

Masters Neighborhood Bocce League

Basic Play and Rules

1. The Masters Bocce League plays on Fridays. See the posted schedule for dates.
2. Play will start promptly at 3:00pm. The courts will be available for practice at 2:00.
3. Everyone that signed up to play agreed to play at least 50% of the games. It is hoped that most will play more than 50%. It takes at least 4 players to play on each team. Players who cannot attend should contact their captains about the need for a substitute.
4. Each team will have a captain to coordinate who is playing, help with questions, playing tips, reminding all on their team of the forthcoming game, and cheer you on. Each player will be assigned a captain and a team. The teams will remain together for the length of the season.
5. Three games are played in a match. All 3 games will be played. There will be standings kept for the season. Standings will be based on the total number of games won.
6. The match begins with the toss of a coin. The winner of the toss has choice of ball color and rolls the pallino and bocce ball first.
7. A player may toss the pallino any distance as long as it passes the center line and does not hit the backboard. If a player fails to toss the pallino successfully, a player from the opposing team throws the pallino. If the second player also fails a successful toss, the pallino is placed in the center of the far end foul line. The first player still rolls the first bocce ball.
8. The pallino remains "in play" if it comes to rest against the side rails or is knocked by a bocce ball against the backboard.
9. If a tossed bocce ball hits the backboard without hitting the pallino or another bocce ball, that ball is removed from play for the duration of that frame. If this is the first throw of the frame, that team continues to throw until the initial point is established.
10. After the first bocce ball is successfully played, the second team rolls. Each succeeding ball is thrown by the team NOT closest to the pallino (the "Out" team). The "In" team throws only after the opponent has thrown all 4 balls.
11. The team that wins the frame or game will throw the pallino first in the next frame or game.
12. Team members may throw their bocce balls in any order they choose but no player will throw more than 2 balls.

13. If a player rolls out of turn, the other team may choose to leave all balls as they are or remove the illegal ball from play and return all balls to their approximate original positions.
14. If a player, whose turn it is to play, accidentally rolls the wrong-colored ball, simply replace it in the same spot with the correct colored ball.
15. If a player accidentally moves a ball prior to the end of a frame (thinking play is over) and the balls cannot be accurately relocated, all remaining non-thrown balls of the non-offending team are counted as points and the frame is over.
16. Each team must have a captain or acting game captain present and only the captains can call for a measurement. All issues and procedural questions will be decided between the two captains.
17. Advice to the shooter may be given by any team member or coach as long as it does not disrupt play.
18. Arching or lobbing the balls is not allowed. All balls must be released at or below the waist.
19. Players are not allowed to step over the foul line before releasing the bocce ball or pallino.
20. Any team who cannot field a minimum of 4 players within 5 minutes of the scheduled start time or who cannot maintain a minimum of 4 players for the duration of the match will forfeit the match. An attempt can be made to fill any vacancy with bystanders from the community.
21. A captain may make substitutions but only after the completion of a frame unless it is an injury substitution. Captains are required to play every player attending the match.
22. The winning captain will report the results to Ben Bachrach after the game.

Scoring:

1. One (1) point is awarded for each ball of the team closer to the pallino than any ball of the opposing team.
2. If at the end of a frame the closest ball of each team is equidistant from the pallino, that frame is declared a tie, and no points are awarded.
3. Games are played to 10 points.
4. If 10 points are not reached before 4:50 PM the team with the highest number of points is the winner of that game. If at 4:50 PM the teams are tied one additional frame is played.