

## **Basics of Bocce Fall 2023**

### **Equipment**

- The game of “Open” Bocce is played with eight large bocce balls (4 red and 4 green) and a small target ball called the pallino.

### **Objective**

- The objective of Bocce is for a team to score points by rolling their balls closer to the pallino than the opposing team’s closest ball.

### **Terminology**

- **Team:** A team consists of 4 Core and up to 4 Alternate players. Each team is headed by a captain who represents the team. During a game each team is represented by two players from each team stationed at opposite ends of the court. If only 3 players are available to play, a single player is stationed on one side of the court and only throws 3 balls. During the fall season, it is the purview of the captain and/or the team to determine if Alternates are used.
- **Frame:** The playing of the pallino and all eight bocce balls from the same end of the court.
- **Game:** The first team scoring 12 points wins the game. Any time during a frame that a team reaches a score of 12 points, and the opposing team has rolled all their balls, the game is over. Additionally, a captain may concede a game at any time, regardless of score.
- **Match:** Fall League play consists of two games. These 2 games must be completed within two hours of the scheduled start. In the case where a frame is started just prior to the 2-hour limit, that frame can be completed. If the score is tied at the end of the 2-hour period, a sudden death roll off will decide the winner. Play will move to the opposite end of the court for the sudden death roll off. The team who won the last point(s) will throw the pallino and each team will pick one of their 2 players on that end to participate in the roll off. Those 2 players each throw one bocce: the closest wins the point and the game. All matches will be played at the scheduled date and time (no make-ups) unless the CCBC Board is forced to postpone an entire day’s matches.
- **Points:** One point is awarded for each ball of the team that is closer to the pallino than the nearest ball of the opposing team. Points are awarded only after the completion of a frame.
- **Who is “Inside”:** The procedure for determining which ball is inside is as follows:
  - At the start of each game, each team captain will designate one participating player to be a judge at each end of the court.
  - As each ball is thrown, the designated judges at the opposite end of the court will decide which ball is inside. Only the designated judges may enter the court to examine the balls. All others must stay on the sideline and not offer any opinions.
  - In the event the two judges cannot agree on which ball is inside, the captains or the designated players jointly make the call, measuring as necessary.
  - Once a decision is reached on which ball is inside, the paddle will be displayed by a judge showing the color of the ball which is outside.

- At the end of the frame, the judge with the paddle will move the marker on the scoreboard appropriately to reflect the result of the frame.
- Alternatively, if there is an extra person in attendance (non-participating player or spectator) and the captains agree, that person may paddle the game following standard paddling procedures as outlined in the Responsibilities of the Paddler

## Play-offs

- **Standings:**

- Each week captains will report not only wins and losses but the scores of each game. Standings will be based on wins and losses but, in the case of a tie, the following tie breakers will be used:
  - Points for
  - Points against
  - Head-to-Head Play
  - Bocce Roll-off

At the end of the season, the top 4 teams will advance to the play-offs.

- The first-place team will play the 4<sup>th</sup> place team in a single elimination game.
- At the same time, the 2<sup>nd</sup> place team will play the 3<sup>rd</sup> place team.
- These matches will be completed within 60 minutes of the started time.
- The winners of these games will advance to a single elimination championship game played later that same day.
- All these matches will be played the 4 Core Members of those teams. In the event, that one Core player is unavailable, the team will play with 3 players. If 2 players are unavailable, the team will play an Alternate in the game.

