

Martinez Bocce Federation

Official “Open” Bocce Regulations

2018 - MARTINEZ BOCCE FEDERATION LEAGUE PLAY IS INTENDED FOR THE ENJOYMENT OF BOTH PLAYERS AND SPECTATORS. THE FOLLOWING RULES ARE INTENDED TO ENHANCE THE GAME OF BOCCE AND FURTHER THAT ENJOYMENT.

- I. **INTRODUCTION:** The game of “Open” Bocce is played with eight (8) large bocce balls and one small target ball (the “pallino”). Only the composition balls accepted by the Martinez Bocce Federation, (MBF) are permitted. The object of the game is to roll the bocce ball closest to the “pallino”. There are two balls per person, and four players making up a team. Two players from each team are permanently stationed at each end of the court for each game.

NEW !! A. **The first team to reach 12 points will win the game.**

II. MATCH INFORMATION & STARTING TIMES

- A. Matches consist of three (3) games
- B. Matches played on **Sundays** begin at **5:00 pm**.
- C. Matches played on **Weekdays** will begin at **6:30 pm**
- D. Matches played on **Thursdays** will begin at **9:30am**
- E. **Matches will begin with a minimum of two players per team.**
- F. **A team not present at the starting time forfeits Game 1**
- G. **A team not present within 15 minutes forfeits Game 2**
- H. **A team not present within 30 minutes forfeits Game 3**
- I. **Grooming STOPS 30 minutes before start of play.**
- J. **Grooming is limited to removing loose debris from the court surface.**
- K. **Debris can be removed anytime in between shots.**

**NOTE:
BOTH CAPOS MUST AGREE
TO START EARLY**

Starting the Match: A coin flip by both Capos’ will start the match. The winner of the coin flip will determine which end of the court play will begin and may either have the first toss of the pallino or choose the color of balls. **Teams must play on assigned courts.**

A player may toss the pallino any distance so long as the pallino passes the centerline of the court and does not hit back wall. If a player fails to validly toss the pallino after one attempt, the opposing team will have one chance to toss the pallino and put it in play. If the opposing team fails to properly toss the pallino, the pallino reverts to the original team. In any case, when the pallino has been properly put into play, the team who originally tossed the pallino will throw the first bocce ball.

- III. **PLAYING THE GAME:** The team who originally tossed the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again until a ball is left in play. After a ball has been left in play, the opposing team will roll until one of their balls is closest to the pallino or they have thrown all of their balls. The team whose bocce ball is closest to the pallino is called “inside” and the opposing team “outside”. This continues until both teams have used all of their bocce balls. The team, who scored last, throws the pallino to begin the next frame.

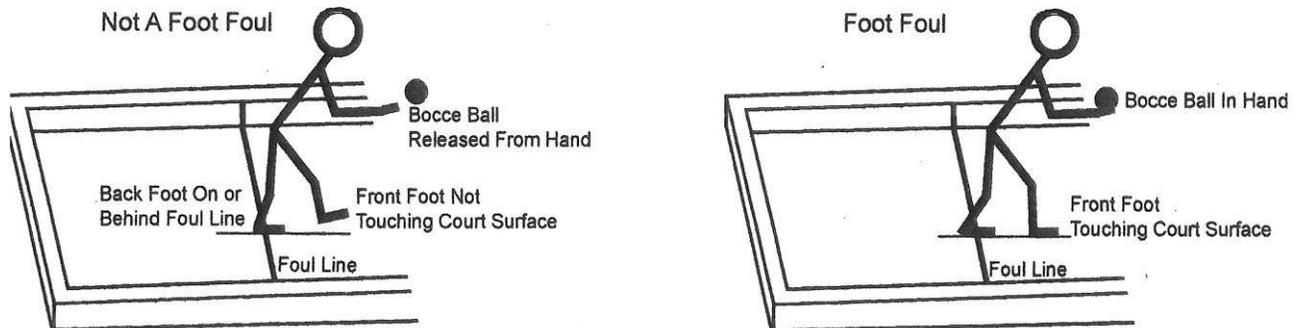
- A. If a player rolls the wrong colored ball, simply replace it with the correct color when the ball stops rolling. **The opposing team will replace the ball.**
- B. **If a player rolls out of turn, return the thrown ball and replace any moved balls back to the approximate spot before the ball was thrown. The opposing team will replace the ball.**
- C. **If a ball or pallino is moved before all 8 balls are played, the opposing team replaces the ball or balls to the approximate original position. If the pallino is moved during measurements the opposing team will replace it. This is to be done in the spirit of good sportsmanship.**
- D. When a team wins a game, players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.
- E. **NO PRACTICE BETWEEN GAMES.**
- F. After the pallino is in play a thrown ball need only cross the foul line and does not need to cross the center line. Ball must come to rest on the playing surface to be in play.

IV. **DEAD BALLS:** Should a player's bocce ball make contact with the backboard the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame. If after a valid play only the pallino remains on the court, the team that last rolled must roll again until a ball remains in play or that team is out of balls.

- A. If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.
- B. If a bocce ball, after hitting the backboard, strikes a stationary bocce ball, that stationary bocce ball shall be replaced in its approximate original position. The thrown bocce ball is removed from play.
- C. If a bocce ball hitting the backboard is not removed quickly enough and, as a result, strikes a moving bocce ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.
- D. If someone rolls 3 balls in the same frame, the 3rd ball is dead (taken out of play) and if it makes contact with other balls, those balls must be returned to original positions.

V. **PALLINO:** Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in front of the centerline, the frame will end, no points are awarded, and the games will resume from the opposite end of the court with the same team tossing the pallino. **For a ball or pallino to become invalid it must completely leave the boundaries of the court.**

VI. **FOUL LINE:** Player's movements are limited to the foul line. The player may step on, but will not step over the foul line before releasing the pallino or balls. **If a foot foul occurs the thrown ball after it comes to rest will be removed from the court for that frame. Balls will be replaced to their original position by the opposing team.** When a player releases the pallino or bocce ball, both feet must be in the court unless that player has significant physical impairment.



VII. **SHOOTING:** Shooting is allowed if the thrown ball hits the playing surface before the center line and before hitting a bocce ball or pallino. **Lofting the ball beyond the center line IS NOT ALLOWED.** If the thrown ball does not hit the playing surface before the center line and hitting a bocce ball or pallino, **everything goes back to the approximate original position. The thrown ball is taken out of play.**

VIII. **DISPUTES:** The teams playing will referee their own game. One member of the Martinez Bocce Federation Board of Directors agreed to by both Capos shall decide any dispute, which cannot be resolved by the team capos. Upon his/her decision the game shall continue.

IX. **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 equal distant 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 same team tossing the pallino. Capos of each team are responsible for keeping score sheet and for reporting the results of the match (by submitting "Official Score Sheet **signed by both**" to a designated location). **The score sheet is the official score.**

- X. **MEASUREMENTS:** All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Do no touch balls. Only two members of each team may be in the court during measurement. Both Capos must agree on which team has the point (s). If both teams have balls remaining, the team that does not have the closest ball to the pallino rolls again, if all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with Rule IX. **If both teams cannot agree on point, anyone agreed by both Capos can measure. The decision is final FRAME OR GAME IS OVER WHEN BOTH CAPOS AGREE.**
- XI. **PROTEST:** A protest will be considered valid only if the opposing Capo is notified at the time of the dispute (before the score sheet is signed). Note: write **PROTEST** on score sheet, and the game is officially recognized as being played under protest. All protests must be submitted in writing **forms in the Clubhouse and on line** to the Martinez Bocce Federation within 72 hours of the disputed game. Their decision will be final. A \$5.00 fee must accompany all written protests. **If you win protest, fee is returned.**
- XII. **FORFEITS:** An open bocce team that forfeits one match (**3 games**) will be charged \$25.00 payable within 30 days of the date of forfeit. A second offense and any match thereafter will increase the fine to \$50.00, also payable within 30 days of forfeit. If the fines are not paid in a timely manner the team will not be allowed back as a returning team. Volo teams will be charged the same as open bocce teams based on the number of matches. The capo will be notified of any penalties and/or their status as a returning or new team. **Fines double the last four weeks of the season.**
- As a courtesy to the opposing team, should you have to forfeit, you MUST notify the opposing team ahead of time. In addition, your fine may be paid to MBF; P.O. Box 642; Martinez, CA 94553 OR directly to any Board Member.
- XIII. **RESCHEDULING & RAINOUTS:** ALL RAINOUTS WILL BE MADE UP. A Scheduling Coordinator has been assigned for scheduling all rainouts. The Scheduling Coordinator decides on a rescheduling dates. If a team or teams are unable to field a legal team two players, for a make-up match, the games will be forfeited. **No make-up matches will be pre arranged. If they do then both teams will lose games.** Notification will be through the HOTLINE and/or Posting on the Bulletin Board. No games may be rescheduled for any other reason than bad weather or un-playable court conditions. On rainy days, call the **MBF HOTLINE at 925-295-2003** for official information. A recorded message by **3PM** will announce the status of play that night.
- XIV. **PLAYERS:**
- A. Additions to team rosters may be made until designated deadline. Completed rosters must contain names, addresses and phone numbers of all players. **Official team rosters become final on their third week of play. After the third week, and a rostered player having played one game for that team, they are obligated to stay on that team. If a player should choose to quit or is removed from a roster, they cannot play for another team for the remainder of the season. Vacated players will be allowed to play the following year.** You can replace player vacancies any time during the season. Any changes must be submitted by the team Capo using the **Roster Change sheet** which is available at the Clubhouse and the MBF website, and submitted to the Martinez Bocce Federation to be valid.
 - B. **A PERSON CAN ONLY PLAY ON ONE "OPEN" LEAGUE TEAM.** Maximum of 12 players per team and 6 minimum. A team forfeits any game in which they play a non-roster player or a player that plays on two different "Open" teams. The opposing team may not waive non-roster forfeits.
 - C. A Player must play at least 1 game on six nights of play to be eligible to play in the MBF playoffs and CCC championships
 - D. If a team fields less than two (2 players, the game is considered a forfeit. **Two players constitute a team.** A 2 or 3 member team may play throwing only 2 balls per player. A 3rd or 4th player arriving late may enter the game after the completion of the current active frame.

- E. **There is no minimum age requirement**, however no more than ½ of the team may be under the age of 18 and at least one person in every game must be 18 or over.
- F. **A team may make two substitutions per game, (one substitution from each end)**. Substitution may only be made between frames.
- G. No player may play two consecutive games from the same end of the court.
- H. Players need not throw alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
- I. In the interest of SAFETY, all participating players must wear flat-soled shoes. **NO BARE FEET ALLOWED**

XV. ENTRY FEE: The required entry fee must accompany the completed roster prior to the established registration deadline. **A returned check will have a \$25.00 return charge.**

XVI. CONDUCT AND COURTESY:

- A. **Team Capos are responsible for the actions of their players and fans (spectators). If there is any problem with a spectator that is not involved with any team, both Capos will suspend play until the problem is resolved**
- B. If a player is standing in the playing half of the court while the opposing team is rolling and the opposing team requests that the player step **outside the court**, **that request will be honored.**
- C. Only participating players and team Capos will be on the court while the game is in progress. **Spectators are not allowed on the courts at anytime during regulation play.**
- D. **Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by an MBF Director to the player or team Capo.** Severe violations or a violation after a warning may result in the player's expulsion by the MBF Board of Directors from the game, match or seasons.
- E. All trash is to be discarded in appropriate containers.
- F. Bicycles, Skateboards, Scooters and/or non-bocce related activities are prohibited on or around the courts. Courts are to be used for Bocce play only. The courts are not to be used as playgrounds.
- G. Animals must be on a leash and under control at all times. (City of Martinez, Contra Costa County and EBRPD ordinance)
- H. Slow play-In order to expedite play team breaks should be kept to an absolute minimum
- I. **NO SMOKING-** Smoking will not be allowed by team members, spectators or guests within the MBF courts and surrounding areas.

XVII. TEAM MOVEMENT BETWEEN DIVISIONS

- A. Team movement between divisions for the upcoming season will be determined by the final standings of the current season. The top two teams will move up a division and the bottom two will move down. This may change if there is a need to fill division vacancies.