

CONNESTEE FALLS BOCCE LEAGUE

The purpose of the game is to provide a competitive and enjoyable activity in a social and friendly atmosphere. Good sportsmanship is a must! It's only a game.

TEAM ORGANIZATION

Subject to specific exception, members of the Bocce League will be limited to regular and associate members of the CFPOA, and renters in Connestee Falls.

League organizers will assign players to each team, selected at random, and will attempt to balance the number of men and women on each team. Captains will endeavor to provide each player on a team with equal playing time on the schedule.

PRIOR TO PLAY

Teams

Each team will normally compete with four players. There will be no substitutions permitted once play begins. A team may compete with a minimum of three players, but may not add a fourth player once play begins. If a team captain does not appear for the game, the situation may be resolved by agreement of all players on both teams; the three-player rule must apply, however.

A team must consist of at least two players assigned to that team, and no more than two substitutes. Substitutes must be chosen from the published list.

Starting the Game

The game must begin no later than 5 minutes after the scheduled starting time. A team failing to field at least three players by that time must forfeit the game.

The captains will determine by coin toss which team plays the first ball. The starting team will have the choice of ball color.

THE PLAY OF THE GAME

Player Rotation

Players of each team will play in rotation according to numbers assigned by team captains. Number 1 will begin the game at the street end of the court, then number 2 will begin the second frame at the pool end of the court, then number 3 will begin the third frame at the street end of the court, and so on. Numbers 1 and 3 always start at the street end, 2 and 4 at the pool end; an exception for 3-player teams is covered in the following rule.

For a team fielding three players, the players must proceed in **strict rotation** and not according to the preceding rule. Number 1 begins at the street end, number 2 at the pool end, number 3 at the street end, number 1 at the pool end, and so forth. The starting player of a frame will deliver the first and fourth ball in a frame. A three-player guide is available to captains for the purpose of maintaining this order:

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<i>FRAME</i>	<i>END</i>	<i>First</i>	<i>Second</i>	<i>Third</i>	<i>Fourth</i>	<i>Other Team</i>
1	Street	1	2	3	1	1
2	Pool	2	3	1	2	2
3	Street	3	1	2	3	3
4	Pool	1	2	3	1	4
5	Street	2	3	1	2	1
6	Pool	3	1	2	3	2
7	Street	1	2	3	1	3
8	Pool	2	3	1	2	4
9	Street	3	1	2	3	1
10	Pool	1	2	3	1	2

Example from 3-Player Guide

The first player of a game will be on the team winning the coin toss (in the case of the first frame) or will be the next player in rotation from the team winning the previous frame. This player will deliver the pallino.

Pallino in Play

For the pallino to be in play, it must be delivered beyond the midline of the court, four feet from the backboard, and one foot from either side board. The first player of a frame will have two attempts to place the pallino in proper play; if the first player fails after two attempts, the opposing team captain will place the pallino anywhere of his/her choosing within the zone described above. The first player will then proceed to deliver the bocce ball.

Delivery of the Bocce Ball

Once the pallino is in play, the first player of the frame will deliver the first bocce ball to establish the “in” ball. The opposing team will then deliver the second bocce ball.

The team whose bocce ball is closest to the pallino is the “in” ball; the opposing team’s balls are “out.” When a team member delivers an “in” ball the team steps aside and allows the next “out” team member in rotation to deliver the bocce ball. In any frame, all eight balls must be played.

During play of the frame, if both teams’ closest bocce balls are the same distance from the pallino, the team that threw the last ball will deliver the next ball.

Winner of the Frame

When all eight balls have been delivered, the team captains jointly determine which color ball is closest to the pallino. For every bocce ball of that same color that is closer to the pallino than any one ball of the other color, the closest team scores one point.

The team winning a frame delivers the pallino of the next frame.

After a frame is completed and all eight balls have been delivered, if both teams’ closest bocce balls are the same distance from the pallino no points will be awarded. The frame is canceled and repeated from the same end of the court with the same team and player beginning the frame.

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Winner of the Game

The team reaching a total of 16 points wins the game.

All remaining balls of the winning team must be delivered by players in correct rotation after 16 points have been reached. These final balls must roll past the center line of the court.

GENERAL PROCEDURES and COURT ETIQUETTE

Only the captains or their designated representatives should be on the court **at any time**, with the exception of players delivering balls.

When a player is delivering the bocce ball or pallino, all other players should be off the court.

Each team player has the option of tossing, rolling, or bouncing the ball down the court. Balls must be tossed with an underhand motion. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

A player delivering the bocce ball or the pallino must stand behind the 4-foot boundary line at the end of the court. If the opposing captain observes a player's foot beyond this line as a ball is being delivered, he/she may issue a warning. If the same captain observes a second foot fault, he/she will have one of the following options:

Decline to assess a penalty.

The team fouled against will be awarded points as they were immediately preceding the foul and the frame will end.

The team fouled against will be awarded one point and the frame will end.

Any bocce ball which goes out of the court is considered disqualified and out of play, even if it bounces back into the court.

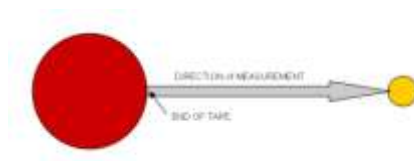
If a wrong colored ball is delivered by a player, the team captain will replace the ball with a correct colored ball.

If an "in" team player delivers a ball before the required "out" team player, the frame is canceled and repeated from the same end of the court with the same team and player beginning the frame.

If the pallino is knocked out of the court, the frame is canceled and repeated from the same end of the court with the same team and player beginning the frame. The pallino is out of play even if it bounces back into the court.

Once the pallino has been delivered to begin a frame, any court obstructions such as leaves, acorns, twigs, etc. that have fallen onto the court must not be removed until the frame has ended.

Both captains or their designated representatives shall determine which bocce ball is closest to the pallino. All measurements must be made from the side surface of the bocce ball closest to the pallino to the side surface of the pallino closest to the bocce ball.



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Rude or obnoxious behavior, including the use of profanity, is strictly prohibited at the courts during bocce league play. Team captains are entrusted to maintain order and decorum at the courts. If offensive behavior persists following efforts by a team captain to correct the situation, the captain should notify the Bocce Committee.

Complaints of any nature should be brought to the Bocce Committee by team captains only, unless a captain is the subject of a complaint.

WEATHER DELAYS

The league coordinator is responsible to determine whether inclement weather would make play impractical for the day, and he/she will so notify captains by telephone prior to one hour before the first game if play is to be canceled. Captains will then notify their teams. All games will be canceled for the day and will not be made up.

If inclement weather causes the courts to be unplayable during the play of the first group of the day causing cancellation of play, then all games for the entire day may be canceled by consensus of the captains present at the courts after consultation with the league coordinator, or unilaterally by the league coordinator if present.

If inclement weather causes the courts to be unplayable during the play of the second or succeeding group of the day causing cancellation of play, then the teams must make up their games at another time; the make-up games must be played prior to the scheduled same-day play for the following week.

Make-up games may be played by any legitimate team players or substitutes, provided that at least two players are regular members of the team. If one of the captains cannot assemble a team for a make-up game, then that team will forfeit the game. If both captains cannot assemble teams for a make-up game, then no team will be assigned a win. A make-up game resulting from a weather-delayed game will begin with the same score as at the time of postponement due to weather.

PLAYOFF GAMES

No substitute players will be allowed for the seasonal playoffs. A captain unable to produce at least three members from his/her regular team will forfeit the playoff game. If four or more of a team's players are available for a play-off game, captains must field a team with four players. If two playoff teams are captained by the same person, a coin toss will determine on which team the captain will play. When a score of 8 points is attained by one of the teams, captains may replace players with others on the regular team roster; such replacement will be permanent for the rest of the game.

For playoff games, the league coordinator (or his/her designee) will act as Court Official. The Court Official may not be a member of any playoff team. Either captain of a team playing may be asked to assist the Court Official in measuring and returning balls. The Court Official will designate a non-playing volunteer observer to assist in moving the scoring pegs.

In the event that at the end of the season there are three or more teams tied for 1st place, the method of drawing straws will determine which teams play first.

The recording of "four in a frame" will not apply during season play-offs.