

STONEWALL BOCCÉ

Pittsburgh, PA | EST 2014

Season 7 Rules

How to Play

Regulation Game Play

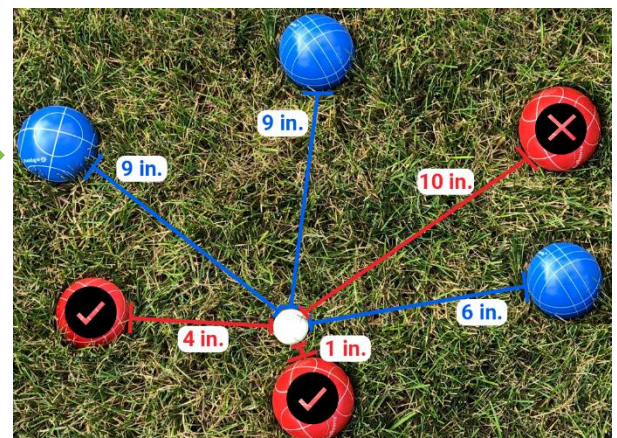
- All teams will play **2 games per week**. Each **game** consists of **1 round**. Each **round** consists of **multiple frames**.
- A regulation game lasts **40 minutes** or one team earning 21 points. Ties are possible if a game ends due to time.
- Every team will play two games per night, against two different teams.
- Set up for game play will begin at or before 6:15_{PM}. **Game 1 starts 6:30_{PM} & Game 2 starts at 7:15_{PM}.**
- If a team does not have 2 players present in team shirts by 6:35_{PM} or 7:20_{PM}, it will be considered a forfeit (*see forfeit below in 'Scoring'*). Leadership will make this call. Scrimmage play may take place by those present, but scores will not count.
- **Official game START and END are called by Bocce Leadership** (*can be different from scheduled times*).
- Once time is called at the end of a game by Bocce Leadership, teams finish out all throws of their current frame.

Gameplay

- The object of bocce is to get as many of your team's colored balls closer to the pallina (*small white target ball*) than the other team's balls.
- Captains begin the game by playing rock, paper, scissors. The winner of RPS choose between having the first toss of the pallina -or- choosing the color of the balls for their team. The opponent will get the remaining choice.
- To start a frame one player throws the pallina. **The pallina must go past the marked minimum on the courts.**
 - If the pallina fails to go past the marked minimum, the same player has one more throw. If it fails to pass the marked minimum again, a new frame begins with the other team throwing the pallina (*teams do not need to switch sides*).
- Following a valid pallina throw, the same player who threw the pallina throws their teams first colored ball.
- The opposing then team throws until:
 - One of its colored balls is closer to the pallina (beats not ties; see 'Measuring and Disputes' below), OR
 - Has thrown all of its colored balls.
- Play rotates in this fashion until all colored balls have been thrown by both teams.
- At the end of each frame, the teams switch sides to the other end of the court and the next frame begins.
- Throwing the pallina will alternate between teams every frame.
- During throwing, no team member may enter the field.
- Throwing orders are not required, though Captains may create one for their team if they like.
- **No individual player may throw two colored balls in a row.**

Scoring

- **Both team captains** (*or designated representative*) **will be in charge of recording scores**. Throughout game play, captains should compare scoring for consistency.
- **Only one team can earn points per frame**. A maximum of four points are possible per frame (since a team has four colored balls, they can't score more than four points in a frame).
- **For example**, if at the end of a frame there are two red balls closer to the pallina than the closest blue ball, the red team receives two points.
- If at the end of any frame the closest ball of each team is equi-distant from the pallina, no points are awarded to either team and a new frame begins with the other team throwing the pallina.
- A forfeited game results in a score of 21-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.
- **After each game, captains must submit their scorecards to Bocce Leadership**. Bocce Leadership will keep a record of all scores and will provide the league with up-to-date standings.



Fouls and Dead Balls

- A ball that lands touching the boundary line/cone is considered in part if the majority of the ball is within the court.
- Any ball that is thrown, rolled, or hit out of bounds will not be considered in play, and will not count for scoring.
- If a ball is thrown out of turn and **does not hit another ball**, the thrown ball is removed and play continues as if it didn't happen.
- If a ball is thrown out of turn and **it affects play**, the frame can be reset at the discretion of the opposing team.
- If the pallina is **accidentally** knocked out of the court, all of the balls are collected, and the frame is restarted with the same team re-throwing the pallina.
- A player cannot step into the court when throwing the ball.

Measuring and Disputes

- **Both team captains** (or *designated representative*) **are in charge of measuring.**
- The decision to measure, and the resulting measurement must be agreed upon by both captains.
- Only the two people measuring and Bocce Leadership may be on the field during measurement.
- Measurements are taken from the closest side of the pallina to the closest side of the colored ball in question.
- Equi-distant balls cancel each other out.
- **Disputes are settled by a member of Bocce Leadership. These decisions are final.**

League Guidelines

The Field

Six cones will determine the boundaries for the playing field, one at each of the four corners and two at the halfway point on each side (a large rectangle). All play takes place within these boundaries. The length of the playing field will be 30 ft. and the width will be 10 ft. Bocce Leadership & Ball Handlers are responsible for setting up the playing field.

Player Eligibility

All players must be 21 years of age or older. All players must be fully registered with the Stonewall Bocce – Pittsburgh league and agree to all Release Forms/Waivers.

Equipment

All equipment will be provided by Stonewall Bocce - Pittsburgh. The bocce ball set includes: eight balls, one pallina, measuring tapes, and score pads.

Teams

Teams will consist of at least 6 players and no more than 10. All players must be wearing their official bocce team shirt or official bocce league hoodie.

Captains & Representatives

Each team will have a captain that is responsible for team communication, behavior, measuring, and score-keeping. Captains present or absent can designate a team player to take on the responsibilities of score keeping and measurement for them. **Bocce Leadership must be made aware if this occurs.**

Bocce Etiquette

- **Players are expected to not engage in behavior on or off the field in a way that disparages a player, a team, or the league.**
- No smoking or vaping within the field, or within responsible distance to other players.
- Teams must maintain a reasonable playing speed throughout the entire game. **Intentionally slowing down to maintain a point lead is strictly prohibited.**
- A player cannot purposely aim directly at the pallina with the intent to knock it out and reset the frame.
- **Bocce Leadership will address players/behaviors as it deems necessary.**

Game Changes, Rule Changes, etc.

- Any schedule change (*weather or otherwise*) will be **posted on Facebook/Instagram** as well as **texted via Remind** no later than **5:45PM** on game day. Captains should communicate this information to their teams. If cancellation has not been announced by 5:45PM on game day, you must show up for your scheduled game or risk a forfeit. The league reserves the right to make cancellations or changes after 5:45PM. Make-up matches will be determined on a case-by-case basis.
- **All Bocce Leadership decisions are final.**
- Any rule changes will be sent to each captain and shared with all players.

