

BAP'S Basic Rules of Play and Other Information (Updated 2-27-18)

START OF MATCH

- Team captains flip a coin.
- The winner of the coin toss gets the first toss of the pallino and the choice of the color of the balls.
- The bocce balls and pallino provided by BAP must be used for all league matches.
- For league play, any two team members (i.e., two women, two men or one man and one woman) may play at one end of the court with the other two team members playing at the other end of the court.
- A player may toss the pallino any distance as long as it passes **beyond** the centerline of the court and does not hit the back wall. **The pallino may hit the side wall.**
- If a player fails to toss the pallino beyond the center line or the pallino hits the back wall, the opposing team then throws the pallino.
- If the opposing team also fails to put the pallino in play, the team captains working together place the pallino in the center of the foul line.
- When the pallino has been properly put in play, the team player who originally tossed the pallino first will throw the first bocce ball.

PLAYING THE GAME

- If a bocce ball hits the backboard, without hitting the pallino or another bocce ball, that ball is considered dead and the ball is taken out of play.
- If this is the initial throw of the frame, that team continues to throw until the initial point is established.
- If the ball rebounds off the backboard and hits another ball or the pallino, the team captains return all balls hit to their approximate original positions.
- That team keeps on throwing until its bocce ball is closer to the pallino or all their balls have been thrown.
- The team whose bocce ball is closer to the pallino is called "inside" and the opposing team "outside".
- Whenever a team gets "inside", it steps aside and lets the "outside" team roll.
- The outside team throws until it beats (**not ties**) the opposing team's ball.
- This continues until both teams have used all of their bocce balls (a total of 8.....4 from each team).
- The team that scores last, throws the pallino to begin the next frame.
- Team members may throw alternate balls or two consecutive balls.
- **No team member may throw more than two balls in each frame.**
- Consecutive or alternating throws by teammates shall be the option of the players.
- If a player rolls out of turn or rolls more than two balls, the other team may leave all balls as they are or have the captain remove the illegal ball from play and return all balls to their approximate previous positions.
- Players are not allowed to step over the foul line before releasing the pallino or ball.
- The pallino remains in play unless it is knocked out of the court or knocked in front of the center line, then the frame ends and play resumes from the opposite end with the same team tossing the pallino.
- If the wrong color ball is rolled, the team captain will simply replace it in the same spot with the correct color ball.
- If a player accidentally moves the pallino or any other ball, the team captain will simply return them to their approximate previous position.
- The team captains will determine all ball locations and resulting points.

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- A player may go down the court to view a ball position before shooting. (The player should not delay the game any more than necessary.)
- Players should stay off of the courts when another player is rolling.
- Players must exchange ends of the court when the game is finished before starting the next game on the same court.

SHOOTING

- Shooting is lofting the ball in the air beyond the center of the court and is not allowed.
- To reduce damage to the courts, no delivered ball may be raised above the waist.
- Preferably, it should be released below the knee.

FOUL LINE

- Player is not allowed to step over the foul line before releasing the pallino or ball.
- On the first offense a warning is issued.
- The second offense is a violation and results in the removal of his/her ball.
- The captains return all balls hit to their approximate previous positions.

SCORING

- Only the "inside" team scores.
- One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
- If at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and NO points are awarded to either team.
- The game will resume from the opposite end of the court with the team that originally tossed the pallino to start the next frame tossing the pallino.
- **The team that scores 9 points wins the game.**
- If a team forfeits a game, the forfeiting team receives a score of 0 and 0 POINTS for the game. The opposing team receives a score of 5 and 1 POINT for the game.

MEASUREMENTS and GROOMING DURING A MATCH

- Team captains can call for a measurement at any time. (Captains, please use common sense.)
- Only captains **or their designees** are allowed on the courts.
- **All measurements should be made from the center of the pallino to the edge of the bocce ball.**
- Measuring devices are provided, but captains may bring their own.
- It is not the intent that the court be groomed after each game. However, if there appears to be a need and the captains agree, it can be groomed. If the team captains cannot agree on whether the court needs to be groomed, then there will be a coin flip and the winning captain's decision will prevail.

LATE ARRIVALS

- A team not showing up within 5 minute of the scheduled starting time loses two points.(i.e. Two points are awarded on the scoreboard to the opposing team.)
- A team not showing up within 15 minutes of the scheduled starting time forfeits the game.

SUBSTITUTIONS

No team can participate in a regular league game unless at least two regular team members are present and playing.

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- A team missing one player at the start of the game may play. (Each player may only roll two balls. The team must rotate players so that each player delivers two balls on an equal basis. i.e. Player A plays from the north end, player B plays from the south end and player C plays from both ends.)

Specifically, this is to be implemented as follows:

Game 1: Player A plays at the North end, Player B plays at the South end and Player C plays at both ends.

Game 2: Player B plays at the North end, Player C plays at the South end and Player A plays at both ends.

Game 3: Player C plays at the North end, Player A plays at the South end and Player B plays at both ends.

- A player arriving late may enter game, but only after the completion of the frame.
- If only two (2) players are available, the game is forfeited. (An attempt can be made to fill the team with bystanders from the community, Substitutes must be members of BAP.)
- A team may make one substitution per game. (Opposing team captain must be notified of the substitution. Substitutions may only be made between frames.
- If a team is in the playoffs and the full team complement is unable to play, the team will play with the three remaining team members. If two members are absent, the game is forfeited.

LEAGUE TIME

- League matches are scheduled for 3:30-5:00 and 5:00-6:30 Tuesday through Thursday.
- A match ends at a maximum one and one half hours of play. If nine points have not been scored in the game in progress, then the team with the highest score is deemed the winner. (Or see alternative solutions on page 4)
- All players must vacate the court at the end of one and one half hours of play.
- If sweeping the courts after the first session runs past 5:00, the second session should play for a maximum of 90 minutes, with the captains agreeing on the official ending time prior to play.

POSTPONEMENT/ RESCHEDULING/ WINS/ LOSSES OF GAMES

- The team captains are responsible for the postponement of league games due to inclement weather and also for the rescheduling of the games.
- Rescheduled games must be played no later than one week after the original date of the scheduled games.
- The winning team captain reports match scores via email to bocceatpalmira@gmail.com

LEAGUE SCORING

3 Games make a match

- Complete Game: Winning team gets 1 POINT
- Partial Game: Winning team gets 1 POINT
- Tied Game: Each team gets 1/2 POINT
- Game not played: NO POINTS awarded
- League standing is determined by total POINTS
- If possible, all divisions contain the same number of teams. If such is not the case, and as a result teams in one or more of the divisions play fewer games than those in the other divisions, their POINTS and SCORE will be normalized to account for this. For example, in a 5 week round robin league, if Division 1 has 5 teams and all other Divisions have 6 teams, the Division 1 team POINTS and SCORES will be multiplied by 1.25 to account for the fact that they play only 4 games rather than 5 as the other division teams play. These necessary adjustments will be made by the Official League Scorer.

IF TIME IS RUNNING OUT

If it appears that the 2nd or 3rd game will not be completed within the allotted time, the captains shall determine how to proceed BEFORE THE START OF THE GAME.

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- The game may be played to a lower number of points. The winning team gets 1 POINT.
- The game may be played for a fixed time. Winning team gets 1 POINT.
- The remaining game can be cancelled. NO POINTS awarded.

Court and surrounding sidewalk must be swept after completion of the match. Be certain to allow time for this.

MAKING UP GAMES AND FORFEITS

- Makeup games can be scheduled for any open time slot: league play or non-league play.
- Captains are responsible for scheduling makeup games and reserving court time.
- Forfeits are discouraged:
 - Opposing team will receive a score of 5 and 1 POINT for each game forfeited.
 - Forfeiting team will receive a score of 0 and 0 POINTS for each game forfeited.

PLAYOFFS

At the discretion of the BAP Committee, playoffs may be held following the completion of league play. If so, the top four seeded teams in the overall standings will participate in the playoffs, which will be conducted as follows:

1. The #1 seeded team will play the #4 seeded team and the #2 seeded team will play the #3 seeded team.
2. The winners of these games will play for the league championship and the losers will play in a consolation game.

TOTAL POINTS (i.e. total wins) determines overall standing, with TOTAL SCORE used as a tiebreaker. Should two or more teams still be tied for playoff positions, tiebreaker matches will be scheduled. If a seeded team(s) has to forfeit their position in the playoffs then the next seeded team(s) in the overall standings moves up to a playoff position.

CAPTAIN'S DUTIES

- Familiarize yourself with the BAP web site (bocce.mypalmira.org) and know the rules.
- Contact your team members prior to matches to insure that you have 4 players.
- Arrange for substitute players if necessary. (Any BAP member may be used as a substitute.)
- If absolutely necessary, contact opposing team captain to reschedule match. It must be played before the next scheduled division match.
- Keep games moving
- Report match results via email to bocceatpalmira@gmail.com
- Results must be reported within 24 hours.
- See that courts and sidewalks are swept at conclusion of match (and between games if necessary)
- Unlock storage container and set up balls for match AND/OR return equipment to storage container at conclusion of league play.

CONDUCT AND COURTESY

- Courtesy and respect shall be displayed at all times.
- Profanity and unsportsmanlike conduct are not permitted.
- Smoking is not permitted.

OUR MAIN OBJECTIVE IS TO HAVE A GOOD TIME!