

Martinez Bocce Federation

Official “Open” Bocce Regulations

MARTINEZ BOCCE FEDERATION LEAGUE PLAY IS INTENDED FOR THE ENJOYMENT OF BOTH PLAYERS AND SPECTATORS. THE FOLLOWING RULES ARE INTENDED TO ENHANCE THE GAME OF BOCCE AND FURTHER THAT ENJOYMENT.

- I. INTRODUCTION:** The game of “Open” Bocce is played with eight (8) large bocce balls and one small target ball (the “pallino”). Only the composition balls accepted by the Martinez Bocce Federation, (MBF) are permitted. The object of the game is to roll the bocce ball closest to the “pallino”. There are two balls per person, and four players making up a team. Two players from each team are permanently stationed at each end of the court for each game.
Games are played to 12 points but you must win by two (2) points.

II. MATCH INFORMATION & STARTING TIMES

- A. Matches consist of three (3) games
- B. Matches played on **Weekends** begin at **5:00 pm**.
- C. Matches played on **Weekdays** will begin at **6:30 pm**.
- D. **Matches will begin with two players.**
- E. **A team not present at the starting time forfeits Game 1**
- F. **A team not present within 15 minutes forfeits Game 2**
- G. **A team not present within 30 minutes forfeits Game 3**

**NOTE:
BOTH CAPOS MUST AGREE
TO START EARLY**

Starting the Match: The Capos from both teams will flip a coin to start the match. The winner of the coin flip will determine which end of the court play will begin and may either have the first toss of the pallino or choose the color of balls. **Teams must play on assigned courts.**

A player may toss the pallino any distance so long as the pallino passes the centerline of the court and does not hit back wall. If a player fails to validly toss the pallino after one attempt, the opposing team will have one chance to toss the pallino and put it in play. If the opposing team fails to properly toss the pallino, the pallino reverts to the original team. In any case, when the pallino has been properly put into play, the team who originally tossed the pallino will throw the first bocce ball.

- III. PLAYING THE GAME:** The team who originally tossed the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again until a ball is left in play. After a ball has been left in play, the opposing team will roll until one of their balls is closest to the pallino or they have thrown all of their balls. The team whose bocce ball is closest to the pallino is called “inside” and the opposing team “outside”. This continues until both teams have used all of their bocce balls. The team, who scored last, throws the pallino to begin the next frame.
- A. If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
 - B. **If a player rolls out of turn, return the thrown ball and replace any moved balls back to the approximate spot before the ball was thrown.**
 - C. **If a ball is moved before all 8 balls are played, the opposing team replaces the ball or balls to the approximate original position. This is to be done in the spirit of good sportsmanship.**
 - D. When a team wins a game, players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.
 - E. **NO PRACTICE BETWEEN GAMES.**

- IV. DEAD BALLS:** Should a player's bocce ball make contact with the backboard the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame. If after a valid play only the pallino remains on the court, the team that last rolled must roll again until a ball remains in play or that team is out of balls.
- A. If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.
 - B. If a bocce ball, after hitting the backboard, strikes a stationary bocce ball, that stationary bocce ball shall be replaced in its approximate original position. The thrown bocce ball is removed from play.
 - C. If a bocce ball hitting the backboard is not removed quickly enough and, as a result, strikes a moving bocce ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.
- V. PALLINO:** Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in front of the centerline, the frame will end, no points are awarded, and the games will resume from the opposite end of the court with the same team tossing the pallino. **NOTE: The wood and cement around the top of the court is part of the playing field. For a ball or pallino to become invalid it must completely leave the boundaries of the court.**
- VI. FOUL LINE:** Player's movements are limited to the foul line. The player may step on, but will not step over the foul line before releasing the pallino or balls. If the intent of the foot foul rule is abused, a Director of the Martinez Bocce Federation may remove the offending player from the game. When a player releases the pallino or bocce ball, both feet must be in the court unless that player has significant physical impairment.
- VII. SHOOTING:** Shooting is allowed if the thrown ball hits the playing surface before the center line and before hitting a bocce ball or pallino. **Lofting the ball beyond the center line IS NOT ALLOWED.** If the thrown ball does not hit the playing surface before the center line and hitting a bocce ball or pallino, **everything goes back to the approximate original position. The thrown ball is taken out of play.**
- VIII. DISPUTES:** The teams playing will referee their own game. One member of the Martinez Bocce Federation Board of Directors agreed to by both Capos shall decide any dispute, which cannot be resolved by the team capos. Upon his/her decision the game shall continue.
- IX. SCORING:** 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 equal distant 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 same team tossing the pallino. Capos of each team are responsible for keeping score sheet and for reporting the results of the match (by submitting "Official Score Sheet" to a designated location).
- X. MEASUREMENTS:** **All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Do no touch balls.** Only an official and one representative from each of the opposing team may be present during measurements. Both Capos must agree on which team has the point (s). If both teams have balls remaining, the team that does not have the closest ball to the pallino rolls again, if all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with Rule IX. **FRAME OR GAME IS OVER WHEN BOTH CAPOS AGREE.**

- XI. PROTEST:** A protest will be considered valid only if the opposing Capo is notified at the time of the dispute (**before the next frame begins**) and the game is officially recognized as being played under protest. All protests must be submitted in writing to the Martinez Bocce Federation within 72 hours of the disputed game. Their decision will be final. A \$5.00 fee must accompany all written protests.
- XII. FORFEITS:** **If a team playing “Open” bocce forfeits six (6) games,** they will be dropped from league play and the team Capo will be notified by mail. All games previously played will be removed from the division scoring. **VOLO teams that forfeit two (2) games will be dropped from league play** and the team Capo will be notified by mail. All games previously played will be removed from the division scoring. **If you are dropped from league play because of forfeits, you must return as a “NEW” team the following year.**
- XIII. RESCHEDULING & RAINOUTS:** A Scheduling Coordinator has been assigned for scheduling all rainouts and make-ups if required. The Scheduling Coordinator decides on a reschedule date. If a team or teams is unable to field a legal team for a make-up match, the games will be forfeited (**for one or both teams?**). **No make-up matches will be pre arranged.** Notification will be through the HOTLINE and/or posting on the bulletin board or web site. No games may be rescheduled for any other reason than bad weather or un-playable court conditions. On rainy days, call the MBF HOTLINE at 925-295-2003 for official information. A recorded message by 4PM will announce the status of play that night.
- XIV. PLAYERS:**
- A. Additions to team rosters may be made until designated deadline. Completed rosters must contain names addresses and phone numbers of all players. **Official team rosters become final on their third week of play. After the third week and a roster player having played one game for that team, they are obligated to stay on that team. If a player should choose to quit, they cannot play for another team that season.** You can replace **player vacancies** any time during season. Any changes must be submitted by the team Capo in writing to the Martinez Bocce Federation to be valid.
- B. **No more than twelve (12) people may be on a roster and no less than six. A PERSON CAN ONLY PLAY ON ONE “OPEN” LEAGUE TEAM.** A team forfeits any game in which they play a non-roster player. The opposing team may not waive non-roster forfeits. **One must play 30% of the scheduled league weeks of play to be eligible to play in the MBF Finals and Contra Costa County Championships**
- C. If a team fields less than two (2) players, the game is considered a forfeit. **Two players constitute a team.** A 2 or 3 member team may play throwing only 2 balls per player. A 3rd or 4th player arriving late may enter the game after the completion of the current active frame.
- D. **There is no minimum age requirement,** however no more than ½ of the team may be under the age of 18 and at least one person in every game must be 18 or over.
- E. **A team may make two substitutions per game, (one substitution from each end).** Substitution may only be made between frames.
- F. No player may play two consecutive games from the same end of the court.
- G. Players need not throw alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
- H. **In the interest of SAFETY, all participating players must wear flat-soled shoes.**
NO BARE FEET ALLOWED.

XV. **ENTRY FEE:** The required entry fee must accompany the completed roster prior to the established registration deadline. **A returned check will have a \$25.00 return charge.**

XVI. **CONDUCT AND COURTESY:**

- A. **Team capos are responsible for the actions of their players and fans (spectators). If there is any problem with a spectator that is not involved with any team, both Capos will suspend play until the problem is resolved**
- B. If a player is standing in the playing half of the court while the opposing team is rolling and the opposing team requests that the player step aside, **that request will be honored.**
- C. Only participating players will be on the court while the game is in progress. **Spectators are not allowed on the courts at anytime during regulation play.**
- D. **Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by an MBF Director to the player or team Capo. Severe violations or a violation after a warning may result in the player's expulsion by the MBF Board of Directors from the game or match.**
- E All trash, cigarette butts, etc. are to be discarded in appropriate containers.
- F. Bicycles, Skateboards, Scooters and/or non-bocce related activities are prohibited on or around the courts. **The courts are not to be used as playgrounds.**
- G. **Animals must be on a leash at all times. (City and Contra Costa County ordinance)**

Court Maintenance - The Easy Method

The responsibility for maintaining any particular court is with the two teams who are scheduled to play on that court. If you want your court in good playing condition, you must take it upon yourself to groom it. Grooming a court is not complicated, physically taxing or time consuming.

Allow approximately 30 minutes to groom the court properly.

1. Pickup and dispose of any debris that may have been blown or thrown into the court.
2. Use the large broom and *pull* this up and down the courts until the court is smooth. **(Apply this step only for COURT # 9)**
3. Sprinkle the court with a fine spray of water and allow it to slightly dry for about ten (10) minutes.
4. Roll the court with the roller when the court is fairly dry. Enter the courts with the rollers using the MBF provided ramps. Enter at the side of the court, not the ends.
5. **DO NOT USE BROOM ONLY! (except for Court # 9)**

“All Players - *Please Read & Heed*”

“OFFICIAL”

MBF SCORE SHEETS

In order for league standings to be posted and correct, **Official MBF score sheets must be submitted for each scheduled match immediately following the conclusion of the match.**

Each team Capo is responsible for submitting a score sheet after each match. **The score sheet must be completely filled out and legible.** You must include the date of play, the division designation, the team name and team number, and both Capos signature confirming the final score. It is not the league scorekeeper’s job to fill-in missing blanks, to phone for scores or track down missing score sheets. It is assumed that if you do not care enough to take the little bit of time to fill in the score sheet correctly and submit as required, then you do not care about your league standing.

Although the winning team is responsible for submitting the completed (and signed) score sheet after each match, both team’s Capo's are ultimately responsible for missing score sheets.

PENALTIES WILL BE LEVIED FOR INCORRECT OR MISSING SCORE SHEETS

Incomplete Score Sheets: Both teams will lose 1 game (1 game from the win column Added to the loss column).

Missing Score Sheets: Both teams will have zero (0) games recorded for that date.

If a team **FORFEITS** a match for any reasons other than an official MBF cancellation, the “winning” team must still submit a score sheet for the forfeited night of play. The forfeiting team’s signature is not required in this instance. **NOTE: Rule XII will be enforced.**

Score sheets are picked up daily, and league standings are compiled on the weekend and posted in the league showcase at the bocce courts on Monday.

If you have any questions on how to keep score, or how to properly complete the score sheet, please ask for help. The Board of Directors is here to help and will assist you with any concerns.

Enjoy a great year of Bocce in the Best Bocce League in the USA.

Board of Directors

Martinez Bocce Federation