



ADULT BOCCE LEAGUE RULES

Parks and Recreation • 323 Church St.
(831) 420-5270 • www.cityofsantacruz.com/bocce



I. Team & Player Eligibility

- A. No player under 18 years of age will be allowed to participate, and no high school students are eligible to play.
- B. **Players may participate on one team only.**
- C. Each team is limited to a 9-player maximum on their roster. **Only players who have signed the waiver form are eligible to play.** Falsifying signatures results in suspension. Note: players who are caught playing without filling out the proper paperwork are subject to suspension as well as the captain of the team played with.
- D. Once a player signs the waiver form with a team, they must be released by the captain prior to playing on another team. After the player is released, and sits out one game, they can sign with another team.
Exception: If a player has officially played one league game and then is released, they may not play on another team in the same league in which they were released.
- E. Captains who lose players during the season through injury or other reasons may petition the League Director to obtain permission to have those players permanently released from the roster and replaced.
- F. Protests regarding ineligible player(s) must be submitted to the Parks & Recreation Office by 5:00pm the following working day. Teams using ineligible players may be subject to forfeiture of all league games played.

II. League & Playoff Procedures

- A. The number, variety, and type of leagues shall be determined by the Santa Cruz Parks and Recreation Department, but teams may request league preference when they are registered. Usually, leagues will consist of 8 teams each.
- B. Playoffs will be as follows:
 - 1st place vs. 4th place • 2nd place vs. 3rd place • winners play for playoff championship on the same week as the semis.Playoffs for a four team league may have any of the following formats:
 - 1st place & 2nd place make the playoffs • 1st, 2nd, and 3rd place make the playoffs • All four teams make the playoffs.
- C. Ties will be broken using the following system:
 1. Head to head record among tied teams
 2. Match differential in games among tied teams
 3. Fewest games and matches lost

III. Forfeits

- A. **Forfeit time is 15 minutes after game time.** If a team is not ready to start 15 minutes after the scheduled game time, with at least 3 players, the game will be a forfeit and a win will be awarded to the opposing team.
- B. A forfeit is recorded as a loss. In the event of a double forfeit, both teams receive a loss.
- C. There shall be no postponement of a game. A team that foresees a conflict with a particular game and notifies the Recreation Department 24 hours or more prior to the game time will be credited with a loss.
- D. No refunds are made after a team has participated in one game. (See refund policy)
- E. Teams which drop or are dropped from the league lose any playoff rights, the right to reclaim any part of their entry fee, and lose priority registration status. Team captain loses the right to manage a bocce team for one (1) year.

IV. Player Conduct

- A. The captain shall be the official representative of the team unless they designate one of the players as team captain prior to the game.
- B. The captain will be held responsible for all rules as stated in this Adult League Bocce Rules Sheet.
- C. Captains are responsible to see that their players are familiar with the SANCRA "Player Code of Conduct."
- D. All players/teams must conform to the "Player Code of Conduct." A player/team suspended by one public recreation agency will automatically be suspended from other local recreation agencies.
- E. Captains can also be held responsible for the actions of their spectators.

V. Pre-Game Rules

- A. Each team will provide their own set of bocce balls to use. Team Captains will agree on which set of balls to use before play begins or each team can use their own appropriate colored balls. The USBF recommends for tournament play, 107mm diameter and 920 grams in weight.
- B. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip may have the first toss of the pallino or choose the color of the balls.

VI. Starting Play:

- A. The team who've chosen first roll throws the pallino. It must cross the center line and it can't hit the back wall. If it's not a good roll, the opposing team rolls the pallino, but the first team still takes the first roll. If the opposing team also doesn't make a good roll, the pallino reverts back to the first-roll team.
- B. The team throwing the pallino take first roll. The opposing team takes second roll. The team with the ball furthest from the pallino roll next and continue to roll until their ball is closer to the pallino.
- C. Two players from each team roll the balls. Players can roll in any order, but only two teammates per team are allowed to roll during a frame. As a matter of courtesy, players from the opposing team should stay off the court if possible until it is their turn to throw.

VII. Play:

- A. Rolling the bocce: "pointing" is rolling the ball to get it as close to the pallino as possible. "Raffa" is rolling the ball with velocity to drive opposing balls out of the way. No overhand throwing ("volo") is permitted. A player is permitted to follow through to the center line with a raffa.
- B. Scoring: at the end of a frame, all balls of one color closest to the pallino within the measure of an opposing ball are scored a point. For example – two red balls are nearest the pallino and a green ball is the third closest, with another red ball just outside of that ball. Red would score 2 pts; green 0 pts. 4 ("Casino") is the maximum score for a frame.
- C. Measuring: if you absolutely have to, can be done any way, but both teams need to agree on how to measure the distance. Captains or a designee from each team measure.
- D. Fouls: a ball hitting the backboard without touching another ball or the pallino is out of play. A player stepping over the foul line should be warned; if it continues, the ball is removed from play. Any ball going out of the court is a dead ball. If the pallino goes out of the court, play stops with no score and the new frame begins from the other side.
- E. Because this is a recreational league a team with fewer than 4 players may start with 3 players. A team with only 3 players will still roll 8 balls.
- F. Late arrivals: a player can enter a game once a frame has finished.
- G. Substitutions: substitutions can only be made between games.

VIII. Playing Time

- A. Games Times will be 2 hours of play. At the end of 2 hours the leading team wins the game. If the game is tied at the end of 2 hours the game will be counted as a tie. If game 2 is a tie then the winner of game 1 wins the match.

IX. Rule Exceptions

- A. Unless otherwise stated, USBF rules govern league play.
- B. Teams may start and continue with three registered players. If three players are present at game time, the game will begin on time.

X. Foul Lines Information

- A. Players may step on but not over the foul line before releasing the pallino or ball. If after repeated warnings and both captains being notified a player continues to foul, the illegal ball shall be removed from play and return all balls to their approximate position.
- B. The foul lines used for play are the ones closest to the end walls, at 4 meters.

XI. Weather Updates

- A. To inquire if your game is rained out, call the Harvey West Park rain hotline at 420-6192.

XII. Insurance

- A. Participants in recreation activities sponsored by the Recreation Department are not covered in any manner for personal liability or property damage. **PLAYERS ARE COMPETING IN THIS PROGRAM AT THEIR OWN RISK.**

XIII. Governing Body

- A. The Recreation Supervisor shall serve as League Director and has final authority to make decisions and exceptions pertaining to all Adult Bocce League rules, regulations, roster procedures, and player eligibility.