



ROMA LODGE BOCCE RULES

2018-2019

(Rules 1-15 Adopted August 13, 2018 by Bocce Team Captains and Players)

(Rule 1 Adopted August 7, 2018 by the Roma Lodge Board of Directors)

1. Only members of the Roma Lodge, and Members' children or grandchildren ages 18-20, may play in a league. The Members' children or grandchildren are not allowed to consume alcohol per State and local laws. Any violation will result in immediate removal from participating in the league. The Team rosters are due by the first night of bocce for your team. Teams must have their bocce dues paid in full by October 19, 2018. Team dues are collected by the captain and paid by check or money order and made out to Roma Lodge. It is the responsibility of the team's captain to insure that dues are paid and rosters established. Any team participating in a game without dues paid on time will forfeit the games played. Dues are \$30.00 to play on one night, \$20 to play a second night, and \$10.00 for a third night.

2. Games start at 7:00pm as indicated on the wall clock. There is a 10 minute grace period after the starting time for the first game and a 10 minute grace period for the second game. If a team doesn't have at least 3 players by 7:20pm they lose both games. Games must be played on the night scheduled. Games can't be made up once cancelled. The Bocce Chairman is the only person who can officially cancel games in case of inclement weather. Teams will be notified no later than 5:30pm of the scheduled night. In all other cases, the team cancelling will forfeit the 2 games. If a team fails to notify the Bocce Chairman and the opposing team by 5:30pm of being unable to play on a scheduled night, that team must pay the opposing team's \$5 raffle fee the following week. 2 wins will be awarded to the opposing team. Two forfeits to the same team in one season will result in the forfeiting team to forfeit ALL

REMAINING LEAGUE GAMES FOR THE SEASON. In league play a team can have 5 players to throw 5 balls, 4 players to throw 5 balls, and 3 players to throw 4 balls. The opposing team gets to select which player(s) (from the short team) throws that 4th or 5th ball for game one. That player(s) then must throw the extra ball(s) the entire game. Upon starting the second game the opposing team then selects a different player(s) to throw the extra ball(s). In all tournament games, a team MUST have 5 players to throw 5 balls, 4 players to throw 4 balls, and 3 players to throw 3 balls.

3. Before the first game, the two captains will flip a coin. The winner will have his choice of ball color and to shoot the pallino first or to defer to the second game. The team who loses the toss will have their choice in one of the two games. Whoever throws the pallino first will also pick the ball color.

Whichever color balls are picked in the first game must be kept in the second game. Only one man per team should be on the court directing his teammates or measuring. In the event a team hasn't thrown a ball yet, then one player from the team can go down to the other end of the court to direct his teammates; in all other cases if a player has not thrown his ball he is unable to direct his teammates nor cross the foul line. If two players cannot agree on a measurement by using the tape from the inside edge of the ball to the inside edge of the pallino, the team captains will measure. If they cannot agree, it will be ruled a tie. The two captains may dedicate a player from a different court to measure the point. The chosen player's decision will be final. You may measure to determine the point at anytime. You may not measure to determine how many points a team has until all the balls have been thrown. When measuring to the nail, measure from the bocce ball to the white spot in the middle of the nail. A team may alternate a 6th player by keeping one player at each end and walking four players back and forth. They may also alternate a 7th player by keeping two players at each end and walking three players back and forth. Once a player is taken out of a game, he may not return to play in that game. However, he may play in any other games that night.

4. The pallino must be shot past the mid-marker, but not off the end of the court. If unsuccessful on the first try, the other team shoots the pallino and the first ball. **A TEAM GETS ONLY ONE CHANCE TO THROW A QUALIFYING PALLINO BEFORE RELINQUISHING IT TO THE OTHER TEAM.** If the pallino should come back before the mid-marker after play has started, all play stops and the balls are brought back to the end where play began. **IT DOESN'T MATTER IF THE PALLINO STAYS WITHIN THE COURT OF PLAY OR NOT, THE FRAME IS REPLAYED.** A player's whole bocce ball must also **PASS** the mid-marker to be in play. If a player's ball is short or is touching the line, it is immediately removed from the court. NOTE: The player throwing the pallino must also throw the first ball. If a player's whole ball successfully crosses the midpoint marker then bounces off a ball(s) in play and lands short of the midpoint marker that ball **STAYS AS IS AND IS IN PLAY.**

5. Whenever there is a tie for a point, the last team to shoot will continue to do so until the tie is broken or that team runs out of balls. If a player knocks all the balls off the court, including the pallino, the team that knocks it out throws next to determine the point. If a tie is not broken after all balls are shot, the team that scored the last point shoots the pallino in the next round. If the pallino is knocked off the court, it will be set on the nail (white spot). The pallino must stay on the nail at all times unless a bocce ball is in the way. Once the pallino is knocked off the court and placed on the nail, it stays there. Even in the event another ball taps the pallino and moves it to the side, the pallino goes back on the nail. If any ball hits the back of the court, that ball is dead and should be removed, All other balls accidentally moved by such action shall be replaced as accurately as possible.

6. Whether a player takes steps before he throws or not, the ball must leave his hand before **EITHER FOOT** crosses the foul line. One warning constitutes notice. Any further violation results in a 1 point penalty. No player shall stand on the narrow boards between court #1 and #2 or between courts #3 and #4. If a player shoots his ball out of turn, the shot counts and the ball stays as is.

7. If someone starts to pick up the balls or kicks one when there is still a ball(s) to be shot, the touched ball is to be removed if it belongs to the offending team. If it belongs to the opposing team, it is to be replaced as accurately as possible.

8. Prior to the games beginning, each team must pay \$5 in exchange for a raffle ticket. The raffle ticket is for a 50/50 raffle being drawn each night. The winning team will receive a Roma Lodge Gift Certificate. **ALL TEAMS MUST PAY A MINIMUM AMOUNT OF \$5.00 PER TEAM REGARDLESS OF THE NUMBER OF PLAYERS PLAYING.** Each team must pay the \$5 entry fee for every scheduled week of play unless the scheduled night is cancelled by the Bocce Chairman.

9. All teams make the playoffs. Playoff games may begin upon agreement of the opposing team captains but no later than 7:00pm. If there is a tie for a league winner, a one game playoff will be set up. If there is any other tie for deciding what playoff spot a team has, it will be done in the following manner: First is head to head record. Second is total points scored between them. Third is a coin flip. During each night's playoffs, all teams will play best of 3. In each night's semi-finals the higher ranked teams will play on the best available courts. If a player has more than one of his teams making the overall club tournament he must play with the higher entry fee team which he designated at the beginning of the season on his team registration form. If a team needs to replace a player who plays on multiple nights for the overall club tournament, the captain is allowed to choose any player(s) from that night. If a player's primary team loses in the first round of the club tournament he **IS NOT** allowed to go back and play on his secondary team(s) the following night(s).

10. All rosters must have a minimum of 5 players. Rosters are finalized for the season on October 17, 2018. An exception to this rule can be made if there is a medical reason relating to the player or his **IMMEDIATE** family, a player is dropped from the Roma Lodge Membership, or for circumstances beyond a player's control. Any rostered player may be replaced. In the event of this situation, it will be validated by the Bocce Chairman.

11. On each league night, teams must play the same number of games by the end of the season. A plaque of the overall club champion will be purchased out of league money and put up in the bocce courts at the conclusion of the season.

12. Leagues are capped at 9 teams per night. Preference is given to teams that were in the league the prior year. New teams must play on nights not already filled to capacity.

13. **NO ONE IS ALLOWED TO SIT ON THE GREEN END CAPS ON THE SIDE THAT IS CURRENTLY BEING THROWN AT. THIS IS FOR EVERYONE'S SAFETY. ALL PLAYERS FROM AN OPPOSING TEAM MUST BE OFF THE COURT ON THE END THAT IS IN PLAY (END WHERE THE PALLINO IS) WHEN THE OTHER TEAM IS THROWING. PLAYERS FROM THEIR OWN TEAM MAY BE ON THE COURT. A PLAYER'S FEET MUST BE WITHIN THE COURT OF PLAY WHEN THROWING.**

14. Roma Lodge will purchase 4 laser devices to be used as measuring tools. Each night one laser will be provided to each court in use. It is the responsible of the team captains to make sure the laser device is returned to the Bocce Chairman or Bocce Committee Representative on duty that evening.

15. These are the rules voted upon and passed by the Roma Lodge bocce captains and players. There will be no captain votes for any rule changes during the season. New rules and rule changes are only allowed to occur at the yearly bocce meeting held in mid to late August.