



Avalon Recreation Center

A Comprehensive Sports and Activity Center

The Grand Resort | 9519 East Market Street, Warren, OH 44484 | 330-856-1900

Avalon Recreation Center Fall 2024 Adult Bocce League Rules and Regulations

Introduction

Welcome to the Avalon Recreation Center Adult Bocce League. The information and rules below are specific to Avalon's league, and it is the responsibility of all team captains to be familiar with and abide by these rules.

During game play, it is ultimately the responsibility of the team captains to apply the proper rules to determine a ruling (as there are no umpires for matches). Should a situation present itself that is not covered in the rules below, it is expected that the team captains or their designees will resolve the situation in the fairest way possible, while remembering the primary purpose of the league is to provide friendly competition in a social atmosphere for Avalon members and their guests.

Bocce Summary

Bocce is played with eight large bocce balls (four for each team) and one small target ball called the pallino. The pallino is thrown first and becomes the target. Then the team that threw the pallino throws the first bocce ball. The next throw is by the opposing team who tries to get their bocce ball closer to the pallino than the other team. The team that is furthest from the pallino continues throwing until one of their bocce balls is closest. When all balls have been thrown, a point is scored for each bocce ball that is closer to the pallino than the other team's closest bocce ball.

Definitions

- A **TEAM** consists of a minimum of four and maximum of 10 players in any combination of men and women.
- A **CAPTAIN** is designated by each team at the time the roster is submitted. The captain or designee is responsible for **(1)** assigning who plays during each game, **(2)** understanding league rules, **(3)** ensuring team members adhere to league rules, **(4)** overseeing all measurements, **(5)** keeping score or designating player(s) to do same and **(6)** signing score sheet and submitting that evening to the Rec Center attendant.
- A **GAME** is played to 11 points. A **MATCH** consists of the best out of three games.
- The game consists of several **FRAMES**. Each frame starts with tossing the pallino. The frame is complete after the all balls have been thrown and points awarded.

League Regulations and Court Etiquette

- The bocce balls and pallino provided by the Avalon Recreation Center and Field Club must be used for all league matches.
- Only sneakers or soft, smooth soled shoes may be worn on the court.
- Team rosters must have a minimum of four and maximum of 10 registered players. Players must be at least 21 years of age (as of September 10, 2024) and only players registered on the

team roster may play in league games. No players may be added to a team roster after the league begins play and no player may be on more than one roster.

- Up to eight players from each team play each game of a match. Up to four players are at each end of the court. The order in which team players throw is not important except that the player throwing the pallino must be the first to throw a bocce ball. The only players permitted on the court are those actively participating in the game in progress.
- A team may play a match with only three players in which case the fourth bocce ball must be rotated equally between all three players. If a team has less than three players present, they forfeit the match.
- **All shots are made with an underhand bowling motion only.**
- Nothing should prevent an additional person on the court to assist a player with a disability. For example, if a player is unable to pick up a ball, a teammate may assist the player; or if a player is sight impaired, another player may be on the court behind the player for guidance.
- All **alcoholic beverages** MUST be purchased through Avalon.
- Verbal and physical unsportsmanlike conduct (e.g. profanity, offensive name calling, loud noises, yelling, sudden movement, walking into restricted areas, feet on the court curb, continued rule offenses, etc.) will not be tolerated and will result in a warning from either team captain for the first offense. **The second offense will cause the team of the offender to forfeit the game.**
- Spectators are not allowed on the courts at any time during regulation play.

Substitutions

- No substitutions are permitted once a game begins except in a situation where a player injury has occurred, or an emergency requires a player to leave the premises.

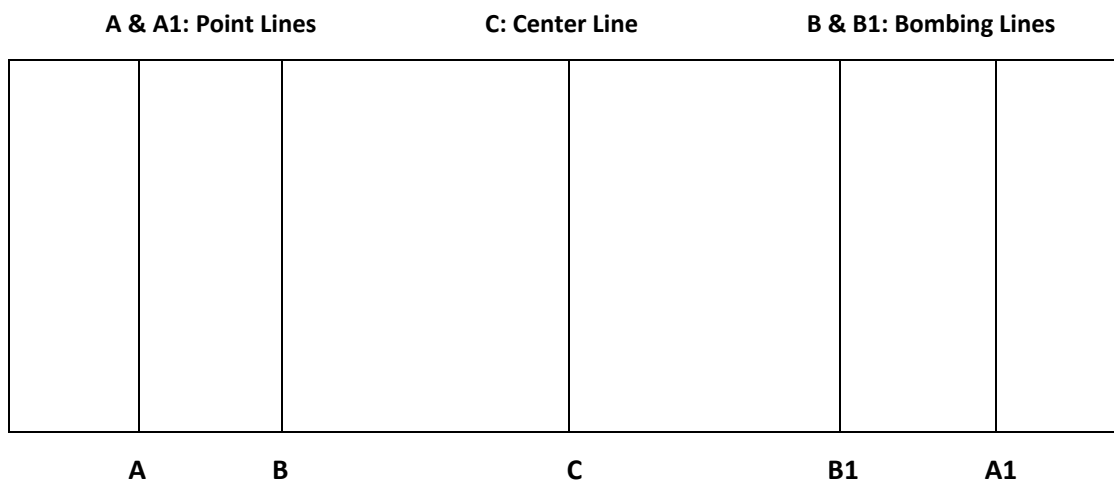
Start of a Match

- Team captains or their designees flip a coin and call heads/tails.
- The winner of the coin toss gets the first toss of the pallino, throws the first bocce ball, and chooses which end of the court to start. Loser has the choice of bocce ball color. The person who throws the pallino must throw the first bocce ball to establish initial point.

Playing the Game (all rolls and throws are made with an underhand bowling motion only)

- The starting team will roll the pallino (the player's foot may step on but cannot pass the Point Lines A or A1 when rolling the pallino). This initial pallino roll must past the Center Line (C) and the pallino MUST come to rest completely inside the box formed by lines C and A, or C1 and A1 (see diagram on next page). The initial throwing team gets two opportunities to establish the initial pallino point position, and if not successful, the opposing team gets two chances. When the pallino has been properly positioned, the player who successfully rolled the pallino rolls the first bocce ball.
- When rolling a bocce ball to earn a point, a player's foot may step on but cannot pass the Point Lines (A or A1). When throwing a bocce ball for bombing or hitting (attempting to knock the opponent's bocce balls out of their position), a player's foot may not cross the Bombing Lines (B or B1). The first infraction of this rule in a game will be a warning from the opposing team captain. Each additional violation of this rule during the same game will result in the thrown ball being declared dead.

Lines:



- The pallino remains in play unless it is knocked out of the court or in front of the centerline; then, the frame is ended and play restarts from the same end. If a bocce ball leaves the court, it is dead and out of play. If the pallino is knocked into the backboard after the frame begins, it remains in place where it rests.
- The player, who originally tosses the pallino, rolls the first bocce ball. Once an initial point is established, this team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all its balls. The team whose bocce balls are closest to the pallino is called “inside” and the opposing team “outside.” Whenever a team gets inside it steps aside and lets the outside team roll. The outside team throws until it gets a bocce ball closer to the pallino than any of the opponent’s bocce balls (NO TIES). This continues until both teams have used all their bocce balls. The team who scored last throws the pallino to begin the next frame.
- In the event of a tie between two balls, the prevailing (or first ball) must be beaten, not tied. If the frame ends in a tie, no points are awarded and play resumes from the opposite end of the court with the starting team tossing the pallino.
- The team that won the previous game will toss the pallino to start the next game.
- All players must remain outside of the court while the opposing team is rolling.
- If a player rolls the wrong-colored ball, simply replace it with the correct ball when it comes to rest.
- If a player rolls out of turn, that ball is played as thrown and the correct order is restarted.
- If a ball is moved before all eight bocce balls are played, the opposing team replaces the ball or balls to the approximate original position.

Scoring/Points

- When all balls have been thrown, one team is awarded one point for each of its balls that is closer to the pallino than the closest opposing team's ball. Maximum is **four points per frame**.
- The team who scored throws the pallino to begin the next frame.
- 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 resumes from the opposite end of the court with the last team to have scored points tossing the pallino.
- The first team to reach 11 points wins the game.

- When the match is completed, it is the responsibility of the winning team captain or designee to sign the match score sheet and submit to the Recreation Center attendant.

Measurements

- **All measurements are best effort and completed only by the team captain or designee.**
- Measurements for all points are taken from the front edge of the bocce ball to the center of the pallino using the tape measure provided by Avalon.
- It is virtually impossible not to accidentally touch a pallino or ball during a measurement.
- Measurements can be requested at any time. If either captain has reasonable doubt about which balls are closest to the pallino, a measurement should take place. A verbal agreement regarding balls closest to the pallino during play is binding and no end-of-frame measurement is required unless balls have moved from subsequent throws.
- Do not move any balls until both the designated measurers agree on which team has the point(s).

Rainouts and Forfeits

- If there is light rain, the game shall continue. If there is a weather alert, heavy rain, or lightning then the captains should agree to cancel the remainder of the match. The match must be replayed on the Thursday immediately following the originally scheduled match. Play and score shall resume at the point at which the game was cancelled. If the Thursday makeup date is rained out, team captains will arrange to play the match by the Sunday immediately following the originally scheduled match. Rained-out matches not played by the following Sunday will not be made up. Team captains are responsible for reserving a bocce court for a makeup match not played on a Thursday.
- A rain-out must be called if a match cannot start within 30 minutes of the scheduled starting time. Captains will follow the above rescheduling procedure.
- If a team does not have the minimum players required for a match (3) in place and ready to play within 15 minutes after the scheduled start time, then the match is forfeited and the opposing team records the win.

League Championships

- The final match date, October 19th, is devoted to the league championship in which the top four teams by record will compete (in the event two teams have the same record, head-to-head match results will determine participation). If there are less than six teams in the session, only the TOP TWO TEAMS will compete for the championship.
- If there are six-eight teams in the session, a four-team bracket will compete (team 1 vs 4 and team 2 vs 3) with those winners competing in the championship match and losers competing in the consolation match.
- Championship matches are ONE game to 21 followed by a 15-minute break before the championship/consolation matches are played.
- October 20th will be the main championship game when our Field Club winner competes against The Grand Resort winner.

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September 2nd, 2024