



# Mount Carmel Bocce League

## Game Rules

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### I. GAME RULES

- A. A game consists of two teams with four players on each team. Note: Three players must show, therefore no forfeit is called. Opposing team can name a "walker" to play both ends of the court. Also, opposing team can change "walker" after each game. A forfeit is when a team does not have a minimum of 3 players available for a game. If a team forfeits two times during any season, the leagues has the option to not invite the team back.
- B. Only players registered to playing teams may enter the court.
- C. A match consists of the best of 3 games.
- D. Players from opposing team may not remain in playing area when other team is shooting.
- E. NO substitutions are allowed once a game has started except in case of an emergency or at the discretion of referee or league official.
- F. No Player or Captain when not playing may walk or stand at mid court and coach his/her team. You must remain behind shooting line. You may coach your team if they are shooting towards your end but you must remain at one end of court. You may not roam the length of the court at any time.

### II. PALLINO

- A. A coin flip determines which team chooses. The winner of the coin flip can choose color of balls or the pallino. The opposing team receives the choice not chosen. If the winner of the coin toss chooses color, than the opposing team receives the pallino. If the winner of the toss chooses Pallino, then the opposing team chooses color of balls. The pallino then goes to winner of each game.
- B. Opening pallino throw must be 12" from sideboard to front of pallino and 4' from end of court. Minimum throw must pass center court line. "ON THE LINE" is good.
- C. The pallino thrower must follow his/her ball immediately with a bocce ball. If a bocce ball is short, you roll again.
- D. The pass is void if pallino leaves court area and goes to opposing team.
- E. If each team throws a disqualified pallino, then pallino is placed in the center of the court. 15" from end of court = (45' mark).
- F. If ball is thrown before previous ball stops, ball is disqualified. Play continues as normal.
- G. If Pallino is knocked back in front of mid-court line or out of court, the frame is over and team in possession of Pallino will start new frame from the opposite side of the bocce court.

### III. ROLLING AND SCORING

- A. All balls must be thrown from 4' line at each end.
- B. Toe must not pass line, one warning, second offense ball is disqualified (referee makes call).
- C. Closest ball to the pallino scores 1 to 4 points per pass.
- D. If bocce ball is hit out of court – the ball is disqualified from that frame.
- E. If Pallino leaves the court-Frame is over. See IIG
- F. All players will play each pass from the same end of the court except for designated "walker".
- G. If a player throws the wrong color ball, it will be replaced with right colored ball after ball has come to rest. A warning is given first time; the ball is disqualified any time after that.
- H. If a player rolls out of turn, that ball is disqualified. If Player crosses shooting line with a Bocce Ball, the Bocce Ball will be disqualified; first time will be a warning.
- I. If the same player rolls more than 2 balls, frame is over for offending team (no points).
- J. After all balls are thrown, any ties will declare a draw. Another pass must be thrown. Team holding the pallino throws.
- K. When a team reaches the score of eleven and the other team is out of balls, the game is over. (Winning team does not have to throw remaining balls, if someone does and it hits balls, it doesn't matter. Game is over when you reach "11" points and the opposing team has no Bocce Balls left.
- L. The player that throws the pallino must throw the first bocce ball.
- M. Each player throws two bocce balls.
- N. If there is a tie during the frame, player rolling the ball continues to roll. Must beat the opposing point not tie. Unless all balls are thrown, no points awarded.

### IV. LEAGUE PROCEDURES

- A. All games MUST start on time.
- B. A game is official when there are 3 players available to begin a game at the designated time.
- C. Early matches begin at 6:30 PM with a fifteen minute grace period; only in case of pending forfeit (6:46 PM 1 game forfeited – 2nd game forfeit at 7:01 PM).
- D. Late matches begin at 8:00 PM with a fifteen minute grace period only in case of pending forfeit (8:16 PM 1 game forfeited) – 2nd game forfeit at 8:31 PM).



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- E. Early matches play no factor in late match forfeits.
- F. There will be no more than a 10 minute break in between games.
- G. There will be league official or designated person to call rainouts, forfeits or to settle any questions or concerns.
- H. No additions to any team after 2nd week.
- I. Maximum eight players to a team.
- J. Foul language will not be tolerated. We want a family atmosphere.
- K. Talking loudly or yelling while other team is shooting is a form of intimidation and is not allowed.
- L. No changing of schedule. If you can't make game, it's a forfeit. If you incur 2 forfeits, the commissioner has the option to dismiss your team from the league.
  - i. If decision is made to dismiss a team, that team will be expelled from the league for one full year. (2 seasons of play). If team chooses, they may be put on the bottom of the waiting list for a new team when one becomes available. If the team does rejoin the league, they will be permanently expelled from the league after one infraction.
  - ii. If decision is made not to dismiss the team, they will be on probation for one full year (2 Season). Any infraction will be brought to the board for consideration of expulsion.
- M. Rainouts do not occur inside but, inclement weather, such as snow, can hinder the ability of players to attend. These games can be rescheduled by the Commissioner or the Night Reps ONLY !!!
  - i. Games that are re-scheduled due to inclement weather must be played within 2 weeks of the original scheduled date. This date must be communicated to the Commissioner. If the re-scheduled game is not played within 2 weeks of the original scheduled date, a loss will be given to both teams, no points assigned and they will **not** incur a forfeit.
- N. If you know you're going to forfeit, call the commissioner.

## V. REFEREE

- A. Referee: A referee is someone that has been agreed upon by both captains to officiate the game. See VH
- B. Players can ask Referee to make a measurement when it is their roll: they may ask for a 2nd measurement.
- C. Referee must start games on time (See Schedule for start times). Also must flip coin for pallino.
- D. Referee resolves all discrepancies during a match.
- E. Referee is the only person to make a measurement.
- F. Referee is responsible for all scores to be written in the score book and signed by the appropriate teams.
- G. Referee is in charge of keeping the score of each game. (score board)
- H. There will be no designated schedule for teams to referee their games. Games will be refereed by a Bocce League member who is agreed upon by both captains. If a person cannot be agreed upon, the night rep or the commissioner may designate a person.
- I. No "Referee by Committee", just one person only.

## VI. BACKBOARD RULE

- A. Any bocce ball hitting the backboard without hitting another ball on the court is disqualified and removed from the court. Any ball displaced by a disqualified ball shall be returned to its original spot.

## VII. 12" SIDEBORD RULE

- A. When rolling the pallino, it must come to rest 12" from the sideboard or roll is disqualified and goes to the other team. Measure to the front of pallino edge.
- B. Pallino must come to rest 4' from the backboard. (On the line is good)
- C. No player can advance down court until they roll all four balls. You may cross the foul line when the bocce ball is released.
- D. Drop ball: The attempted roll that crosses the foul line (4') is in play. Discretion of referee for accidental drop.

## VIII. DISCIPLINE

- A. At any time when a player or team member is involved in any discrepancy or disagreement during the course of any game, that person and/anyone involved will receive their first warning from a Mt. Carmel Bocce Club official or Bocce League official.
- B. A second warning will involve that person or persons being removed from the club for that evening. If that person or persons are playing a game, the game will continue with a walker being picked by the opposing team.



# Mount Carmel Bocce League Game Rules

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## LEAGUE CHAMPIONSHIP PLAYOFF FORMATS 24 Team Double Elimination Tournament WHEN DESIGNATED

- I. MTC playoffs occur after the end of each season to name that seasons Champion.
  - II. Playoffs are based on a 24 team NCAA Style Tournament bracket format.
    - a. The top 4 teams of each night will participate in the playoffs.
    - b. If there are any ties (Match record) for the top 4 positions for any night, the tie breakers are:
      - i. For 2 Teams:
        1. Head to head match record, still tied then (Each team beat each other)
        2. Highest game winning percentage.
        3. Highest total net points
        4. One game roll off
      - ii. For 3 or more Teams
        1. Head to head match record, still tied then (Each team beat each other)
        2. Highest game winning percentage.
        3. Highest total net points
        4. One game roll off
    - c. A total of 24 teams (4 from each night) will be ranked according to the following:
      - i. Match win percentage
      - ii. Game win percentage
      - iii. Total Net Points
  - III. 24 teams will be placed in brackets according to seed on the Tournament Brackets. The top 8 Seeded Teams will receive the first round bye.
  - IV. Teams must lose 2 matches to be eliminated from the Playoff Tournament.
  - V. Play will continue until we have the two remaining teams.
    - a. Championship game will be between the last two teams. (1) from the winners bracket and (1) from the losers bracket.  
You must lose two (2) matches (Match = best of 3 games) to be eliminated.
  - VI. Walker's will NOT be permitted in the playoffs.
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## SENIOR LEAGUE CHAMPIONSHIP PLAYOFF FORMATS 2) 4 Team Double Elimination Tournament WHEN DESIGNATED

- I. Playoffs are to determine the overall champion for the season of play.
- II. Playoff Format
  - a. The playoff format will be a Double-Elimination Tournament for each Division
  - b. The Top 4 teams from each division (Night) with the best record will make the playoffs.
  - c. Tie Breakers for the top 4 in a division are:
    - i. Head to Head Match record
    - ii. Head to Head game record
    - iii. Head to head net points
    - iv. Best seasonal individual game winning percentage against all teams
  - d. Each Division (Day) will have a Double Elimination Tournament to determine the days finalist
    - i. Division playoff will be seeded.
  - e. Each Division (Day) Finalist will compete in the championship game which will be a best of "5" game.



# Mount Carmel Bocce League Game Rules

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## **ADDITIONAL PLAYOFF RULES**

1. Playoff Game Schedule is an estimate. Games will be played immediately following prior game. Practice time allowed for new players is 5 minutes.
2. Five minute break in between games.
3. Games are official when there are 4 players available to start the game. No game can be played with 3 players in the playoffs.
4. Designated official can start game at his/her discretion with a maximum of a 5 minute warning.
5. Games will be refereed by a non-partisan player. This means it can be a person on the team that is on the roster as long as the two captains agree. It may also be any other member of the Mt. Carmel Club that is familiar with the Rules as long as he/she is agreed upon by both Captains.
6. **Referee call is the final call.** If there is a discrepancy with the Referee call, the commissioner **may** be brought in to resolve issue, but only at the request of the referee.
7. If there are issues on the court with insubordination, a (one) warning may be given to the offending person by a league official or a regular member of the Mt. Carmel Club. The referee, bartender on duty and any board member of the Mt. Carmel Club have the right to vacate the person from the premises without a warning either during, after or before any game played.
8. No balls can be moved until the referee has made the final call on points. If at any time, the balls are moved prior to the final call of points, and there is a discrepancy, that frame will be called dead and play will continue at the other end of the court with the pallino in the hand of the last team that made a point.
9. The League Commissioner has the right to interpret these and all rules at any time for the betterment of the league, playoffs and members.



# Mount Carmel Bocce League Game Rules

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DELETED

**PLAYED WITH 4 PLAYERS. There will be no walkers during playoffs.**

## LEAGUE CHAMPIONSHIP PLAYOFF FORMATS

### 24 Team Double Elimination Tournament WHEN DESIGNATED

I. Playoffs are to determine the overall champion for the season of play.

II. Playoff Format

- A. The playoff format will be a Double-Elimination Tournament
- B. The Top 24 teams will qualify for the playoffs
- C. The Top 4 teams from each division (Night) with the best record will make the playoffs.
  - i. Tie Breakers for the top 4 in a division are:
    1. Head to Head Match record
    2. Head to Head game record
    3. Head to head net points
    4. Best seasonal individual game winning percentage against all teams
- D. Eight (8) teams will receive a first round bye in the tournament.
  - i. #1 seed teams of each night along with the top 2 of the 2nd seed teams will receive the first round bye.
- B. Remaining 16 teams will be placed according to seed for placement on the First Round of the Tournament.
- C. Teams must lose 2 games to be eliminated from the Playoff Tournament.
- D. Play will continue until we have the two remaining teams.
  - i. Championship game will be between the last two teams. (1) from the winners bracket and (1) from the losers bracket.
  - ii. You must lose two (2) matches (Match = best of 3 games) to be eliminated or the "best of 7 games" will be designated at the beginning of the playoffs.