

Pine Lakes Bocce Rules 2021-2022

Games are scheduled on the hour, and end when one team reaches sixteen points. **Each team should arrive at least 15 minutes early** because some games end quickly and if both teams are early they can start at the finish of the previous game. Games are played on Wednesdays. Team schedules are computer-generated and **cannot be changed**. Every team is scheduled for the complete season.

The schedule also tells you:

- A. whether your team will play on court 1 or court 2.**
- B. which end of the court each player is assigned.**
- C. which is the “home” team (who begins play and chooses ball color).**

Teams

Teams will be comprised of two players. One player from each team will be permanently stationed at each end of the court. Whenever possible, **men** compete only against other **men** and **women** against other **women**. *However, after sign up, their may be more of each gender available for Play. In that case, their may be some teams made up of two women or two men. The designation for the first player listed on the team will be “F” and the second player will be designated as “M”.*

Husband/wife, or “significant other” couples will not be placed on the same team. The player or sub that starts a game must complete that game or it will be a forfeit. You cannot exchange a player for a sub or a sub for a player **during** the course of the game.

Substitution and Forfeits

YOU must arrange (it is your responsibility), in advance, for a substitute player and also notify your partner when you cannot play. DO NOT call a committee member to find a sub for you or your partner. Wednesday is Bocce day. If you cannot make a game please be responsible enough to arrange for a sub. If you are unable to find a Substitute from the Substitute list, you may ask a **Regular Player** to be your substitute. **Regular players can only be a Substitute ONE TIME during a season.** Whenever possible men should get a male sub and women a female sub. If no one of your gender is available, anyone on the sub list may play for you. **If a full team is not at the court on the hour of their game, that game will be a forfeited game. If, after failed attempts to find a Sub and a registered Sub is present at the court, he/she can be asked to be the substitute for that game. If the game is forfeited, the other team automatically gets 1 point. If someone from the opposing team calls your team to say they are forfeiting, your team must show up at the bocce courts at the scheduled time for your game to record the point. If your team is not present it will be considered a double forfeit, and both teams will get no points. If your game is forfeited, you may use that court to practice or play someone, else until your hour is over. The court must be surrendered for the next scheduled teams to play their games.**

If you have a partner who doesn't show up for games, you may want to give that partner a call on Tuesday to remind them of the game and time. There cannot be two subs on a team simultaneously. **A substitute can only sub two times on the same day.** At least one of each team's regular players must play every game, or forfeit that game. No subs will be allowed if they are not on the sub list.

During the Fall & Winter league, if a sub is used on the same team for four weeks or more, that sub will become a permanent player on that team. No one will be allowed to play unless they have paid their fee and are on the sub list prior to the scheduled play time. Games played disregarding these rules will be deemed a forfeit whether someone complains or not.

Tossing the Pallino

A player may toss the pallino any distance, so long as (1) the player does not step or cross the foul line, (2) the pallino passes the center line of the court, and (3) the pallino does not hit the back wall. If a player fails to toss the pallino properly, he or she may try again. If he/she fails to toss the pallino properly a second time, the opposing team will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino on two tries, the pallino reverts to the original team, etc. Any time a player is rolling, the opposing players must remain outside the court. If the pallino is thrown “out of turn” and then that person also throws their first ball, the ball is placed out of play and is dead. The pallino is then thrown by the correct person.

Starting the Game

Play always begins at the scoreboard end. Each team will throw four balls. The home team will decide which color balls they will use. At the end of each frame, the game resumes at the opposite end of the court. The match will begin with the toss of the Pallino by the home team on the schedule. The first ball will be thrown by the team who originally tossed the pallino. If that bocce ball hits the back board without hitting the pallino, the team must roll again until he/she has placed a ball in play. That team does not roll again, until the opposing team has either rolled one of its bocce balls closer to the pallino, or has thrown all of their balls. 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 team's 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. Players may use the side walls at any time. If a player rolls the wrong color ball, simply *replace* it with the correct color when it comes to rest. If a player rolls out of turn, *the ball thrown is removed from play and is dead*. All other balls are returned to their approximate positions. Play then resumes with the correct player throwing the next ball. The term ‘*Return all balls to the approximate position*’ will be mentioned often in the rules. It is assumed that all balls cannot be returned to the exact position. If it is determined that a reasonable agreement can't be met, the frame will end with no points scored. Play will then resume at the opposite end of the court, with the same team tossing the Pallino.

Moved Balls

Any ball or balls moved *before the last ball has been thrown*, will cost the team of the person moving the ball 4 points. These points will be added to the points of the opposing team. Please be sure that all eight balls have been thrown before you attempt to move the balls so as not to cost your team a penalty of 4 points. **Count the balls before you move any.** *After all of the balls in the frame are thrown* and a measurement is required (one person from each team should do the measuring), and a ball is picked up or kicked away, the opposing team wins the measurement, but not necessarily the point. An example would be as follows: One orange ball is

clearly a point, but, the next orange ball and the closest green ball need to be measured. The green team kicks away the orange or green ball to be measured, so the orange team gets 2 points. If the orange team moves the orange or green ball to be measured, the green ball wins the measurement but the first orange ball still gets the point. If no point is established the team moving the ball loses the point. If a ball is moved that isn't in contention, there is no penalty.

Foul Lines

Players must stay behind the foul line when releasing the pallino or their ball. When a player is rolling, opposing players must remain outside the court. If a player's toe exceeds the width of the proper foul line before releasing a game ball, they will receive a warning. Subsequent fouls will result in removal of the thrown ball from play.

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 *equal distance* 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. Games are played to 16 points. At the end of the game, the home team should record the scores for their game on the bocce score sheet. The Winning team gets one point and the Losing team gets zero point.

Pallino Hitting the Back Wall/Over Side Rail

Once the pallino is in play, it remains in play even if it hits the back board during the game. However, if the pallino is knocked out of the court the frame will end and play will resume from the opposite end of the court. No points will be awarded. The same team tosses the pallino.

Balls Hitting the Back Wall/Over Side Rail

A ball hitting the back board is dead and must be removed from play unless it first hits another ball, or the pallino, in which case all balls are in play. If a thrown ball does not first touch another ball and **hits** the back board, then strikes a stationary ball, that stationary ball shall be replaced to its approximate position. The thrown ball is removed from play. If a thrown ball jumps the side rail and leaves the playing court it is considered a dead ball.

Measuring and Disputes

All players from both teams may assist in the measurement of the balls. There are some players who find it difficult measuring and this will help to keep the measuring fair. If a point is declared either visually or by measurement and the rest of the balls are thrown and none of the previously measured balls have moved, the players **cannot** decide to re-measure those balls and change the point. The change would not be valid, the first call will remain in effect. All disputes will be resolved according to the rules in the rule book. If there is a dispute, at least one member of each team should look the rule up in the bulletin board. If it is a situation that is not covered in the rule book and you cannot agree on a compromise, that frame will end and no points will be awarded. Play then resumes at the opposite end of the court, with the same team tossing the pallino

Common Courtesy

Everyone must observe rules of common courtesy. **NO foul language, bullying or intimidation is allowed. Playing instructions and technique are not to be offered by partners during the course of a game.** Yelling instructions from one end of the courts to the other about where to bank the bocce ball or how hard to throw, etc. are not allowed. Reserve this for your practice sessions. ***Persons not playing are asked not to offer instructions or comments to the people playing the game.*** *If players are being bothered by comments from a bystander, and they have asked him/her to stop, if they continue they will be asked to leave the bocce courts.*

Rain Dates

If Rain has occurred before the start of play, and the courts are saturated with water, and the courts are determined to be unplayable, by a Coordinator, the entire slate of games for the whole day will be canceled and no games will be made up, and that weeks slate of games will be voided and not rescheduled. If some of Wednesday's games are canceled because of rain or condition of the courts, one player from the home team contacts the opposing team and they *should try* to play on Friday of the same week, same time and court. If Friday is inconvenient, Monday has been set up as a last make up day. If these dates do not suit either team, an alternate day/time (*before Monday*) may be mutually agreed upon if courts are available. **If both teams fail to agree to a make up day, a forfeit of the game will be made for both teams. A PLAYER FROM THE HOME TEAM MUST CONTACT A COORDINATOR SO EQUIPMENT WILL BE AVAILABLE AND THE COURT CAN BE RESERVED.** A team playing at the same time and same court as scheduled other than Friday or Monday, will have first right to that court over a team not scheduled for that time. If a game in progress is rained out, the score will resume from where it left off when it was rained out. If a rain delay has been called and a game is in progress, it will only continue if all players agree to keep playing.

All rescheduled games must be completed *no later than Monday* and scores submitted upon completion of the game.

Early Make Up Games

If a team knows they can't be here for an upcoming game, and wishes to play before the scheduled day instead of getting a sub, they may contact the team they are scheduled to play for the day in question. If both teams agree on a day and time to play, the **Chairperson or Co-Chairperson must be notified and the court reserved and equipment arranged for.** The same court and same end will be used to make up the game *as originally scheduled*. The score should be initialed by both teams and given to the same person they set up the time with, who will *pass it on to the computer scheduler*. Equipment should then be returned as previously arranged.

Prizes Awarded

Prizes will be awarded at the Banquet in March. *Prize money, if awarded, will be determined by the amount in the treasury at the end of each season.* Prizes are awarded for first, second and third place winners. Team standings are determined by most games won. In case of a tie for first, second or third place, playoffs will be scheduled for the following Wednesday at

9:00 AM. Playoffs will continue until there is a team in first place, second place and third place.

Committee Comments

In order to keep the Bocce games fun and upbeat, whenever the committee has to rule on any situation they will make their decision according to the rules. It is suggested that you read this year's rules and learn them so there are no hard feelings and no misunderstandings. The committee has revised the rules so as to make play smoother and less combative.

Thank you all and let's have fun.

Your 2020-2021 Bocce Committee.

Co-Chair	Rich Pacewic	815-412-4821
Co-Chair	Jim Rastrelli	563-505-5591
Treasurer	Jackie Yablonski	914-805-1359
Scheduler	Jim Rastrelli	563-505-5591
	Shelby Greene	239-567-2595
	*Jack Conway	239-599-4556
	*Ken Hunt	239-543-4486
	Tony Fettig	313-680-4341
	Joe Salerno	781-775-3844
	Janet Lembo	804-898-8900

- **Winter only**
- Please note: No smoking is allowed at the bocce courts on Wednesdays

Rev. 09/15/2021

Page 5