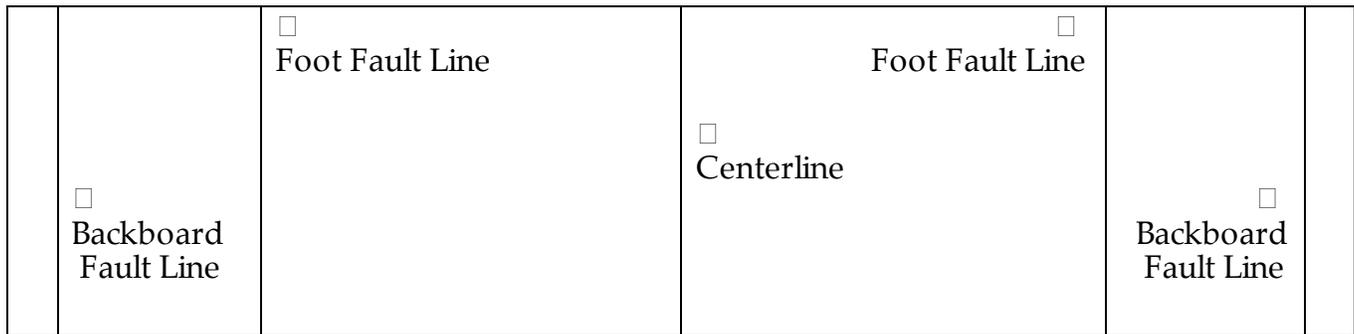


ADULT LEAGUE RULES MARIN BOCCE FEDERATION

I. START OF THE MATCH:

Matches will start at their scheduled time. Matches will begin with the flip of a coin by the team captains. (See Captains' Responsibilities, VI A.) The winner of the coin flip will have a choice of the first toss of the pallino or color of the balls. A team playing with their own balls, who wins the coin flip, still has the choice of the first toss of the pallino and will play with their balls. One team keeps score on the clipboard while the other team keeps score on the light-pole board.

II. GAME BASICS:



The starting team must toss the pallino beyond the centerline but not beyond the backboard fault line. Failure to place the pallino gives the opposing team the opportunity to put the pallino into play. The first ball will be thrown by the team who originally tossed the pallino.

The first ball thrown becomes the point ball. The opposing team rolls until they get closer to the pallino than the point ball or use all their balls. Whenever a team gets a ball closer to the pallino than their opponent, it steps off the court and lets the other team roll. This continues until both teams have thrown all of their balls (4 balls each) and the frame ends. The captains agree on the number of points scored. The team winning the frame starts the next frame from the opposite end of the court. A game ends when a team reaches 12 points. (10 points for the morning league). At the conclusion of each game, players must exchange ends of the court. No player may play at the same end two consecutive games. A player who does not play the second game may reenter at either end of the court for the third game. A match consists of three games.

III. COURT RULES

- A. A player must only wear soft-soled shoes on the courts. High heels and other hard soles damage the court surface.
- B. No food or drinks on the courts at any time.
- C. No one is allowed on the median strip between courts during play.
- D. All balls must remain on the court during play. Players should not hold balls in their hands until it is their time to roll.
- E. Only composition balls of regulation size and weight (107 mm, 920 grams maximum) may be used. A 107 mm gauge is available in the office.

IV. GAME RULES

A. TEAMS:

1. A team consists of 3-4 players. A team will forfeit a game if it has 2 or fewer players.
2. A team with 3 players plays with 3 balls and must rotate one person after each frame. All three players rotate. One player rolls 2 balls and walks to other end of the court. Next frame he rolls 1 ball and remains at that end. He then waits while his teammates are rolling at the opposite end. The next frame he rolls 2 balls and walks to other end. (Rotation is Roll 2 and Walk, Roll 1 and Stay, Sit Out a Frame, Roll 2 and Walk).
3. A team with 3 players must start at the appointed time. A team not present within:
15 minutes of the scheduled starting time forfeits game 1
20 minutes of the scheduled starting time forfeits game 2
30 minutes of the scheduled starting time forfeits all 3 games
4. If a team forfeits any three matches within a session, they can be dropped from league play and/or lose preference for the following session.

B. PLAYERS:

1. Players may be on the court when their own team is rolling but must be off the court when the opposing team rolls. (Does not apply to indoor courts.)
2. Player's feet may touch any part of the foot fault line, however, neither foot may be beyond the line, when releasing the pallino or ball. Only after a second offense, after a player has been verbally warned, should a protest be lodged and the ball called dead and out of play.
3. A player's entire body must be inside the court when releasing the ball.
4. Consecutive or alternating throws by teammates will be at the option of the players.
5. If a player:
 - (a) Throws 3 balls in a frame, the third ball is dead and removed from the court.
 - (b) Throws the wrong color ball, it is replaced with the correct color ball when it comes to a rest.
 - (c) Rolls a ball out of turn, whether it hits other balls or not, will:
 - (1) remain where it stops or,
 - (2) be removed from play or,
 - (3) be returned to be replayed,at the option of the opposing captain. If the ball is returned, all balls that might have been moved are returned as closely as possible to their original positions. Normal play resumes.
6. A player may use the sideboards at any time.
7. Lofting the ball beyond the centerline is not allowed.
8. A player cannot walk across the foot fault line with a ball in hand. After one warning by the opposing captain, that ball can be called dead and out of play.
9. If a player "**SHOOTS**" with the intention of moving the opponent's ball or the pallino, team members should **WARN ALL PLAYERS AND SPECTATORS NEARBY**.

IV. GAME RULES (Continued)

C. MOVEMENT OF BALLS:

1. No balls will be moved until both captains have agreed on the points scored.
2. Any balls, including the pallino, on the court that have been moved due to a ball bouncing back from off the court or after hitting the backboard, are to be placed back to their original positions. However, if the pattern of the balls is accidentally disrupted, (e.g. by a ball from another court) and cannot be replaced, the frame ends with no points awarded and play resumes at the other end, with the same team throwing the pallino.
3. If a point ball is driven out of play, leaving only the pallino on the court, the team that last rolled rolls again.
4. Any balls accidentally moved during play, e.g. kicked or moved while discussing strategy, are simply put back as close as possible to the original position. If this is not possible, **or if the moved balls might have been points**, see next section IV. C. 5.
5. If, during play, a player:
 - (a) Moves one or more of his **own team's** balls, those balls are considered dead and are removed from the court. Play continues at the same end until all balls are thrown. If the frame ended, play resumes at the other end.
 - (b) Moves one or more of the **opponent's** balls, those balls are placed in a position that gives the opponent the point or points. Play resumes.
 - (c) Moves the **pallino**, the pallino is placed in a position that gives the opponent the point or points. Play resumes.
6. If balls move due to court conditions, e.g. gust of wind, pebbles, animals, simply put the balls back as close as possible to their original position and resume play.
7. Moving balls on purpose will not be tolerated. (See Captains' Responsibilities, Conduct of Team Members VI. D. 1)

D. MEASUREMENTS:

1. Only one representative from each team should measure. All other team members should remain off the court and keep quiet during measurements.
2. A ball in play may be measured at any time. All measurements should be made from the inside of the ball to the inside of the pallino. Balls should not be touched when measuring.
3. If both teams agree on who has the point, and it is later determined a mistake may have been made, points are awarded by measurement of the balls closest to the pallino at the end of the frame.
4. In case of a tie between two balls, the team that had the point first must be beaten. If all balls are thrown and the tie is not broken, the frame ends with no points awarded. Play continues at the opposite end. The team that originally threw the pallino throws it again.

IV. GAME RULES (Continued)

E. DEAD BALLS:

1. Any thrown ball that hits the backboard is a dead ball. It should be removed from the court as soon as possible to avoid interfering with balls still in play.
2. If the pallino bounces off the court or back across the centerline, the frame ends with no points scored. Play continues at the opposite end with the team that originally threw the pallino throwing it again. If, however, the pallino is hit to the backboard, it is still alive and remains in play where it comes to rest.
3. If no balls remain on the court at the end of a frame, e.g. all 8 balls have hit the backboard, no points are scored, and play continues at the opposite end. The team that originally threw the pallino throws it again.

F. SCORING:

1. Only one team scores in a frame. One point is given for each ball of the team that is closer to the pallino than the closest ball of the opposing team. The maximum number of points possible per frame is 4 points. Captains must agree on the points scored after each frame. One team keeps the clipboard score sheet and the other team the light-pole board. Confirm the score frequently.
2. Day League: First team to reach 10 points wins a game. Night League: First team to reach 12 points wins a game. A match is 3 games in both leagues.
3. If all of the opposing team's balls are dead, the team with remaining balls can drop those balls over the foot fault line and count them as additional points scored.
4. When a game-winning point is scored and agreed upon by both captains, the frame is officially over at that time. The remaining balls do not have to be thrown by the winning team.
5. Each game won will count in the team standings for league play.

G. RAINOUT OR GAMES NEEDING TO BE RESCHEDULED:

1. Any game that is halted due to weather or lights going out should be rescheduled by agreement and noted on the score sheet by both team captains. The match will continue from the point at which it was halted.
2. If a team cannot play a scheduled game, the team's captain should contact the opposing team's captain at least 24 hours before the game to reschedule. Rescheduled games will be noted on the Bocce Master Calendar in the office.

V. LEAGUE TOURNAMENTS:

- A. At the end of the fall session, a tournament will be held for night league teams. Morning leagues will have a tournament after each session. These tournaments are optional. Teams that choose to play will play according to their ranking in their division. Captains will inform their teams of the dates of the tournament to assure their availability.
- B. To participate a rostered team member must play in at least three separate matches during the session, e.g. the fall league session. Teams must have at least 4 players to play in the tournament and these team members need to be available to stay to the end of the tournament which may last longer than normal weekly matches. Teams cannot play in tournaments with 3 players.
- C. Players who participate on multiple night league teams must commit to one team on the tournament sign-up form.
- D. Only a rostered team member may coach or give advice during a tournament.

VI. CAPTAINS' RESPONSIBILITIES

A. CAPTAINS ARE IN CHARGE OF THEIR TEAMS:

1. A captain is the person designated to represent the team during the match and to decide on point scores and rulings. He/she may appoint one person to measure. All team business is conducted by the captain.

B. ROSTERS:

1. All completed rosters will be turned into MBF office by the established deadline. No additions or changes may be made to the team's roster after the third week of league play. Changes may be made during the first 3 weeks of each session. Exceptions need approval of the Rules Committee.
2. No fewer than 6 players can be on a team roster unless the Rules Committee grants a waiver. Normally a team will consist of from 6 to 10 players. To avoid a forfeit, or having to play with 3 balls, captains must have a sufficient number of players on their roster to cover vacations, illness, appointments, and traffic delays.
3. Limitations on players on the same roster playing on multiple teams:
 - (a) Two players may play together on as many teams as they wish.
 - (b) Three players may play together on no more than two teams.
 - (c) Four players may play together on only one team.
 - (d) Players may only play on one team during league tournaments.
4. A team forfeits any game in which they play a player that is not listed on its roster.

C. SUBSTITUTIONS:

1. Unlimited substitutions are allowed; however, once a player has been removed from a game, he/she cannot re-enter that same game.
2. A substitute cannot play in consecutive games from the same end of the court.
3. The opposing team's captain must be informed of any substitutions which are then indicated on the score sheet.

D. CONDUCT OF TEAM MEMBERS:

1. Unsportsmanlike conduct and vulgarity will not be tolerated. If the conduct goes beyond the control of the captain, the opposing team has the option of stopping the game and claiming forfeit of said game, and any remaining games, and will note this on the score sheet. Any team member whose behavior is responsible for such action can be suspended or expelled from league play by the Rules Committee, with approval of the Board of Directors

E. DISPUTES AND PROTESTS

1. Teams will referee their own games.
2. If a dispute occurs, stop the game and call the designated official/staff person to resolve the matter.
3. If the dispute is not resolved, a formal protest can be filed. Forms are available in the office. A protest is valid if the opposing team captain is notified before the next frame begins. It must be noted on the score sheet that the game is being played under protest. The protest form should be completed before leaving and left with the staff person in charge. It will be given to the Rules Committee who will review the protest and report their decision to the teams involved.