

Sun City Anthem Bocce Club Rules and Policies of Play

Updated and Approved on 7/10/2024

to be effective 7/10/2024

Members of the Bocce Club are expected to be familiar with and to abide by the following rules of play and of conduct when using Club courts and equipment.

Object of the Game

The object of the game is to roll or toss a bocce ball toward the pallino to score.

The League and Sign-up

The league is a set of Divisions playing 10 week sessions in the Spring and Fall seasons. The number of games played by each team will be determined by the number of teams in each division. An uneven number of teams in a Division may cause a “bye” week for each team. There may be tournaments for both spring and fall leagues, at the discretion of the Club Leaders.

Fall and Spring leagues will have a separate sign-up period. All Club dues, Registration and Sub forms must be received before registration deadlines. Club members can play on any number of teams in any season with no fees other than Club dues.

If anyone is unable to make up a team of four (4) players, the League Coordinator will assign the one, two, three or four players necessary to compose a team. Each team must have a name such as Eagles, Doves, etc. Please no Mr. and Mrs. or similar honorifics. The League Coordinator is responsible for determining if a team name is or is not appropriate.

Those players who choose not to become a regular team player may serve as a substitute. Substitute players must be on the official substitute list. All subs will be assigned to a team by the League Coordinator. Team captains or members may not contact subs directly.

The Divisions

The number of Divisions will be determined by the number of teams registered to play. A Division is comprised of a maximum of twelve (12) teams. Upon completion of final registration, teams of any division with less than five (5) teams may be contacted for reassignment to another division. Each Division will play once a week on a set day and time. [Note: The reason for 12 teams is that the Club must leave one court open during league play for other members of SCA to use. There are 7 courts, so only 6 can be used by the Club.]

Team Structure

A team consists of four (4) players (shooters), two on each end of the court with each player rolling two balls a frame. A shooter's field of play (the court) is the side boards from the blue line to the end wall. At least two (2) roster players must be present for the whole match.

Three (3) player teams will place two players (a shooter and a walker) at one end of the court and one player at the other end of the court. The walker is the second shooter (the 4th player) in each frame. Each of the 3 players

must be a walker for one game in the match. However, if a player has difficulty walking the team may exempt that player from the walking requirement and the opposing team captain will then select which of the two remaining players on the other team would walk for a second time.

- Once a match has started a substitute cannot take the place of players. Play can continue with three (3) players as defined above or the captains can try to reschedule the remaining game(s).
- If a team signs up with three (3) players and a 4th player cannot be secured, the team will be allowed to play with a three (3) person team and the use of subs will be waived.
- If a four (4) player team loses a player during the season, they may continue to play as a three (3) person team, and the use of subs will be waived.

Captain in Charge (CIC)

Each day and time of scheduled play a team captain from each Division is pre-assigned as Captain in Charge (CIC) on a rotating basis. The CIC should arrive at the Fitness Center desk at Anthem Center no less than 30 minutes prior to the scheduled start of play. The desk staff will give the CIC the key to the Bocce Club equipment box and the appropriate score card envelope for the day of play, and the CIC leaves his/her SCA Membership card at the desk as collateral. The card is returned when the CIC returns the key and scoresheets at completion of play for all teams.

- The CIC is responsible for unlocking the equipment box for the Home Team captains to access a bocce ball set, clipboard/pen, tape measure and a 12” measuring stick for their assigned court. The CIC is responsible for sorting the pre-printed score sheets for that day and delivering them to the correct courts for play.

(Note: Blank score sheets for pre played and make up games are available on the Club bulletin board at the bocce courts. These can be accepted by the League Scorekeeper only if completely filled out with all date, time, court number, team and player information, complete scores, and both captain's signatures, as is required of pre-printed score sheets.)

- Arriving ahead of time assures that teams have adequate practice time to familiarize themselves with their assigned court prior to the scheduled start of play.
- The CIC remains at the bocce courts until all play is completed to collect all scoresheets. The CIC should verify that scoresheets are completed and are signed by both captains. CIC also verifies that the courts are cleared and all equipment is returned to the lockbox, then locks the box and returns the key and scorecards to the fitness center.

Home Team

The team designated as the “Home Team” on the League Schedule is responsible for obtaining one bocce ball set, score clipboard, tape measure and measuring stick from the storage box and taking them to the scheduled court for play. They are also responsible for returning the bocce set, clipboard and tape measure to the storage box after the match is finished.

Equipment

Bocce equipment for league play includes a bocce court, a center court score board, 12" measuring sticks, measuring tapes, pencils and clip boards for score sheets, and sets of 8 Bocce Balls with a Pallino (a small white target ball). This equipment is stored in a locked steel box court side.

Court Ball rack

For safety reasons all balls must be placed in the ball rack prior to the start of each frame. When picking up balls after the finished frame, never throw the ball in the air. Either pick it up or slowly roll it in the direction of the rack.

Court

The court or field of play includes the side (walls) boards from the blue line to the end walls. The blue line on the court is the start for the field of play and a shooter's foot foul line.

The court also has a white and a red line. The white line is mid court and must be crossed by the tossed pallino to start a frame. Only the shooter can pass the white line to view ball locations before taking his/her turn. The red line at the far end of the court from the shooter is the pallino toss (restart) foul line.

Start of the Game

Opposing team Captains will meet for a coin flip. The flip winner chooses to play first (toss the pallino) or chooses the bocce ball color. The first game will start at the parking lot end of the court. No exceptions.

Tossing the Pallino

Any member of the team may toss the pallino and then must toss the first bocce ball into the field of play. A legal pallino throw is one which (1) passes the white center line, (2) does not go past the red line at the other end of the court, and (3) is more than 12 inches from the side of the court.

If the pallino toss is a foul then the opposing team is awarded the pallino to toss. This procedure continues until one team has a legal throw then tosses the first ball. The pallino must be ruled a legal toss before throwing the first bocce ball.

How to Play the Game

Each team has four (4) bocce balls, (2) per team player. The pallino is tossed into play and then followed with rolling one (1) bocce ball. The object of the game is to get your bocce ball as close to the pallino as possible. If that ball does not touch the pallino and hits the backboard it is a foul ball and removed from play and that team must roll again until they have a ball called "**in**" play.

Throwing any ball overhand is **not permitted**.

The opposing team rolls the second bocce ball, trying to get closer to the pallino than the opponent's first ball and continues rolling balls until one of their balls is declared "**in**" (meaning closer to the pallino than the opponent's ball) or all 4 team balls are thrown. Once a ball is declared "**in**" the other team rolls until they have a ball declared "**in**" or rolls all of their balls.

Play continues in the above manner until all 8 balls have been rolled. The score is then declared and the winning team starts the next frame. *Note: The "**in**" status of a ball cannot be changed (rejudged) unless the competing ball position is changed during subsequent play. If during the play a ball is declared "**in**", the measurement may be deferred until the end of the frame by agreement of the Captains.*

In and Out

“In” balls are balls closer to the pallino than the opponent’s balls. “Out” balls are balls in play but not close enough to the pallino to score. A “thumbs up” gesture will be used to indicate the last ball thrown is “IN”, and a “criss-cross” motion of the hands will indicate the last ball thrown is “OUT”

Frames

A frame starts on one end of the court with eight (8) balls and finishes after the pallino and all eight (8) balls are played and points have been awarded.

Scoring

Only the closest ball(s) to the pallino is awarded a point(s). If the closest ball cannot be determined by visual inspection, a measurement must be conducted by one member from each team. (Note: If a team captain questions a verbal call of the closest ball, he/she can request a measurement.) Only two people can be on the court (field of play) during a measurement. A team is awarded a point for each ball closest to the pallino. If both teams’ balls are touching the pallino, it is a tie for that frame.

The first team to reach eleven (11) points at the end of a frame wins the game. A maximum of 11 points can be earned in play. *One person (on the home team) is assigned to keep score.* The score is posted on the center court scoreboard after each frame has been played. At the end of each game the scorekeeper moves the center court markers back to zero. *The seating area scoreboard may be utilized however, the center court scoreboard is recognized as the official scoreboard for all courts.*

Ties

A tie can occur at the end of the frame if both teams have balls the same distance from the pallino (see “Measurements”). In the event of a tie, the frame is over and no points are awarded. The team that started the tied frame will roll first (start) in the next frame from the other end of the court.

Fouls & Penalties During A Frame

- One official warning, in each game, will be given to any team player who steps over the blue line (foul line) while releasing the bocce ball. The warning may be given by any opposing team member. The penalty for a team committing a second foul-line infraction is removing one ball from play for the next frame.
- Rolling a bocce ball and hitting the backboard without hitting the pallino or another ball makes it a dead ball and must be removed from the court.
- Should a player inadvertently roll the wrong color bocce ball, it shall be replaced with the correct color bocce ball after the ball comes to rest. Should the ball require a measurement it will take place prior to the replacement.
- If a bocce ball, after hitting the backboard before hitting another ball, bounces and strikes a stationary bocce ball; that bocce ball will be placed in its original position (as agreed upon by the team captains). The thrown ball is removed from the court.

- A bocce ball tossed out of the court is a dead ball and removed from play. A ball dropped on the court and not in the field of play will be considered a ball in the rack and ready for play.
- Tossing a second bocce ball before all balls come to rest makes the second ball a dead ball and it is removed from play.
- “Out of Turn” is when the wrong team throws the ball. The ball that was thrown out of turn is returned to the side that threw the ball. Any ball in play affected by the "Out of Turn" throw will be returned close to it's original position or the frame may be replayed at the discretion of the other team Captain.

The following fouls refer to moving the bocce balls or pallino after the frame is over.

- Before removing any balls or pallino from the court, both teams must agree on the final score for the frame.
- If a ball or pallino is removed from the court without agreement from the opposing team Captain, the ball or pallino is placed back as close as possible to the original position as agreed by both Captains.
- If placement of the ball or pallino cannot be agreed upon, then the opposing Captain will place using personal judgement.

Match

There are 3 games per Match. The winner of each game is awarded (1) point. No team can have more than three (3) game points in any scheduled match.

Substitutes & Forfeitures

Each team is requested to be “on” the court fifteen (15) minutes prior to start of League play. Any team not having the minimum number of required players (3) present at the start of the League play forfeit the match, except under either of the following conditions:

- The captain of the team missing a third player has contacted the opposing team captain and made arrangements to make-up the match within two weeks of the date of the originally scheduled match.
- If a team only has two players present at the start of league play, but informs the opposing team captain that a third player will be arriving soon, that team will forfeit the first game of the match, and the tardy player must arrive “no later than 10 minutes” after the originally scheduled start of league play in order to play games two and three of the match. If the third player arrives after the 10 minute limit, the entire match will be forfeited.

Note: If the 4th player arrives after the match has begun, that player cannot join play until the beginning of the next game in the match.

If a team uses a substitute that is not assigned by the League Coordinator, then that team will forfeit the match and three (3) game points and thirty-three (33) match points will be awarded to the opposing team for the match.

A team player is not allowed to be a substitute for other teams in their Division. The penalty is forfeiture of the match by the team using a player substitute from their own division. A score of three (3) game points and thirty-three (33) match points will be awarded to the opposing team.

To avoid forfeitures, make up games can be scheduled to be pre-played or played within two weeks after the scheduled date of play. All score sheets must be deposited at the Fitness Center for pick up.

All forfeits must be formally declared on the score sheet for any weeks during the season. The opposing team will be awarded three (3) game points and thirty-three (33) match points. In the event a team forfeits their remaining games after the season begins, the forfeiting team's scores will be recorded in the division standings as zero (0). All remaining teams will be awarded three (3) points retroactive to the beginning of the season.

All matches shall be completed and the scores reported to the League Scorekeeper(s) at the end of each fall and spring season. Any matches not documented as a forfeited match will result in a score of zero (0) for both teams.

Byes

Each team will play the same number of games in their respective divisions. Zero points will be given to the teams that have byes that week.

Division Cancellations & Rescheduling Matches

A Team Captain in each division is scheduled each week to be the respective division Captain in Charge (CIC) of all play in his/her division for that week and will contact the team captains or team members if there has been a cancellation of Division play. Cancellation of Division play is normally due to weather.

It is each Team Captain's responsibility to notify his/her team members of the cancellation and to reschedule their games. It is also the responsibility of each Team Captain to arrange for makeup games to be completed within two weeks from the originally scheduled date of play.

Conduct

Un-sportsmanlike conduct (verbal or physical) by a player or players towards another player or players will not be condoned and will be subject to disciplinary action in accordance with the 2023 Committees and Clubs Policy Manual (Section 3.11) which is the governing document for all Sun City Anthem Clubs.

Because it is dangerous, excessive ball speed is considered un-sportsmanlike conduct.

Dress Code

Players must wear flat-soled shoes at all times when playing on the courts. Players who wear sandals or open toe shoes do so at their own risk.

Courtesy

The Bocce Club discourages members from bringing dogs to the bocce courts during league play. Members have complained that barking dogs are distracting to the players and have voiced concerns about having dogs underfoot when trying to concentrate on the game. Members other safety concerns are the tripping over leashes or animals.

Bocce club members who bring their pet to league games must ensure that said pet is well mannered and behaved. Misbehaved pets exhibiting constant barking, running around, etc. are a distraction to the game and should be reported to the Bocce Club Leaders as soon as possible. The Club leadership will review such reported cases and if warranted declare a forfeit by the team with the obnoxious pet. A second offense will result in the team being disqualified for the remainder of the season.

- If a player is standing in the playing half of the court and the shooter requests that player step off the court, the request should be honored.
- Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
- Players should not touch or place objects on the top or sides of the court during play. All trash is to be discarded in appropriate containers.
- Smoking is not allowed on SCA property.
- Glass containers **are not** allowed on or near the bocce courts or adjacent areas.

Determining Division Winners

The criteria to determine Division winners are based on the number of Total Points earned at the session's end. In the case of a tie, the first tie breaking criteria used will be the total number of wins. The second tie breaking criteria will be the differential of points scored throughout the season (the total number of points a team rolls minus the total number of points the opposing team rolls against them the entire season).

Approved by Bocce Club Leaders:

/s/ Warren Prevosto
Warren Prevosto, Club President

Date: _____

On behalf of the Club Leaders:
Brian Leslie, Vice President
Robbi Senneke, Secretary
Jan Stahl, Treasurer

Directors at Large:
Katrina Heath, Marti Morris, Randy Peters,
Diane Knoblach, Lynette Webber

July 10, 2024