

BIG LEAGUE BOCCE RULES

Updated 4/16/2014

PARTICIPANTS

All players must be 18 years of age or older. Players may only play on a team to which they have registered.

SPORTSMANSHIP

- Players will be ejected for unsportsmanlike conduct.
- Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. Any trash talking should only be good natured and should not be allowed to get out of hand. Threats of physical violence are in no way allowed.
- Players should have no unwelcome physical contact with opposing players. Doing so will be considered unsportsmanlike conduct and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if he or she feels any contact was unwelcome.

DISCIPLINE

- BLB reserves the right to suspend any player at any time for unsportsmanlike conduct, violation of any rules, for failure to pay appropriate dues, or for being a general pain in the ass, without any refund whatsoever.
- Any team wishing to suspend a member of their own team for just and valid reasons may do so, and must provide BLB a written reason for the suspension.
- Just as with a league suspension, there are no refunds. At the discretion of BLB, any player suspended may not in the future be allowed to participate in any further BLB events.
- Consumption of alcohol at the field is strictly prohibited. If a person is seen consuming alcohol at the field, that person's team immediately forfeits that day's game and may be removed from the league at the discretion of BLB.

TEAMS

- A valid roster must carry a minimum of 6 players, and each team must have a minimum of 2 females on their roster.
- BLB reserves the right to add players to teams to a reasonable balance in numbers among teams.
- Teams must start at game time.
- Players may only be substituted between frames, unless due to injury or illness.
- If a team has more than 4 players present, the team may substitute any additional players after each frame. If a team has less than 4 players present, the team will still play with 4 balls, and one or more players will throw twice, but each player must throw at least once.
- If a player arrives during play, he or she may only join their game between frames.
- In the playoffs, if your team loses but the winning team fails to show up for their next-round game, your team is allowed to take their place and continue on. This measure is in place to reduce playoff forfeits.

CAPTAINS

Each team shall have one Captain and one Co-Captain who are charged with:

- Ensuring everyone on his/her team behaves and plays with good sportsmanship.
- Ensuring only eligible, registered players on their official team roster are participating on their behalf in a game. Any team playing with an unregistered player is subject to forfeiting that game and expulsion from the league. There are no substitute players.
- Calmly disputing calls on the court and remaining cool at all times.
- Ensuring everyone on his/her team understands the rules.
- Communicating any changes regarding scheduling, rules, and the like with his/her team. Contacting the league in the event of a forfeit at least hours prior to a game's scheduled start time.
- Ensuring all trash is cleaned up after his/her team after each session.

SHIRTS

BLB will provide team t-shirts to all teams. Shirts will arrive on week 2 of every season unless there is an unforeseen problem. Shirt sizes and ink colors are not guaranteed based on availability. Players must wear their official t-shirt during all games. Teams are encouraged to be creative with names and t-shirts.

FORFEITS

- A game will be forfeited if a team fails to have 2 players appear before 15 minutes past the scheduled start of the game.
- A forfeited game is scored 16-0.
- If both teams fail to show up by fifteen minutes past the scheduled time, the result will be a tie score of 0-0 and each team will be given a forfeit.
- Any team that forfeits three or more games will be removed from the remaining schedule and will not be allowed to participate in any playoff situations. No refunds will be given and a team dropped by the league may, at BLB's discretion, not be allowed to rejoin the next season.

COURT DIMENSIONS

The length of the court is 60 feet. The width of the court is 12 feet. The perimeter of the playing field will be marked by 6 cones, 1 at each of the 4 corners and 2 at the halfway point on each side. All play takes place within these boundaries.

EQUIPMENT

Standard equipment will be provided by BLB including 8 official bocce balls (4 of one color, 4 of another color) 1 pallino, 1 tape measure, and 6 cones.

HOW TO PLAY

- Each game will begin with Rock, Paper, Scissors between a member of each team determined by the captain. The winners of RPS may choose between have the first toss of the pallino (small target ball), or choose the color of their team's bocce balls.
- Each team must play with a minimum of 2 players and will have 4 balls to throw in each frame.

- One frame consists of all 8 balls and the pallino being thrown. The object of the game is to get as many of your team's balls closer to the pallino than the other team's closest ball.
- Only one team scores per frame and each ball is worth 1 point. For example, if at the end of a frame there are 3 green balls closer to the pallino than the closest red ball, the team with green balls receives 3 points. A maximum of 4 points are possible per frame.
- The team starting the frame must throw the pallino between the court's halfway point and two paces from the other end line of the court. Players may take up to 2 steps into the playing field for all throws. The same player then throws one of their balls and steps aside until the opposing team has either rolled one of its bocce balls closer to the pallino or has thrown all of its balls.
- Teammates must alternate throws to ensure as many players as possible participate in each frame.
- Team splits (Ex. a team of 6 playing only 3 people in the first frame and the other 3 people in the second frame) are not allowed unless agreed upon by both teams before the game begins.
- If 4 or fewer team members are present, then all team members must throw at least once per frame and throws must alternate.
- Whenever a player throws a ball closer than the opposing team's closest ball to the pallino, they step aside and let the other team throw. The other team throws until it throws a ball closer to their opponents' closest ball to the pallino, or until they run out of balls. This continues until both teams have used all their balls, at which point the frame is finished. The team that scores throws the pallino to begin the next frame.
- 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 a new frame begins, with the same team tossing the pallino, as the previous frame.
- Only team captains may measure any disputed balls, or request assistance from Field Managers.
- At the end of the game, captains must submit their game score to the Field Manager.

REGULATION GAMES

- 3 Games per night. Each game is recorded separately in the standings toward your overall season record.
- A regular match consists of 3 games played to 11 points or 55 minutes, whichever comes first.
- Games are never "win by two".

FOULS AND DEAD BALLS

- If the starting team fails to throw the pallino between the halfway point and two paces from the end-line in 2 consecutive attempts per frame, the other team gets to throw the pallino.
- Any ball, thrown or knocked out of the field of play is considered dead.
- A ball that lands on the boundary line is considered in play.
- If the pallino is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallino as the previous frame.
- When playing in the grass, a team member can take up to 2 steps before releasing the

ball. Anything more will result in a foul and that ball removed from the frame and considered dead.

- No dead ball can count in scoring and dead balls are not re-thrown.

FINAL RULES

The BLB Field Manager will have a copy of the rules at the field. Only captains may discuss a rule with the Field Manager. Any rules issues not resolved at the field cannot be overturned once teams have left the court. The Field Manager's rulings are final.

STANDINGS

- A record will be kept of all game results to determine the overall League standings and eventual playoff tournament seeding.
- Each win is worth 2 points in the standings. Each tie is worth 1 point. Each forfeit is worth -1 points.
- Ties in the standings will be broken with the following sequence of tiebreakers: Total number of standings points, head-to-head competition, number of wins, fewest forfeits. If teams are still tied after that sequence, the tie will be broken randomly.
- Standings will be posted on www.bigleaguebocce.com
- Seasons consist of up to 8 weeks: 6-7 weeks of regular season play and 1-2 weeks of playoffs.
- A playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on the website.

SCHEDULES, CHANGES, AND CANCELLATIONS

- Please check www.bigleaguebocce.com for the official BLB schedules.
- Any changes made to the schedule (due to weather or otherwise) will be either e-mailed to the captains or posted on the website at least 2 hours before the scheduled game.
- If cancellation has not been announced by the 2 hour mark, teams must show up for their scheduled games or risk a forfeit.
- BLB reserves the right to make cancellations or changes up to or during games.
- Make-up games will be determined on a case by case basis.

Updated on 4/16/14 – Regulation Games