

Community Bocce League Rules for 2025

The League is separated into three divisions based on last years win/loss records (Lakes, Sound, and River). Matches will only take place in your own division. The top four (4) teams with the best W/L record at the end of the regular season will qualify for the playoffs. Each Division will crown its own champion.

Each team will play 16 matches, alternating once or twice a week. Early games start at 3PM and the late games will start at 5PM. The courts are blocked starting at 2PM if you have the early game and want to practice. Each match will be best out of three. The 1st and 2nd games will be to ten (10) points. If a third game is needed, only six (6) frames will be rolled, unless one of the teams scores ten (10) points before the 6th frame. If a tie were to occur after the 6th frame, one more frame will be rolled to decide the winner. **No substitutes are permitted to play in the final roll off frame.**

No player may play three games. Each team needs a minimum of 6 players for each match, to be present in case there is a third game. You may substitute for players at any time, but once a player is taken out, they cannot return to that game. Even if a player only rolls one (1) frame, it counts as a game played.

If games need to be cancelled by the Commish for any reason, only those teams that are in the playoff hunt at the end of the season will have make-ups, (if enough days are available). **Forfeits are not good for any league.** It is so important to make sure you have enough players available for all matches. Remember that no one can play three (3) games, so you need at least 2 more players available for every match. If a team does not have the extra players to substitute within 15 minutes after the previous game, the team will forfeit the match.

The matches start by the flip of a coin. After that, the team that scored the last point of each game will begin the second game. This is also the case for the third game.

The player who sets the pallino must roll the first ball. If the pallino hits the back wall, your opponent then rolls it, but the first team still sets the first ball. If both rolls of the pallino hit the back wall, then the pallino is placed at the far end of the court, in the center by the foul line.

Any ball hitting the back wall without hitting another ball is to be taken out of play immediately. If the ball comes in contact with any other ball after hitting the wall, you must replace those balls the best you can. If a player accidentally rolls the wrong color ball, wait until it come to rest, mark it, then simply replace it with the correct color.

No one is permitted on the courts when a player is rolling. If this happens that ball needs to be rolled again. All players must wait for all throws to come to a complete rest before rolling another ball. If they do not, that ball is considered dead, and needs to be taken out of play.

The winning team's captain is responsible for texting their out- come to the Commish immediately after their match is completed. Only Wins are recorded, not the scores (267-566-2323)

Good Luck to everyone for a fun filled, enjoyable season!!!! Please Remember, Good SPORTSMANSHIP!!!!