



Clayton Bocce League

2018 House Rules and Rules of Play

March 1, 2018

The history and process by which these courts even exist is unique. These courts are the result of the combined efforts of the Ipsen family, Skipolini's Pizza, and the Clayton Business & Community Association (CBCA) to construct and operate bocce courts for the benefit of Clayton residents and the surrounding community. The courts are an extension of CBCA's charitable purpose of promoting community involvement for all. The courts are intended to be, and will be operated as, a community asset on private property whereby organized, fee based, and open play can be accommodated. Play on these courts is a privilege and not a right. Because these courts are on private property, each player or observer will be expected to abide by a code of conduct that will ensure that the courts will be used, cared for, and maintained for use by and for the community in an enjoyable, friendly, safe, and responsible manner consistent with these purposes.

In order to accomplish this, the following Rules shall apply:

- A. Any person present on the courts who is found to be acting in an irresponsible, violent, unsportsmanlike, or otherwise inappropriate manner will be asked to leave and will be subject to having their future use privileges denied;
- B. These courts are NOT a playground. While the presence of children and families is allowed and encouraged, all children must be accompanied and supervised by an adult. Running, playing, and rough-housing will not be tolerated under any circumstances. Bikes, scooters, skateboards, roller blades/skates, and cleats are not permitted in the Bocce Park at any time;
- C. All persons who use the Bocce Park and consume food and beverages (whether brought onto the premises themselves or ordered and served by Skipolini's Pizza or any other food establishment) will be expected to clean up after themselves and to leave their use area in as clean, or better, condition than how they found it. The failure to do so will subject such persons to having their future use privileges denied;
- D. All persons participating in organized play (e.g., league, tournament or rental) may be required to fill out and sign a Waiver and Release of Liability in a form approved by CBCA. The failure or refusal of persons to execute and deliver these forms to an authorized CBCA representative will result in a denial of use of the courts;
- E. All posted signs are incorporated into these Rules as if fully set forth. All persons using these courts must abide by all posted signs applicable to their use. Failure or refusal to do so may result in a denial of use of the courts, and
- F. No alcoholic beverages may be brought into the park except during league play. For times other than league play, beer and wine are available for purchase from Skipolini's Pizza during the hours which they are open. If you reserve a court for a private event you may arrange for the serving of beer and wine at your event by calling them directly (Skipolini's Pizza (925) 672-1111) if your event is during the hours in which they are closed.

Clayton Bocce League Rules of Play - 2018

Section 1.01: Equipment

- (a) The equipment used for all bocce ball games shall consist of: one (1) pallino (usually white), eight (8) bocce balls (e.g., four red and four green), and a measurement device (e.g., a tape measure). All league equipment is supplied by the Clayton Bocce League and only equipment supplied by the Clayton Bocce League may be used for league play.

Section 1.02: Divisions

- (a) The Spring and Summer Clayton Bocce Leagues will be divided into seven (7) Groups as follows:
- A. Sunday Afternoon
 - B. Sunday Evening
 - C. Monday Evening
 - D. Tuesday Evening
 - E. Wednesday Evening
 - F. Thursday Evening
 - G. Friday Evening
- (b) The Fall League will be divided into five (5) Groups: Monday (A) – Friday (E).

Section 1.03: Match Starting Times

- (a) Sunday afternoon (Group A) matches shall commence promptly at 1:30 p.m.
- (b) Sunday evening (Group B) matches shall commence promptly at 6:30 p.m., unless a late running 1:30 match is ongoing. If a late running 1:30 match concludes after 6:30 p.m., the 6:30 p.m. match shall commence not later than 15 minutes following the conclusion of the 1:30 match.
- (c) Monday – Thursday (Groups C-F in Spring and Summer, Groups A-D in Fall) evening matches shall commence not later than 6:30 p.m.
- (d) Friday evening (Group G in Spring and Summer, Group E in Fall) matches shall commence not later than 7:00 p.m.

Please note: It is intended that courts will be groomed by CBCA's appointed groomer prior to the commencement of league matches. No additional court grooming (e.g. brooming, raking, watering, rolling, or addition of court surfacing material) will be allowed by teams/players. Removing debris from the courts (e.g., leaves, paper) is allowed prior to the commencement of matches.

Section 1.04: Start of Match

- (a) The match shall begin with the flip of a coin between the Capos (captains) from each team. The winner of the coin flip may have the honor of the first toss of the pallino or the choice of the color of the bocce balls they wish to use for the match.

Section 1.05: Game Play

- (a) Prior to the commencement of each game the respective capos (or their designee) shall confer and record the names of the players for each game on the scorecard. Only scorecards approved by the CBCA Bocce Committee may be used to record lineups and scores for each game.
- (b) The game commences when a player with the honor tosses the pallino. The pallino may be tossed any distance so long as the pallino passes the center line of the court and does not hit the back wall.
- (c) If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino for the sole purpose of putting the pallino in play. If the opposing team fails to toss the pallino past the center line (or it hits the back wall) the pallino reverts to the original team, and so forth until the pallino has been put in play.
- (d) The player who originally tossed the pallino, whether successfully or not, throws the first bocce ball with the objective of placing it as close to the pallino as possible. If the bocce ball hits the back wall it is removed from play for that frame (See Section 1.06) and that team must roll again until a bocce ball is put in play. Once a bocce ball has been put in play, the player steps aside and his team does not roll again until the opposing team has either rolled one of its bocce balls closer to the pallino or has rolled all of its bocce balls.

- (e) The team whose bocce balls are closest 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 rolls until its bocce ball rests inside (but not equidistant) the opposing bocce ball. This continues until both teams have rolled all of their bocce balls. This constitutes a "frame." Only one team may score per frame. The team that scored in the frame has the honor and tosses the pallino to begin the next frame.
- (f) Players are not allowed to remove balls from the court during an active frame.
- (g) If a player rolls the wrong color bocce ball, that ball is replaced with the correct color when the ball comes to rest. Play then continues as before.
- (h) If a player rolls out of turn the opposing team may leave everything, including the thrown bocce ball, exactly where it is (accepting the roll) or may return any moved balls to their approximate original positions and remove the thrown ball from play. The opposing team must call the roll out of turn before the next bocce ball is rolled, otherwise the violation is waived.
- (i) If a ball is moved before all balls are played in the frame, the opposing team replaces the ball to its approximate original position. This is to be done in the spirit of good sportsmanship.
- (j) When a team wins a game players exchange ends of the court. The team winning the previous game has the honor and tosses the pallino to start the next game.
- (k) Practice between games is limited to rolling bocce balls up the court and back one time.
- (l) Players are not allowed to groom or otherwise modify the playing surface. Players may not "repair" divots made by lobbed bocce balls. When walking on the court, please take care to not disturb the playing surface. Players *may* remove foreign objects from the courts (e.g. twigs, leaves, napkins).
- (m) Players may not bounce the bocce balls or the pallino prior to rolling same on the court. Any player that chips or breaks a bocce ball or pallino for any reason shall be responsible for reimbursing the CBCA for any replacement balls and/or pallino.

Section 1.06: Dead Balls

- (a) Any thrown bocce ball hitting the back wall it is immediately removed from play. If the thrown bocce ball that first struck the back wall hits another bocce ball, the other bocce ball is returned as close as possible to its original position.
- (b) If the thrown bocce ball strikes the pallino and causes the pallino to strike the back wall, the pallino remains in play.
- (c) If the thrown bocce ball first strikes another bocce ball and the struck bocce ball touches the back wall, the struck bocce ball is removed from play. The thrown ball, so long as it did not strike the back wall, remains in play.
- (d) If a bocce ball hitting the back wall is not removed quickly enough and, as a result, strikes a moving ball that likely would have hit the back wall, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.

Section 1.07: Pallino

- (a) Once the pallino has been validly put into play, it remains in play even if it hits the back wall. However, if the pallino is knocked out of the court or is knocked backwards and comes to rest in front of the center line the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Section 1.08: Foul Line

- (a) Player movements are limited to the foul line. The player may step on, but not over, the foul line before rolling the pallino or bocce ball. If a player commits a foot fault, the opposing team shall point it out but the roll will otherwise be considered legal. If the same player commits a foot fault multiple times, it will be presumed that the intent of the foot fault rule is being abused, and that player's team may be subject to a forfeit of that game.
- (b) When a player releases the pallino or bocce ball, both feet must be in the court unless the player has a significant physical impairment.

Section 1.09: Rolls

- (a) As used herein, the terms "thrown" or "roll" or "rolling" or "toss" or "tossing" are used interchangeably. Lofting or tossing or throwing a bocce ball in the air such that it lands beyond the center line of the court is never allowed. Any ball lofted or tossed in this manner will be taken out of play for that frame and the pallino or any bocce balls impacted will be returned to their approximate original position.
- (b) "Shooting" (also known as spocking, bombing, or raffa) is where a player intends to make a hard roll for the purpose of hitting and moving the opposing team's bocce balls or the pallino. Shooting is allowed after the shooter (or another member of the team) clearly announces their intent to shoot the bocce ball so that players may be alerted in case any bocce ball or pallino exits the court and to account for any situation where bocce balls may hit the back wall.

Section 1.10: Scoring and Scorekeeping

- (a) Each regular season match shall consist of the play of three (3) games to completion. Each game shall be played until the first team to score twelve (12) points. A team must win any game by two (2) points. Playoff matches are won by the first team to win two games (best 2 of 3).
- (b) 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 had the honor tossing the pallino.
- (c) If a team that has bocce balls remaining to be rolled in a frame decides to accept the result of the frame as is (taking the points) the player shall announce to the other team the decision to take the points and need not roll the remaining bocce balls. The decision to take the points is final once announced.

- (d) Capos of each team are responsible for keeping their own score sheet. At the end of the match, score sheets shall be signed by both capos and the score sheets placed in the designated location. It is imperative that the capos agree to the scores of the game and on the number of games each team won in the match before being placed in the designated location.
- (e) **Absent a documented situation where the recorder of the standings misinterpreted the score sheet and/or entered the wrong scores, the results of the match are considered final one (1) week after the scores are posted to www.claytonbocce.org and communicated to the teams. During the final week of the regular season and throughout the playoffs match scores will be considered final six (6) hours after posting to the website and communicated to the teams.**

Section 1.11: Measurements

- (a) All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. The teams shall decide who among them will make the measurement. At least one member of each team should observe the measurement.
- (b) If both teams agree on which team has the inside and it is later determined that a mistake has been made, all balls played are valid. If both teams have balls remaining, the outside team rolls again. If all balls have been played, points are awarded based on the balls that are actually inside in accord with the "Scoring" rule (Section 1.10).

Section 1.12: Standings and Tiebreakers

- (a) The CBCA Bocce Committee shall be solely responsible for the creation and posting of standings. Standings shall reflect the following: Wins (W), Losses (L), Winning Percentage (Pct.), and Point Differential (PD). Point Differential is defined as the number of Points For less the number of Points Against.
- (b) For purposes of recording scores and standings, a team that scores more than twelve (12) points where the winning score is more than two points greater than their opponent, that winning team will be credited with twelve (12) points.
- (c) The CBCA Bocce Committee shall determine the number of teams from each division that will participate in the playoffs at the conclusion of the regular season. "Standings Placement" will be based on the following order: Wins, Winning Percentage, and Point Differential.
- (d) If, at the end of the regular season, two or more teams are tied for positions that would impact the eligibility of any of those teams to participate in the playoffs, the tiebreaking rules will be determined in the order of Standings Placement. If two or more teams are still tied, then the result of their head-to-head match will be the final tiebreaker.

Section 1.13: Disputes and Protests

- (a) **The teams playing will referee their own match. Any dispute which cannot be resolved by the team capos shall be decided by any member of the CBCA Bocce Committee then in attendance. Upon his/her decision the game shall continue. If a member of the CBCA Bocce Committee is not in attendance, and the team capos cannot otherwise decide the matter, the offended team may submit a written protest to the CBCA Bocce Committee. Any protest must be submitted in writing to league@claytonbocce.org within two (2) days following the conclusion of the match or at least six (6) hours before the start of any subsequent affected match, whichever is sooner. The CBCA Bocce Committee may invite the other team to respond in writing. The other team will have the ability to respond in writing if it desires. The CBCA Bocce Committee will decide the matter on the basis of the written submissions and its decision will be final.**

Section 1.14: Forfeits

- (a) A team forfeits the first game of the match if it cannot play at least two (2) players (one on each end) within ten (10) minutes after the appointed time for the commencement of the match.
- (b) The second game of the match will be forfeited if a team does not have at least two players ready to play within fifteen (15) minutes from the appointed time for the commencement of the match.
- (c) The third game of the match will be forfeited if a team does not have at least two players ready to play within twenty (20) minutes from the appointed time for the commencement of the match.
- (d) Where a team forfeits a game, the other team (so long as they would not also be in a forfeit position for the same match) shall be awarded a win for each forfeited game. The team that is to be awarded a win for each forfeited game must fill out, sign, and turn in a scorecard noting that the other team has forfeited. The team that forfeits shall be assessed one loss. No Points For will be awarded to either team; and No Points Against will be assessed to either team.
- (e) In a situation where neither team can field at least two players for a scheduled match, the match will be canceled and a dual forfeit will be declared. Each team will be assessed three losses. No Points Against will be assessed either team.
- (f) As a courtesy teams that are in a position where they know before their match they will need to forfeit must notify the league by email, text message, and/or phone call. This allows the league to confirm the forfeit and advise their opponent of the steps that must be taken to claim the benefit of the forfeit.**
- (g) A team that forfeits two (2) or more regular season matches in one season will lose their spot in the league for the following season and must go to the wait list.
- (h) During seasons where inter-group matches are played, which do not count in the standings, a team that does not intend to play their inter-group match must notify the league (by email, text message and/or phone call) at least six (6) hours before the scheduled start of the match of their intent not to play. Any team that fails to notify the league of their decision not to play their inter-group match will be assessed a forfeit for purposes of Section 1.14(g).**

Section 1.15: Unplayable Conditions and Rescheduled Games

- (a) The CBCA Bocce Committee shall have the sole discretion to determine the circumstances under which scheduled matches are cancelled due to weather or other conditions rendering the courts unplayable. Affected teams will be notified as soon as possible after such a decision has been made by the most efficient means possible under the circumstances.
- (b) Unless the CBCA Bocce Committee has canceled division play on a particular day or night, matches may not be rescheduled by mutual agreement of the capos.
- (c) The CBCA Bocce Committee shall announce the date and time of any makeup games that the Committee has canceled due to weather or other conditions which, in its sole discretion, renders the courts unplayable.

Section 1.16: Rosters and Players

- (a) A team may not commence its season unless it has a minimum of six (6) players, and not more than ten (10) players.
- (b) A team must, as of the date rosters are considered locked, consist of at least six (6), but not more than ten (10) players. A team that has fewer than six players after rosters are considered locked may continue to play subject to the forfeiture rules set forth herein.
- (c) All rosters will be considered locked as of the date announced by the CBCA Bocce Committee for that team's season. Once rosters are locked, no further substitutions will be allowed under any circumstances.
- (d) An ineligible player shall be a player who plays in a game where that player is not on the official roster for that team at the time the game is played.
- (e) Any team found to have played an ineligible player at any time during the season shall forfeit every game in which the ineligible player played, with the game recorded in accordance with the forfeit rules described above. This rule may not be waived by the opposing team. This rule may be applied retroactively to the completion of any previously played game.
- (f) Players are allowed to play on more than one team during a season. For the playoffs a player may only play on one playoff team. At the end of the regular season and before the first round of the playoffs commences any player who is on more than one playoff team must notify the league in writing which team that player will play for in the playoffs. If a player fails to notify the league then any playoff game in which that player participates will be forfeited.
- (g) Each player is limited to playing two (2) bocce balls per frame. If a team begins a game with less than four players, and the third and/or fourth player arrive while the game is in progress, those players may enter the game following completion of the current frame.
- (h) A player may not play two (2) consecutive games from the same end of the court.
- (i) One (1) player substitution is allowed per game, as announced by the team capo. Substitutions may only be made between frames.
- (j) Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.

- (k) The player that first rolled the pallino in an attempt to put the pallino in play must be the first player to roll a bocce ball for that team.
- (l) "Spotting" is defined as a teammate who is not rolling indicating (verbally or nonverbally) to a teammate whose turn it is to roll how or where to roll the pallino or bocce ball. The spotter does not have to be the capo. Spotting for a teammate is allowed under the following circumstances:
 - i) The spotter may stand off the court and spot for a teammate;
 - ii) The spotter may enter the court to spot but must be off the court before her or his teammates roll the pallino or bocce ball. If a person rolls their bocce ball before the spotter has vacated the court, the rules applicable to rolling out of turn (Section 1.05(g)) shall apply;
 - iii) If the spotter accidentally touches and moves the pallino or another bocce ball, the ball(s) shall be returned to their approximate original position;
 - iv) Only one teammate may act as a spotter relative to a player's throw.
- (m) Any player with a physical condition that prevents that player from standing and/or locating a bocce ball except with assistance from another person(s) may be assisted by such person(s) in order to complete their roll.
- (n) During a frame only the player whose turn it is to roll the pallino or bocce ball may be on the court during that player's turn. If other players are on the court when the player whose turn it is to roll is ready, the player whose turn it is should ask that all players be off the court, which request must be promptly honored. Repeated failure to honor such a request may subject the offending player to discipline pursuant to Rule 1.17.
- (o) During an active frame players may not cross from one side of the court to the other. Any player desiring to go from one side of a court to the other must go around. Crossing from one side of the court to the other is allowed between frames.

Section 1.17: Code of Conduct

- (a) Players and spectators will be expected to demonstrate the highest forms of courtesy, respect and sportsmanship at all times toward other players and toward the court furnishings and equipment.
- (b) Profanity and unsportsmanlike conduct is not permitted at any time.
- (c) Violations may result in a warning to the player and capo and, if not corrected, the CBCA Bocce Committee may deny playing privileges to the player(s) at issue, which may subject the team to a forfeiture of games. Any team that loses a player to a code of conduct violation may not replace that player on their roster if rosters are locked.

These rules are subject to change at the sole discretion of the CBCA Bocce Committee, upon publication.

March 1, 2018