team in a match. All games involving ineligible players will be forfeited.

22. SITUATIONS NOT COVERED. US Bocce Federation rules shall apply.

### COMMUNICATION, CONDUCT AND COURTESY

Team Captains or their alternates are responsible for the actions of their players. Captains are also responsible for informing their team players about the following guidelines:

1. Courtesy, respect and good sportsmanship shall be displayed at all times.
2. Please do not talk to or otherwise interfere with a player while they are rolling.
3. Please try to arrive early to help groom and prepare the courts for play/practice.
4. All trash and recycling is to be discarded in appropriate containers.
5. No smoking or vaping within 50' of the bocce courts.
6. No rolling/shooting of balls such that they are in the air past the halfway mark.
7. Please wear flat soled shoes. No spike heels or cleats.
8. Dogs must be on a leash and always attended to.

Violations of any of the above guidelines may result in a warning by the Coordinator or Commissioner to the player and team Captain. Severe violations or a violation after a warning may result in the player's suspension or expulsion by the Coordinator or Commissioner from the game or match. Sanctions may be leveled against a team for intentional and repeated violations by one or more members of a team. Violators may appeal this decision to the Board of Directors but the suspension will remain in effect until a decision is made. Any suggestions, complaints or protests with other teams or players or the Coordinator or Commissioner should be made by the Team Captain to the Austin Bocce League Board of Directors.