

# The Sequoians 2023 Bocce League Rules

---

## Definition of Terms

**Match** the series of all 5 games played on League Day

**Game** the rounds played from beginning to end. There are 5 games to a match.

**Round** each team completes their turn. This is the end of the 1<sup>st</sup> round, the next round continues until the game ends with a win of 7 points.

**League Games** are played on scheduled days with scheduled teams.

**Regular Player** each team has Minimum of 4 regular players who have been drafted or have been assigned to the team. Or a team may start the season with 3 players and a regular sub and build from there.

**Temp Sub Pool** are not regular players on any team and may only be called upon if a team has less than 4 players and needs a player to play the match. A Temp Sub once used can play for any other team during the season. The team that picked him up as a 4<sup>th</sup> player may offer him a spot as an Additional Player if they do not already have 8 Players on their team. A team that used the Sub may use him again but only as a 4<sup>th</sup> player to compete a roster and only if he has not joined another team. **A sub may not join a team that he has not subbed for as a fourth player. This rule is intended to keep subs and new players available for teams with the need to acquire players.**

**Additional Player** is a person that acts as a 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> player on a team. This person is a member of the team and may not play on another team. A team is limited to 4 Additional Players'. An Additional Player can fill in as a 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> player on his own team to fill the roster. If the team has a full roster the Additional Player may play in 1 (2 on 2) game and the 5<sup>th</sup> game (4 on 4). He may play in only the 2 games unless being used as a 4<sup>th</sup> to complete the roster. Captains are encouraged to play their Additional Players in at least one game each match when they are present. If a drafted player does not play on his team he may be dropped and replaced. **A player may not switch teams in a season.**

**Score Card** is the board that lists all matches. At the end of a match each captain should list his wins. Each game counts. At the end of the season games are totaled for a winning Team. Point difference during the game does not matter to the score Card, only total games won. In the event of a tie a playoff match will be scheduled. **The top 2 teams will be entered into the final playoffs. Minor playoffs will be held only if necessary to determine top 2 teams. Playoff will be held by playing the regular match score sheet. The 1<sup>st</sup> place team will play as the visiting team.**

**Score Sheet** is the roster with 4 or more players listed on it for the match. The Captain of each team is Player V1 or H1. V is the visiting team H is the home team. The other players are listed with V or H and 2, 3, or 4. See Sub rules and Additional Player for playing with more or less than 4 people on your team.

Each captain should list all players to play in the match on both his roster and the other captain's roster. If using an Additional Player the captain must let the other captain know who is subbing for whom such as "S2 is subbing for V3 this game". Once the first ball has been thrown for the game the players are locked in place on the Roster. No other player may fill in and the players may not trade places. Captains may determine which player goes 1st or second but once the game has begun the players may alternate who goes first or 2<sup>nd</sup> in a game but must alternate turns in each round. Changing lineup within a game is permitted in the 2 on 2 games but not on the 4 on 4. Additional player may be "subbed" in for any player but only one 2 on 2 game and one 4 on 4 per additional player. The captain must let the other captain know before the start of the game he is Subbing the Additional player in.

**Tournament** is open to all. You do not need to belong to a team to play in a Tournament. Tournament rules, fees, partners... may vary.

## Rules

**Time** Play begins at 11 AM sharp. 45 min prior to start, 10:15 AM, it is up to the home team to prepare the court. 10:30 the court is open for the home team to practice or continue preparation. 10:45 the court belongs to the Visitors for a warm up. If the visitors want to relinquish their time for any reason they may.

**Waiting for players** All players on the roster must be present when the first ball is thrown. If a team wants to wait for a player there will be a 20 minute grace period. At that time the team must go on with the players they have registered and ready. A Temp Sub may be used. (Please see description). **If there is no legal Temp or Additional Player the short team may play with just 3 people however they must forfeit every ball the 4<sup>th</sup> (missing) player would have thrown. The captain may choose the position on the roster that the missing player will take. The captain must still be player 1. The missing player can be in the 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> player spot, and is locked in when play starts.** After play has begun a team may not add an additional player or Sub to the day's roster. If the missing player arrives he will not be permitted to play until the very last 4 on 4 game.

**Intermissions** There are no intermissions. The Scoresheet was designed for a Match to last approximately 3 hours. If there are late starts, cigarette breaks, bathroom stops ...This league will become unappealing to those who came prepared. **If a player is called to the office and play is stopped due to an emergency, the captains may wait or continue at their discretion.**

**Players leaving the court** If a player wonders off he should be brought back before his turn to shoot or he risks forfeiting his turn. If the player is called to the office on club business or an emergency develops during the match which forces a player to leave the captains should judge how to best handle the situation.

**Forfeit, Rain and Rescheduling** Rescheduling for weather should be determined about 24 hours prior to the match. Rescheduling is difficult for everyone and cannot be held on board meeting days or conflict with other events. The game should be played on designated days if at all possible. If a team is a no show without contacting the opposing team captain and without giving 48 hours' notice it will be counted as a forfeit with all games going to the opposing team.

**Draft of Players** The newest Captain draws a player first. The experienced captains draw from last place to first place from the preceding season. Colors are drawn, schedule is also blind drawn. Coin toss is used for captains at equal advantage. Players will be chosen by each captain down the order then back up the list then down again and repeat until all players are chosen.

**Players must play for their assigned Teams** A player whom has never played for his assigned team may be dropped by his captain. If the player is dropped the captain may replace the dropped player with someone who has not played for another team and is not on another team's roster. A regular sub may be upgraded to player or additional player if the captain has room. (Less than 8 players and additional players on his team.)

**Responsibilities of a captain** The captain must attend the first captains meeting. He is responsible for keeping his players informed, on time, present throughout the match and good team sportsmanship. If a captain cannot make a match he must have a co-captain ready to step into his shoes. Don't forget there are extra responsibilities if you are the home team captain.

**Paperwork** Paperwork should be signed. Being a captain is an honor and a job, you are chairing an event and it is a certain amount of work that you should get credit for but there is no work pledge hour recognition.

**Disputes** All disputes must be settled by the 2 captains involved. If an agreement cannot be reached the captain with the complaint should make his statement in writing, and submit using the captain's thread. If a captain submits his complaint he must accept the decision made by the vote of the captains. Disputes do not go to the players or the Sequoians bod, they must be settled by the captains.

## Rules of game play

The listed team begins play by throwing the pallino. The pallino must **pass** the center yellow line. The pallino may hit the side walls but is disqualified if it hits the back wall. If disqualified the pallino is given to the other team to throw. The player may stand as close to the line of play (Male/Female) but may not step on or past. The pallino may hit the back wall and remain in play after the first regular ball has been thrown. Any regular ball hitting the back wall at any time is removed from the course for the round. The ball is ready to be thrown on the following round. After the pallino has been thrown and the 1<sup>st</sup> regular ball has been thrown the opposing team throws one ball. After each team has thrown a ball the next turn will always fall to the team less close to the pallino. The players alternate turns as listed on their team roster. A team does not have to throw all balls in a round. The goal is 7 points for each game.

All judgement calls will be made by team captains. A captain may call for a measure at any time. If a ball is thought to be on the yellow line either pallino or regular ball a string should be stretched across the court. If the sun shadow determines the ball is on the line, the ball will be removed. (Pallino rethrown). If the captains do not agree on the measurement the round should be replayed. This rule pertains to rounds ending with each team having a ball touching the pallino or the closest 2 balls from opposing teams at equal distance from the pallino.

If the pallino leaves the court it will be re-thrown by the team that did not cause it to exit. This includes mid-round and the regular pallino throwing rules apply.

Because league is only a 7 point game quartos are only 4 points. There are no extra or free points for a quarto however the captain should note a quarto on the score sheet.

Players must clear the court unless clearing balls or prepare to shoot. Players should not have feet or anything else hanging over the side of the court. Players should always use good sportsmanship. Teasing and joking are fine unless it becomes hurtful in any way. The goal is fun for everyone.

If a player uses bad language such as the F word or is name calling in a hurtful or derogatory way his captain may give one warning. If the player continues the improper behavior his captain must remove the player from the roster and the player should leave the court area. If the problem is with a spectator it is the responsibility of both captains to work together to have the person warned then expelled. The OD may be called to help.

There is no smoking of any substance at or near the Bocce court. Smokers must use the designated smoking area. This violation will also be subject to a warning and if continued an expulsion.

When a game concludes it is up to the team winning the game to clear the course. Anyone is welcome to help. Captains or named score keepers should move the point counters. At the end of a match both captains should sign the score sheets. The score sheets should be dropped in the drop box that day. **We may want to develop a rating system. The top 2 teams with the most total games won are eligible for playoffs. The winner of playoffs is the winner of the season.**

The Home team is responsible for course prep and clean-up. Trash should be taken to the dumpster if full. Any food or club dishes should be washed and put away.

Choose your team and have a great season!