

THE LANCASTER BOCCE LEAGUE
OFFICIAL RULES AND REGULATIONS
2010 FINAL EDITION

TEAM MEMBERS/ROSTER

1. A team shall consist of 4 regular members and up to 6 substitutes. Team captains shall submit a complete written roster to the League Officers before the start of the season. Any team wishing to change their team members or add players (not beyond 10 total) may do so as long as they notify the league secretary at least one day prior to the match when the new player plays. Minimum age for players is 10 years of age.

ATTIRE/BEHAVIOR

2. All players must wear shirts during play. We are here to have fun. No rudeness or profanity will be tolerated. Complaints about such behavior will be referred to the officers for an appropriate response. Smoking is permitted, however, please be respectful of the other players.

SCORE/PLAYERS/TIMES

3. (a) The team that scores twelve (12) points first is the winner of a game. However, the winning team must win by two points, unless the score reaches 15-15 at which point the next team to score wins 16-15. No match shall be played unless each team has at least three (3) registered players on the court. A team with less than three (3) registered players will forfeit the match. A team fielding only three (3) registered players will only throw three (3) balls. Teams shall be given fifteen (15) minutes from scheduled starting time before forfeiting the match. Forfeiting team's opponent will advance four (4) game points (includes total) and forty eight (48) individual score points.

(b) If, at the end of the season, two or more teams are tied in the standings, and any of those teams are in the final eight (8) (i.e., in the play-offs) or would otherwise be in the playoffs but for the tie, there will be a tie-breaker procedure as follows. As between the two teams with identical won-loss records, the team which won in the head-to-head competition during the regular season shall be declared the winner (that is, the team which had more games won, not individual game score points). If,

after application of this comparison, the two teams are still tied, then the secretary shall tabulate the individual game score points during the entire season, and the team with the higher number of total points will be declared the winner.

EQUIPMENT

4. All matches shall be played with official balls supplied by the league: eight balls; 4 green and 4 red, plus a pallino. Each team captain shall be responsible for replacing any and all items of equipment not returned to the league treasurer by the end of the season. Captains will turn in all league issued Bocce sets to the league Treasurer prior to the League Banquet.

STARTING THE MATCH

5. Matches shall begin with a flip of a coin. The Captain winning the toss selects the color balls that she or he wishes to use, and starts the match by tossing the pallino. The players rolling the pallino must deliver the first ball in each inning.

BALLS/PALLINO OUT OF PLAY

6. (a) The pallino is out of play when delivered less than one foot from the sideboards, when delivered out of the playing surface, or less than three feet from the backboard (marked by the farthest back line in play) or if not delivered past center court. When a team delivers the pallino and fails to do so properly after three (3) tries, the opposing team has one chance to deliver the pallino. If after this effort the team fails to do so properly, one of the team Captains must place the pallino in the middle of the court (between the middle mark and the 3 foot backboard mark). At that point, the first player from the team which originally threw the pallino to start that round shoots first.
 - (b) If at any time during the game a bocce ball hits the backboard without hitting the pallino, or any other ball on the court or is deflected out of the court, it becomes a dead ball, and must be removed from the court immediately. If a thrown bocce ball hits the pallino before hitting another bocce ball and the pallino and or the bocce ball

hits the back board , both the pallino and the bocce ball are still in play. A ball knocked into the back wall by a thrown ball is still live and in play. If a dead ball disturbs other balls already in place, the opposing team has the option of leaving the balls in their new positions or canceling the round and starting over. If the ball thrown by the first player (the one tossing the pallino) hits the backboard, leaving the pallino on the court, another player from that person's team must throw a ball which is in play before the first player from the other team shoots. If at any time during an inning someone picks up a ball before all eight (8) balls are rolled the ball picked up is dead and must be pulled from the court with no point value for the picked up ball.

FOULS

7. A player must not step past the second of the back lines (the one closer to the center of the court) when delivering a ball, except when spocking (lofting), when the player may throw from the farthest line forward . If a player steps over the throwing line while delivering a ball, a warning is given by the opposing team captain. If either that player or any other player on that team crosses the line again during a game in which a warning is given, this constitutes a foul. At that point, the team against which the foul is committed has the option of taking a point and ending the inning immediately, or leaving the balls the way they are, including the ball delivered by the player who fouled.
8. In case of a tie in measuring for a point, the team that delivered the last ball creating the tie shall continue to roll until the original point is beaten. However, if the two closest balls are still tied at the end of the inning, the entire inning shall be replayed.
9. When everyone has rolled and it is time to measure or award points. Two players from each team (the team Captains and one player appointed by each Captain) will be the only players permitted to be on the court to measure. If the Captain is not present he or she can designate a player to take his or her place.

TIME-OUT/STRATEGY

10. (a) The Captain of a team may call time out to discuss strategy with a player on his or her team (2 minute time limit).
(b) However, no player can advance past half court until he or she has played a ball. This shall not apply to team Captains , who may advance past half-court temporarily, for the purpose of settling disputes over which ball is closest to the pallino.

SCHEDULE/RAIN-OUTS

11. There will be no deviation from the schedule except for rain and mutual agreement by the Captains. In the event of rain after a match has started but not completed the following rule will apply. Any game not completed where the team in the lead has scored at least eight (8) points will be considered a win for that team. If less than eight (8) points has been scored by the leading team that game will be replayed in its entirety.

MAKE-UP GAMES

12. Teams will have seven (7) days to reschedule (not necessarily play) postponed games, and shall notify the League Secretary of the date and location of the proposed make-up match. If the game is not rescheduled within seven (7) days, the Secretary shall, at the request of one of the affected Captains, select a date within one week of the notification by one Captain for the makeup match, and both teams shall play on that date, or else any team failing to appear will forfeit all four (4) points. If neither team appears with at least three (3) players on the selected date, neither team will get points for that match. Postponed Semi-Final games need to be played the very next day after the postponement . In no event will semi-final or final games be played after the League Banquet.

SUBSTITUTIONS

13. Any team that begins a game with 3 players must complete that game using the same 3 players. Captains may substitute players in and out of any game at any time, on any number of occasions.

PLAYOFFS

14. (a) The Playoffs shall be scheduled as follows: Top 8 Teams Play, with the top seeded team playing the eighth seed in the quarter final matches, the second seed playing the seventh seed, the third playing the sixth, and the fourth playing the fifth. In the semifinals, the highest remaining seed plays the lowest remaining seed. The winners of the quarterfinal and semifinal matches will be the teams who have won two games

(best of three) with total points not counting. In the final (championship) match, the winner must win 3 games (best of five), again with total points not counting. ALL PLAYOFF GAMES WILL BE PLAYED AT AMOS HERR PARK WITH THE HIGHEST SEEDED TEAMS PLAYING CHOOSING EITHER COURT #1 OR COURT #2 ON WHICH TO PLAY THEIR MATCH.

(b) The playoffs must be played by full teams of at least four (4) players each. The playoffs will be scheduled by the Secretary, and may be on weekday evenings, except for the final (championship) match, which shall be played on a weekend, either on a Saturday or a Sunday. Rule number three (3) above concerning forfeits shall not be applicable to the playoffs. The time of the playoffs and final matches will be set by the league Officers.

(c) The playoffs and the final match will be refereed by one of the captains of any of the other teams not among the final four (4). The referee (Captain) shall be appointed by mutual agreement of the playoff teams. If the teams playing the semifinal matches play on the same day at the same time, there must be a different referee for each match. Otherwise, the referee could be the same person for each of the semifinal matches as well as the final match.

Please Note- Since there are a lot of references in these rules to Team Captains. If at the start of each match the Captain or Captains of the teams playing are not present that day the team whose Captain is missing needs to designate someone for that match to act in the Captain on behalf of their team and they need to notify the other teams Captain that they are acting as Captain for that match.