

UBG&CC BOCCE BALL 2024 - LEAGUE INFORMATION AND RULES



Season dates: June 11th, 2024 – August 24th, 2024

Playoff dates: August 27th – August 30th, 2024

Play off Party for ALL players August 30th

Team size: 8-10 players per team | Cost: \$10 per player

Location: UBGC Bocce Ball courts

Game times: Tuesday, Wednesday, Thursday, Friday: 4 PM and 5:30 PM

In the event of a conflict with other Club sponsored activities, games may be scheduled on a Saturday.

1. Players / Captains

- a. All players must be UBGCC members, or included on UBGC membership
- b. Each player can play on only one team during a season
- c. The Captain and Designated Captain must be on the team roster
- d. Please wear smooth soled shoes (so as not to bring rocks/pebbles into the Bocce court.)
- e. Captains are responsible for the conduct of their teams, signing out and returning ball sets, and dealing with any controversy
- f. Teams will be charged \$200 for unreturned ball sets
- g. No outside coolers or food is permitted. Please clean up all trash
- h. Rescheduling will be allowed with the consent of both teams. The score must be recorded within 7 days

2. General

a. League format

- i. 32 teams
- ii. 4 Divisions
 1. Prior year 1st place division winners place in separate divisions
 2. Prior year 2nd place division winners place in separate divisions
 3. All other teams will be randomly assigned to divisions
- iii. 8 teams per Division
- iv. Each team plays all other teams in their division

3. Rules of play:

a. Starting a Match:

- i. Each team must designate a Captain for the match
- ii. Winner of coin flip:
 1. Chooses ball color
 2. Throws pallino to start 1st game
- iii. Captains must set a timer for starting the match and ending the match
- iv. Games always start from end closest to the club house (tossing pallino away from the club house)

b. Game Play

- i. Toss the pallino. Must cross the center line and not hit the backboard
- ii. If that fails to happen, the same player is allowed 1 more try before throw reverts to the other team.
- iii. Toss first ball. Must be same person who tossed the pallino
- iv. Same team keeps tossing until a ball is in play (they are now “inside”)
- v. “Outside” team tosses, until they become “inside” or run out of balls
- vi. Continue in this manner until all balls have been tossed
- vii. Two balls must be thrown by each player in any order
- viii. Balls hitting the backboard are removed from play.



c. Scoring a Frame:

- i. Captains agree on score **before** moving any balls
- ii. Measure only if the distance cannot be eyeballed
- iii. The team whose ball is closest to the pallino scores
- iv. The scoring team gets 1 point for each of their balls that are closer to the pallino than the closest ball of the other team (max score is 4)
- v. Captains agree on the score for the Frame
- vi. Mark the score on the scoreboard
- vii. Start new Frame, from opposite end of the court with the most recent scoring team tossing the pallino

d. Game end:

- i. Game ends when the first team gets to 12 points.
- ii. No more than 12 points can be recorded in a game
- iii. Captains agree the game is complete, and agree on the score
- iv. Captains write game score on the Official match tally sheet
- v. If this is the end of the first game, start the next game
- vi. Players who are playing subsequent games must switch ends

e. Match Winner

- i. The first team to win two games wins the Match (2 of 3 games)
- ii. Tally sheet must be signed by both captains

4. Time limits and rules when Match time runs out:

- a. Each match must start on time unless the prior match is still in play
- b. Each match has 1 hour, 15-minute time limit (except play-off matches and if an extra frame is needed to determine a Match winner)
- c. If Match time expires while the Match is still in progress:
 - i. Finish the Frame that was in progress when the Match time expired
 - ii. Post this score for this frame.
 - iii. At this point, in most cases, there will be a clear winner.

Examples of clear winners:

1. Team A won Game 1, and is ahead in Game 2, Team A wins the Match
2. Team A wins Game 1, and Team A and B are tied in Game 2, Team A wins, 1½ to ½ games and in points, first game points + tie points
3. Teams are tied 1 each, Team A is ahead in 3rd game, Team A wins Match
- iv. These are the 3 scenarios that will need an Extra Frame to determine a match winner:
 1. Team A won Game 1, Team B is ahead in Game 2. Team B wins Game 2 and games are tied at 1 each. Play an extra Frame
 2. Teams are tied at 1 each, Game 3 has not started, Play an extra Frame
 3. Teams are tied at 1 Game each, Game 3 score is tied, Play an extra Frame

v. Note for Extra Frames:

1. Extra Frames are played with the same players, staying on the same ends as they were during the game when Match time expired.
2. The pallino and balls will be tossed from the opposite end of where play just completed, and the team that scored most recently will toss the pallino
3. If the extra Frame ends without a team scoring, keep playing extra Frames until a team scores
4. The points scored in extra Frames count toward point totals



5. Forfeits

a. Forfeit scoring

- i. Forfeiting team gets: Match Loss, and 0 points.
- ii. Winning team gets: Match Win, and 24 points.
- iii. In the event of a double forfeit, both teams will receive a match loss and no points

b. Match is forfeited when:

- i. If 4 players from a team are not at the court at designated start time
- ii. If a team cannot field 4 players to continue the game

c. Injuries

- i. If a player becomes unable to play (injured) during a game, another team player may be substituted

a. Playoffs

- i. 8 teams make the playoffs, #1 and #2 in each division
- ii. Ties are broken by head-to-head record, total points scored in season and coin flip
- iii. 4 days of playoff matches
- iv. No time limit for playoff matches
- v. Playoffs will determine 1st, 2nd, 3rd, and 4th place teams
- vi. Playoffs are single elimination (except game for 3rd/4th place match)

vii. Playoff seeds as follows:

1. #1 seed = Champion of Division 1
2. #2 seed = Champion of Division 2
3. #3 seed = Champion of Division 3
4. #4 seed = Champion of Division 4
5. #5 seed = 2nd highest score of Division 1
6. #6 seed = 2nd highest score of Division 2
7. #7 seed = 2nd highest score of Division 3
8. #8 seed = 2nd highest score of Division 4

viii. Playoff format as follows:

1. Match 1: Day 1, court 1: #3 seed vs #6 seed
2. Match 2: Day 1, court 2: #4 seed vs #5 seed
3. Match 3: Day 2, court 1: #1 seed vs #8 seed
4. Match 4: Day 2, court 2: #2 seed vs #7 seed
5. Match 5: Day 3, court 1: M4 winner vs M2 winner
6. Match 6: Day 3, court 2: M3 winner vs M1 winner
7. Match 7: Day 4, court 1: M5 winner vs M6 winner – Winner = Champion (1st place). Loser = 2nd place.
8. Match 8: Day 4, court 2: M5 loser vs M6 loser – Winner = 3rd place. Loser = 4th place.

6. Faults

- i. A foot fault is when either foot is completely over the foul line. ***Bocce is a friendly game and usually a gentle reminder will solve the problem.***
- ii. The bocce ball should not be lofted over the centerline, if it is lofted over the centerline the ball must be removed.