



CONSHOHOCKEN BOCCE LEAGUE GAME RULES

I. CONSHOHOCKEN BOCCE LEAGUE (CBL) GAME RULES

- a. A game consists of two teams with four or three players on each team.
 - i. A game is official when there are “3” players on the team at the scheduled start time of the game. Game must begin with “3” players. If the 4th player arrives before the beginning of the second frame, the 4th player may enter the game and start on the end that has not played a frame.
 - ii. In the case of a game with “3” players, the opposing team must name a “walker¹” (the person that will play both ends of the court) and may change that walker each game.
 - iii. If a team is unable to field a team with “3” players, that team will incur a forfeit.
- b. Only registered players (paid CBC and CBL registration is up to date) on a team may enter the playing court.
- c. A match consists of the best of 3 games.
- d. Players from opposing team may not remain in playing area when other team is shooting.
- e. NO substitutions are allowed once a game has started except in case of an emergency or at the discretion of referee or league official.
- f. No player or captain when not participating in an active game may walk or stand at mid court and coach his/her team. You must remain behind the foul line of the shooting team. You may coach your team if they are shooting towards your end or remain at one end of the court. You may not roam the length of the court at any time.

II. PALLINO

- a. A coin flip starts the match. The winner of the coin toss has the option to choose the pallino or bocce ball color. The opposing team receives the choice not chosen. In addition, the coin toss winner will choose which end of the court the game will start. Upon concluding this selection, the team that holds the pallino will roll it for the 1st frame.
- b. Once the pallino is thrown, it must be followed by a bocce ball thrown by the same person until initial point is established. If that person throws 2 foul balls, then the other team mate must establish initial point.
- c. Pallino must not rest within 12” from the sideboard. Measurement is to the front of the pallino and must not pass on the foul line. **Pallino is foul if it rests “on the line”.** If the team with possession of the pallino fouls the pallino, the opposing team will shoot the pallino. If the pallino is fouled by both teams, the pallino is placed in the center of the playing area. The team that initially pointed, will throw the first bocce ball to establish point.
- d. The frame is void when the pallino leaves the playing area at any time during a roll. When the pallino gets knocked out of the court, the team that originally held the pallino, at the beginning of the frame, will start the frame over at the opposite end of the court; regardless as to which team caused the infraction.

III. ROLLING AND SCORING

- a. All balls must be thrown from behind the 4’ line at each end.
- b. Each player must throw 2 balls.

- c. Toe must not touch shooting line, one warning, second offense ball is disqualified (referee make call).
- d. If bocce ball is hit out of court – the ball is disqualified from that frame. Play continues.
- e. If Pallino leaves the court at any-time during play, frame is over. (See II d)
- f. All players will play each pass from the same end of the court except for designated “walker”.
- g. If a player throws the wrong color ball, it will be replaced with right colored ball after ball has come to rest. A warning is given first time offences; the ball is disqualified any time after that.
- h. If a player rolls out of turn, that ball is disqualified and removed from field of play.
- i. If a player crosses shooting line with a bocce ball, the bocce ball will be disqualified.
- j. Any bocce ball hitting the back board without hitting another ball is disqualified and removed from the field of play. Any bocce ball displaced by the disqualified bocce ball is returned to its original location.
- k. If a player throws 3 balls in one frame (instead of 2) the ball is disqualified and no points will be allowed for the offending team. The frame is over immediately. However, if the other team was in for a point prior to the disqualified ball being thrown they will count. If not, no points for either team.
- l. The player that throws the pallino must throw the first bocce ball. Bocce ball thrown must be fair. If the first bocce ball is foul, that same player must throw the next bocce ball. If the second bocce ball is foul, the other player on the team must throw the next ball.
- m. If there is a tie during the frame, player rolling the ball continues to roll. Must beat the opposing point, not tie. When all balls have been thrown, and there is a tie between 2 balls and there are no other balls that point, this is declared a draw. No points in this frame. Another frame must be thrown (team holding the pallino throws from the opposite end of the court).
- n. No player can advance down court until all four balls have been thrown.
- o. You may cross the foul line after the bocce ball is released. Keep in mind, your toe must stay behind the foul line until the ball has been released.
- p. When a team reaches the score of “11” and the opposing team has no more balls, the games is over.
- q. DROPPED BALL: the attempted roll that crosses the foul line (4’ mark) is in play. Discretion of referee for accidental drop.
- r. Closest ball to the pallino scores 1-4 points per pass.
- s. Captains are responsible to sign off on the scores in the book.
- t. No ball including the Pallino may touch the line. If any ball is “ON THE LINE” it is disqualified.

IV. LEAGUE PROCEDURES

- a. All games MUST start on time. (Monday – Friday: 6:30 & 8:00, Sunday; 5:30 & 7:00)
- b. Matches begin on time except in case of pending forfeit. (Less than 3 players present). See V. Forfeit for explanation.
- c. There will be no more than a 10 minute break between games.

- d. There is no maximum of registered players on a team.
- e. Players registered on a team, may not move to another team during the season.
- f. Waiting list – List being kept by the Commissioner with names of any person wanting to obtain a team in the CBL or special requests. (IE, move to another night, obtain a team or join a team, etc)
 - i. Anyone wanting to be added or deleted from the Bocce League Waiting list, must email conshybocce@gmail.com with their contact information and request. All attempts will be made to fill open spots.
 - ii. You will be placed at the bottom of the waiting list if you have 2 declines for a team.
- g. Team probation and expulsion
 - i. Any and all matters where members are not acting in accordance with CBC bylaws are to be brought to the attention of the CBL Commissioner or a CBC officer immediately.
 - ii. Any team or member behaving in a matter not acceptable by the CBC or CBL will immediately be brought before the CBC officers for possible suspension or expulsion from the club property and CBL.
- h. All league schedules are to be adhered to. There is no changing of any schedule. If there are **extenuating circumstances** when a team(s) would like to play their game prior to the scheduled date, this information must be brought to the NIGHT REPRESENTATIVE before said scheduled date. If it is agreed upon by both captains, permission to re-schedule the scheduled game may be granted.
- i. League schedules will be published as soon as possible. Any discrepancies should be brought to the attention of the commissioner.

V. FORFEITS

- a. Matches begin on time except in case of pending forfeit. (Less than 3 players present) Forfeits are incurred when a team cannot field “3” players for a game.
- b. If three players are not present by the scheduled starting time of their match, that team will forfeit at fifteen (15) minutes after that teams scheduled starting time (1st game) and thirty (30) minutes after that teams schedule starting time (2nd game and match). (Grace period is to wait for the arrival of the “3rd Player”.)
 - i. If 4 players are on court at start time, game must start immediately.
 - ii. If 3 players are on court at the start time, game must start immediately.
 - iii. Forfeits will occur Monday-Friday at 6:45 and 7:00 for the 1st match and 8:15 and 8:30 for the second matches.
 - 1. Second matches of the night must have three team members present by their scheduled starting time regardless of whether the early matches are still in progress or not.
 - iv. Forfeits will occur Sunday at 5:45 PM and 6:00 for the 1st match and 7:15 and 7:30 for the 2nd matches.
 - 1. Second matches of the night must have three team members present by their scheduled starting time regardless of whether the early matches are still in progress or not.

- c. The winning team on a forfeit will accrue 5 points for each game (a total of +10) and the forfeiting team will lose 6 points per game (a total of -12). This is to discourage forfeits and prevent teams who don't need the match to not play it out.
- d. It is the responsibility of the agreed upon referee to note these forfeits in the scorebook.

VI. REFEREE

- a. An agreed upon person by both team captains.
- b. Must be familiar with league rules.
- c. Must be a member of the CBC.
- d. Referee must start game promptly. And also keeps time of pending forfeits.
- e. Referee flips coin toss for pallino.
- f. Referee is in charge of keeping the score of each game and putting those scores in the scorebook.
- g. Referee is the only person to make a measurement.
 - i. Captains can ask for five (3) 2nd measurements per game.
- h. Referee resolves all discrepancies of a game.
- i. If referee sees fit to involve another league official in a game measurement or discrepancy, he/she may do so. This person will be the night representative. In their absence he/she must be an agreed upon (by both captains) league member or CBC officer. If no one can be agreed upon, a call must be made to the League Commissioner or League Co-Commissioner.
- j. If there is a dispute between captains and referee. The Referee is the final decision.
 - i. If dispute continues. Referee must contact the Night Representative. If he/she is not available, the referee must call Commissioner or Co-Commissioner to stop game and place in dispute.
 - ii. Decision will be made by Night Representative, Commissioner and/or Co-Commissioner to continue with ruling or disqualify the game.
 - 1. Disqualified game will be treated as if both teams forfeit. (-12 points, 2 loss games and 1 match)

VII. RAIN OUTS (In case of NO INTER-LEAGUE)

- a. Rainout is when it will be dangerous for any player to be in inclement weather or the weather is severe enough to cause damage to the courts.
- b. Teams are expected to be at the courts at the scheduled time of their games, if inclement weather is expected a "Rainout" may be called.
- c. The NIGHT REPRESENTATIVE will decide if the matches are playable or not. If the Night Representative is not available, the Commissioner or Co-commissioner must be contacted to make the final decision.
- d. Rainouts may be called if the 1st matches cannot start within 30 minutes of the schedule starting time or the 2nd matches cannot start with 30 minutes after the completion of the 1st matches.
- e. If weather conditions allow for 1st scheduled matches to be completed and the second matches cannot start within 30 minutes of scheduled start time because of inclement weather, designated person may cancel the evening of bocce play. Earlier games played will not count in standings.

- f. If weather conditions stop play at any time after games have started, all completed games will not count. If play is suspended because of inclement weather, and resumed the team holding the pallino when play was stopped will start at the beginning of the frame (present score noted) where the game was stopped. There is a 30 minute allotted time to wait out a possible rainout for a match for either the early matches or the late matches. This is also the time allowed if play stops after the match starts.

VIII. RAIN OUTS DURING INTER-LEAGUE PLAY

- i. Rain outs must be re-scheduled at the time of the scheduled game that has been rained out.
- ii. Rain out must be made up by the second Sunday following the scheduled game.
 1. IE. Rain out occurred on a Monday, you have until the second Sunday following your scheduled game to make the game up. This goes for any night.
- iii. An agreed upon date and time of re-scheduled rain-out match must be communicated to the Night Representative within 1 week of the rained out match. If this date and time is not communicated to the Night Representative within 1 week, the night representative will schedule this game at their discretion. Forfeit rule applies if any team is not present at the set time of the re-scheduled game by the Night Representative.
- iv. If games are not made up within the allotted time, both teams will be treated as a forfeit. See V. FORFEIT for further information

IX. RE-SCHEDULED HOLIDAY MATCHES

- a. A scheduled holiday match is when your night is scheduled to play on a designated holiday.
- b. As stated in these rules, "There is no changing of the schedule". Special circumstances will be made for holidays. Although we discourage re-scheduling these matches, leniency will be made under these conditions.
 - i. If a captain knows that they would like to re-schedule a Holiday Scheduled match, that captain can approach their opposing captain and request a re-schedule. Acceptance of this re-schedule is the discretion of the opposing captain.
 - ii. If there is an agreement to re-schedule the Holiday Scheduled match, it must be communicated to the Night Representative prior to the scheduled match. If no communication is made to the Night Representative prior to the time of scheduled match, and neither team is present at the scheduled time of game, both teams will incur forfeits.
 - iii. An agreed upon date and time of re-scheduled match must be communicated to the Night Representative within 1 week of the scheduled holiday match. If this date and time is not communicated to the Night Representative within 1 week of the scheduled game, the night representative will schedule this game at their discretion. Forfeit rule applies if any team is not present at the set time of the re-scheduled game by the Night Representative.

- iv. If there is no agreement to re-schedule the Holiday Scheduled match, scheduled game will be played. Forfeit rule applies if any team is not present. See V. FORFEIT for further information.

X. COURT ETTIQUETTE

- a. Common courtesy is to be shown to fellow bocce players.
- b. No excessive arguing or abuse permitted for any reason.
- c. No physical or verbal confrontation of any kind will be tolerated
- d. Only sneakers or soft soled shoes permitted on the bocce court.
- e. Court maintenance between games is permitted if both captains agree.
- f. Any infractions of any of the rules or regulations should be brought to the attention of any CBC officer or the CBL Commission immediately. Necessary probation or expulsion will be reviewed and enforced.

XI. PLAYOFFS

- a. CBL playoffs occur after the end of each season to name that seasons Champion.
- b. Playoffs are based on a 24 team NCAA Style Tournament bracket format.
 - i. The top 4 teams of each night will participate in the playoffs.
 - ii. If there are any ties (Match record) for the top 4 positions for any night, the tie breakers are:
 1. For 2 Teams:
 - a. Head to head match record, still tied then (Each team beat each other)
 - b. Highest game winning percentage.
 - c. Highest total net points
 - d. One game roll off
 2. For 3 or more Teams
 - a. Head to head match record, still tied then (Each team beat each other)
 - b. Highest game winning percentage.
 - c. Highest total net points
 - d. One game roll off
 - iii. A total of 24 teams (4 from each night) will be ranked according to the following:
 1. Match win percentage
 2. Game win percentage
 3. Total Net Points
- c. First round will be an elimination round. (8 teams will be eliminated)
- d. Second round starts the "Double Elimination" playoff bracket.
- e. Walker's will be permitted in the playoffs.