

This document is intended for use by Tournament Captains, Players and Referees.  
A copy of this document is stored in the Bocce Club Cabinet.

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*This document has incorporated data from, and supersedes and obsoletes any version of, the following Villages Bocce Club documents:*

*Rules of Play for the Villages Bocce Club*

*Mixer and Round Robin Tournament Rules and Procedures*

*Revised date: 3/13/17 (corrected page numbers)*

## TOURNAMENT RULES

**1) TEAM ROSTER CHANGES:**

Changes to a team roster must be made before the team's first day of tournament play.  
Roster is posted in the Bocce cabinet.

**2) MEASURING:**

**Never more** than 3 people on the court - referee plus 2 captains (or designates) when measuring.  
**If designated measurers are on the court the Captains must stay off.**  
Balls may only be moved or touched by the referee until the ball count is given.

**3) SUBSTITUTIONS:**

Player substitution is allowed **only** at the beginning of a frame and substituting player must be listed on the team roster. A subbed-out player **cannot** return to play for the remainder of that game.  
Each player may **only** play from one end of the court during a game.  
**Exception:** If a team has only five players available and there is an **extreme** emergency with a player needing to leave the game, a subbed-out could be allowed to move to the other end of the court with the agreement of the opposing team captain

**4) FORFEITS:**

A team must have four players ready to start the match at the appropriate starting time.  
If a team does not have four players ready that team forfeits two games.  
If a team loses a player during a game, and cannot field a team of four, the disrupted game must be forfeited. If a first game has been completed that team may claim a win for the first game.

**5) ERRANT BALL THROWING:**

If a player throws the wrong colored ball, simply replace it with the correct color. **No penalty.**  
If a player throws more than two balls the referee can stop the ball and return it to the correct player.  
a) if the ball is not stopped in time and moves any balls the *opposing* team may ask the Referee to return any moved balls to their approximate original positions.

**6) FOUL LINE:**

Player must not step on or over the foul line when releasing the pallino or bocce ball.  
After one warning, if the player crosses the foul line again, the opposing team has the option of removing the thrown ball from play and replacing any disturbed balls to the original positions.

**7) LAST FRAME - TIME RUNNING OUT:**

Close to the end of the 40 minutes, all 8 balls must be thrown for the last points to count.  
Balls may be rolling when the time runs out but **any balls remaining in the rack or in players hands means no count is scored for that frame.**

**8) TIME RUNS OUT WITH A TIED GAME:**

If a game ends in a tie (all 8 balls thrown, #8 ball may be rolling) the points will count to create the tie.  
A 'one-ball roll-off' will resolve the tie.  
The team that scored last (to create the tie) gets the pallino, chooses the court end, and throws the pallino and their 'one ball'.  
*Captains may select any team member to throw in the roll-off.*

*(end of rules section – procedures start on page 2)*

## **TOURNAMENT PROCEDURES**

### **9) MATCH:**

A tournament match consists of **two 40 minute games** with a 10 minute break in between.

### **10) MATCH TERMINOLOGY:**

Frame: 8 balls thrown.

Game: 40 minutes of play.

Match: Two 40 minute games.

### **11) TEAM:**

A minimum of 6, maximum of 8 players

4 players must be available at the start of a match. If not, a forfeit is declared and the scoresheet shows that the forfeiting team lost two games.

### **12) PLAYERS:**

Must be a member of the Villages Bocce Club.

A player can play on **one team only** during the tournament.

Players must keep the pace of play moving. Captains to be aware of the time remaining near the end of play.

### **13) PRE-MATCH PRACTICE TIME:**

The Court Manager reserves the courts for 30 mins practice prior to the match start.

The court to be used by home team and opponents.

### **14) HOME TEAM CAPTAIN RESPONSIBILITIES:**

'Home Team' designation is shown in parentheses () on the Match Schedule

You schedule a referee for your home matches ONLY when you get the Match Schedule.  
(3 home team matches per Captain).

Unlock the back cabinet and get the tournament balls out.

Participate in the coin toss with the referee.

Inform the referee if a designated player will be measuring for the team.

Fill out the Match Score Sheet (blanks in the cabinet). Check the win/loss scores carefully.

Place the form in the Completed Match Score Sheet envelope (in the cabinet).

After the match make sure the tournament balls are securely locked in the back cabinet.

Check that score board is covered and umbrellas are down.

### **15) OPPOSING CAPTAIN RESPONSIBILITIES**

Help get the tournament balls out of the cabinet

Participate in the coin toss.

Inform the referee if a designated player will be measuring for the team.

Sign the Match Score Sheet. Ensure that the win/loss scores are correct. Check carefully.

After the match make sure the tournament balls are securely locked in the back cabinet.

Check that score board is covered and umbrellas are down.

## **TOURNAMENT PROCEDURES (Contd.)**

### **16) BOTH CAPTAINS:**

Be aware and ready for measuring when needed.

When the Referee hesitates to call the points - that is your signal that the balls are close.

You (or your measuring designate should check it out).

Captains (or designates) **must** react **prior** to the ball count call if they want a measurement or have a question on the ball count.

**Once the referee announces the ball count that decision is final** and any question from the Captain or designate is too late.

### **17) REFEREE RESPONSIBILITY:** (taken from Referee Rules so you know what to expect)

Referee arrives 20 minutes before the game for the coin toss and discussions with the Captains.  
Controls the 40 minute timer.

Calls the ball count at the end of each frame. **Note: This decision is final. No exceptions.**

May suggest that Captains measure if a decision is close.

All measurements are made using the can and string.

Announces time warnings when time is running out.

### **18) COIN TOSS:**

The referee conducts the coin toss. Home team Captain calls.

The winner of the coin toss chooses either the pallino or the ball color.

(If no referee is scheduled for the match the opposing captain tosses the coin and the home team captain calls).

If a playoff or championship match, the winner of the coin toss may also choose the court to be played on (when the other court is not in use).

**Yellow balls** have been added to enable our color-blind members to play. The team that needs the yellow balls **does not** have to choose to play with them. **The yellow balls just have to be on the court.** Teams may choose yellow whether the need is there or not. The selection of ball colors at the coin toss is red, green, or yellow.

### **19) START OF THE GAME:**

The Referee controls the start by telling the pallino winner to throw the pallino.

The pallino must pass the red midline and must not hit the back wall.

If either one of those occur the pallino is then thrown by the opposing team.

The winner of the pallino **always throws the first ball** even when the first throw of the pallino was not valid.

### **20) PLAY OF THE GAME:**

The ball closest to the pallino is 'in' and opposing team throws and continues to throw until they throw an 'in' ball.

An opposing ball which ties (but does not beat) the 'in' ball is not called 'in' and that team continues to throw.

If a ball hits the back board without hitting any other ball or the pallino, that ball is dead and removed from the court.

**The team winning the first game throws the pallino in the second game.**

## **TOURNAMENT PROCEDURES (Contd.)**

### **21) SCORING:**

Ball count includes the 'in' ball and any other same color balls that are closer than any opposing team ball. If at the **end** of a frame the closest ball of each team is equally close to the pallino (tied) the **frame ends in a tie and no points are scored.**

### **22) CAPTAIN'S MEETING:**

Is scheduled by the Tournament Coordinator before the beginning of each tournament. Match Schedule, Rules & Procedures, and early court booking for practice times are reviewed.

### **23) RESERVING A COURT FOR TOURNAMENT PRACTICE TIME:**

After the Captain's meeting the "three days in advance" court booking rule is **waived** for tournament practice booking.

To qualify for this exception, the court calendar must contain the word '**practice**' then '**tournament initials**' and '**team or captain's name**'. (Tournament initials: SM, RR, GG)

Important to get this right to ensure that the Court Manager knows you qualify for early booking. Check the court assignment on the Match Schedule you were given and try to book the practice time for the same court as your next game.

OK to book all six weeks of your tournament practice times in advance but wait till after the Captain's meeting.

### **24) RAIN:**

If a match is called because of rain Home Team Captain is responsible for **rescheduling the match** at a day and time **convenient to both teams**. Home Team Captain may then pre-book the court by using '**rain game** and **captain or team name** on the court calendar. If match had already started, both Captains should note the score and resume the game with that score.

Rain delayed games should be completed as soon as possible and definitely prior to the end of the tournament.

### **25) FINALS WEEK:**

The Tournament Coordinator is responsible for creating the Playoff and Championship schedules and informing Captains when they are expected to play. These games will be played following the six weeks of tournament play.

Playoff games are 60 minutes of play, cumulative scoring. Two winners from the playoffs will compete in the Championship game.

### **26) CHAMPIONSHIP GAME:**

The Championship Game to determine first and second place. The highest score at the end of 60 minutes of play, cumulative scoring, determines first place.

Photos will be taken for The Villager and prizes will be awarded to the first and second place teams at the year-end Bocce Club Awards Dinner.