

## River Pointe 2010 Bocce League Rules

### Teams:

Teams will be comprised of four players. Two players from each team will be stationed at each end of the court for the duration of the match, throwing two balls each. At the end of each frame, the game resumes at the opposite end of the court. 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 pallino (small target ball), or choose the color of the balls.

### Tossing the Pallino:

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 the player fails to toss the pallino properly, the opposing team will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino, the pallino reverts to the original team. This continues until the pallino is properly tossed.

### Starting the Game:

The first ball will be thrown by the team that originally tossed the pallino and then step aside until the opposing team has either rolled one of its bocce balls closer to the pallino or has thrown all of its balls. *Please Note: Even if the team that first threw the pallino in the frame fails to put it in play correctly they still throw the first bocce ball in the frame.* Any time a player is rolling, opposing players must remain outside the court. Whenever a team gets a ball closer 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 bocce balls. The team who scored last throws the pallino to begin the next frame. Consecutive or alternating throws by the teammates shall be at the option of the players. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color ball when it comes to rest. If a player rolls out of turn or plays more than two balls, the other team may leave all balls as is or remove the illegal ball from play and return all balls to their approximate position.

### Foot Fouls:

Players may step on but not over the foul line before releasing the pallino or their ball. All balls or pallino moved by a foot foul will be returned to their original position. The player who made the foul shot will re-throw the pallino or bocce ball.

### Scoring:

Only one team scores in a frame. One point is given for each ball that is closer to the pallino 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 pallino, no points are awarded to either team and the game resumes from the opposite end of the court, with the same team tossing the pallino. The first team to earn 13 points with at least a margin of 2 points wins the game. So for example if the score is 13-11 the game is over but if the score is 12-12 the game continues until the score is 14-12, etc. At 15-15, the team that wins the next frame wins the match 16-15. If the team is behind 14-15 and scores 2 or more points in the next frame, it will be adjudged the winner of the match, 16-15.

**Back Wall – Shooting Volo:**

Bocce balls hitting the back wall are legal.

Once the Pallino is in play, it remains in play even if it hits the back wall during the game. However, if the pallino is knocked out of the court, or is knocked in front of the center line, the frame will end and play will resume from the opposite end of the court, with the same team tossing the pallino.

Balls may not be lofted (Volo) beyond the center line. If this occurs the illegally lofted ball is removed from play and all balls returned to their approximate position.

**Measuring and Disputes:**

Team Captains, or their surrogate, may measure any balls at any time to resolve disputes.

**Late Arrivals – Substitutes:**

A team not showing up within 10 minutes of the scheduled starting time loses two points and an additional two points for each five minutes thereafter. A team not showing up within thirty minutes of the scheduled starting time forfeits the game.

A team missing players at the start of the game may play, however, each player may only roll two balls. A player arriving late may enter a game only after the completion of a frame. Substitutions may only be made between frames.

A team may have up to a maximum of 2 substitutes as long as they are River Pointe residents. A player on a team may sub for another team no more than 3 times during the season

**Rescheduling of Games:**

All matches will be scheduled either Tuesday or Thursday evenings. However, if a team knows that it will be unable to play at the scheduled time, their Captain may contact the opposing team's Captain and request that the match be rescheduled. The match can be rescheduled for anytime that is convenient to both teams as long as it is completed before the following week's match. If a time cannot be agreed upon, the team that was unable to make the scheduled time forfeits the match.

**Rainouts:**

In the event of rainout it is the responsibility of both Captains to reschedule the match. Open weeks will be available during the season for rained out matches to be played but these games can be played earlier, if an acceptable date can be found for both teams. Rainout matches do not have to be made up before the following week's match but should be made up as soon as possible. Games interrupted by rain will be suspended at the end of a completed frame and resumed, when possible, from the point of suspension.

**Playoffs:**

For the playoffs, substitutes will be randomly chosen from the substitute list or from non-playoff teams. The playoff matches can be played on either court. If teams do not agree, the court will be decided by a coin toss.

**Reporting Scores:**

It is the responsibility of the Captain of the winning team to report the score to Art Ross (732-657-6057) or Larry Mays (732-408-1108) by the next day following the match.