

Heritage Placer Vineyard Bocce League Rules

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Table of Contents

Overview	1
Definitions	1
Playing Rules	3
Measurements	6
Substitutions	6
Team Roster	7
Play Conduct	7
Forfeits	7
Unsportsmanlike Conduct	8
Miscellaneous	8

Overview

Heritage Placer Vineyards Bocce League has developed these rules to ensure games are enjoyable opportunities to socialize with neighbors and, while lightly competitive, are guided by the rules of good sportsmanship. These rules will be updated periodically by the Heritage Bocce League Rules and Compliance Subcommittee, and members will be notified of changes.

Definitions

Pallino: The small white ball.

Players: An active player and team member participating in a game.

Team: A team must have a minimum of 6 active players, and not more than 12 players, in any combination of men and women. Ideally, each team member should play all or part of a game during each match. All players must be residents of Heritage Placer Vineyards who meet the Homeowners Community Association requirements for residency.

Captain: A captain is selected by each Team. The captain or the co-captain, if captain is unavailable, is responsible for:

1. Assigning who plays during each game.
2. Understanding league rules.
3. Ensuring team members understand and adhere to league rules.
4. Sign the score sheet and retain a picture of the score sheet for their records.
5. Attending captain's meetings.

6. Oversee actions of players so they play according to league rules. If the captain is unable to attend, the co-captain or a designee will assume the duties and responsibilities of the captain.

Scorekeepers:

Duties include completing and signing score sheets at the end of each game which are kept in the bocce storage shed. Scorekeepers will list total points scored for each game and one scorekeeper will take a photo of the completed score sheet and text the photo to the number provided. Scorekeepers will announce the start of the frame, when there are 15 minutes and 5 minutes remaining, and when 35 minutes has elapsed and the frame has ended.

Frame: The time played to win points. Each frame starts with rolling the pallino. The frame is complete after each team rolls their 4 balls and points are awarded.

Game: A regular game consists of several frames. Each game is played for 35 minutes or until one team reaches 12 points. If there is a dispute between the captains that requires a review of the rules, then the 35-minute timer will be stopped. The time used to resolve disputes shall not be part of the 35-minute game. The timer will resume once the dispute is settled, and the game resumes.

Match: A regular match consists of three 35-minute games.

Roller: The person rolling the bocce ball.

Lines: The lines on the court consist of the Foot Foul Lines and the Center Line.

Bocce Balls: The eight bocce balls and the pallino are used for playing during a frame. The League provides equipment for play and only League equipment will be used in League games.

Kissing: When one or more bocce balls is touching the pallino.

League: Heritage Placer Vineyards Bocce League organizes a set of teams playing at a specified day and time.

Qualified player: A resident who is registered to a team and submitted and accepted to the Bocce League

Forfeit: A team automatically loses one or more games when:

- A team decides not to play a game or match.
- A team action has resulted in a breach of the rules.

A single forfeit game will be recorded as 12 points for the team that was ready to play and 0 points for the team forfeiting. If the second or third game is also forfeited, they will also be recorded as 12 and 0.

Playing Rules

- A. Bocce is played with eight bocce balls (4 of one color and 4 of another color, and one small white ball called the pallino. One team will play with balls of one color, and the other team will play with balls of the other color. Only balls supplied by the League shall be used in all League competition. When all balls have been rolled, one team is awarded a point for each of its balls that are closer to the pallino than the opposing team's closest ball. Maximum is four points per frame unless one or more of the balls of the same color is "kissing" the pallino, which awards one or more additional points. A "Bocce" occurs when all four balls of the same color are closest to the pallino. The scoring team in a frame rolls the pallino to begin the next frame.
- B. In the event of a tie, where the opposing team's closest balls are equal distance to the pallino, each team will receive one point, canceling out all other balls from scoring. When opposing team balls are "kissing" the pallino, each team is awarded two points. The team who started the previous frame will also start the next frame and roll the pallino.
- C. A player who is rolling the pallino may hold the pallino and a colored ball at the same time. The player that is rolling or the captain, may ask the scorekeeper which colored ball is closest to the pallino and the time remaining in the frame.
- D. If a player rolls a wrong-colored ball, the scorekeeper shall replace the ball in its location with the correct colored ball.
- E. Games always start at the East end of the courts (nearest the swimming pool). A maximum of four players from each team will play each game of a match. Two of those four players are at each end of the court. Each player rolls two balls. The order of which team players roll is not important except that the player rolling the pallino must be the first to roll a bocce ball. Other team members must observe from off the court at either end of the court and not at the sidelines.
- F. Two substitute players will be allowed during each game for each team.
- G. The scorekeeper will begin the first game with a coin toss, team A will call the flip. The team that wins the coin toss will choose if they want to be the starting team and roll the pallino first or choose the ball color. For the second and third games of the match, the team that lost the game will start by rolling the pallino first. In the event of a tie (roll off), team B will call the flip. (Team A and B are randomly determined by the schedule.)
- H. A roll is made with a rolling motion only. No roll can arc higher than the player's waist as this is considered lofting and is not allowed. Lofting rolls can also cause bocce balls to leave the court potentially creating an unsafe condition. Before any bocce ball is thrown,

the player must wait for the pallino to come to a complete stop, and the scorekeeper must indicate whether the pallino is in play (fair) or out of play. Only then may the player roll their first ball.

- I. Both feet must remain on the court – no feet on top of the curb while rolling. Players may step on, but not be totally beyond, the designated foot foul line before releasing the pallino or the bocce ball. If this foul is committed with a pallino, the team that fouled will re-throw the pallino. If a foul is committed with a bocce ball, the ball is removed from play for that frame, the stationary ball or balls are placed in their approximate original position by the scorekeeper. The opposing team would now roll the next bocce ball.
- J. The starting team in each game and frame must roll the pallino so that it crosses the court's center line but does not go beyond the opposite foul line. If the pallino comes to rest before the center line or beyond the far foul line, or the pallino exits the court, the pallino is rolled again by the starting team until the pallino toss is good. It is OK if the pallino hits the sideboard during a fair toss.
- K. The player that successfully rolls the pallino then rolls the first bocce ball. The next roll is made by the opposing team. Teams will alternate rolls until both teams have used all their bocce balls.
- L. If a bocce ball hits the backboard without first touching a sideboard, any ball, or the pallino, it is a dead ball and is removed from the court. The dead ball may be removed by a designated player only after being asked to by the scorekeeper. If a rolled ball hits the backboard illegally and then strikes a stationary ball or balls, the shot ball is removed from the court, and the stationary ball or balls are placed in their approximate original position by the scorekeeper. The opposing team then rolls the next bocce ball.
- M. If any bocce ball(s) is diverted outside the court or exits the court, it is a dead ball. If the bocce ball bounces off the edge or top of the wall and falls back in the same court being played, that ball is considered "live" and active on the frame. If the pallino exits the court during play, then the scorekeeper will place it back inside the court, closest to the previous location, using their best judgement. If balls in an adjacent court are disturbed by a rolled ball, those balls will be replaced to their previous location by the scorekeeper.
- N. If any active or inactive player touches any ball after it has been rolled before the end of the frame, the ball shall be replaced in its proper position by the scorekeeper. This does not apply to removing a dead ball.
- O. Only the active player rolling can have one bocce ball in hand. The next player cannot hold a bocce ball while waiting for their turn to roll.
- P. There will be two scorekeepers to measure, keep time, score for each game, and deliver balls. Only these individuals will be responsible for those duties. Active players on the

teams involved in the game cannot serve as a scorekeeper. Only when there is a single scorekeeper available, captains will discuss and designate a non-playing team member to assist the scorekeeper. Scorekeepers must remain neutral and cannot coach or provide verbal or visual cues to players. Cheering and encouragement should come exclusively from the teams or spectators at the ends of the court. Scorekeepers should remain silent during rolls to preserve neutrality. Only captains and active players during the game, may ask the scorekeepers for the remaining time in the frame.

- Q. If there is a question about a rule, then the scorekeeper shall stop the clock and the rules shall be referenced to answer the question. Said match may then be continued later as agreed by both captains within 7 days. Questions about rules will be referred to in the Heritage Bocce League Rules and Compliance Subcommittee listed on the league website. [[click here to find the rules](#)]
- R. If a ball is played out of turn or if a roller inadvertently rolls more than two balls in a frame, the rolled ball is considered dead and is to be removed from the court. If the ball in question strikes any stationary balls, the disturbed balls are placed in their approximate original position by the scorekeeper.
- S. No player can ever play two consecutive games from the same end of the court. If play has begun, the opposing team gets one point, and the frame is over, with the offending player moving to the other side of the court or replaced by a substitute. This includes teams that have only 4 players.
- T. When 12 points are achieved, the game is won, however, all balls must be played before the game is considered complete. The team reaching 12 points wins the game. No more than 12 points are scored for each team in the frame, except in instances when an additional point is awarded for a roll off or kiss. In the event time has elapsed, whether 12 points have been achieved or not, the team with the highest score wins.
- U. Roll-off (tie breaker). If the score is tied after the final frame and time has expired, a coin toss will determine the roll off order. The team that did not make the opening call coin toss (team B), will make the call. The team that wins the toss chooses whether to roll first or second. The team rolling first must legally toss the pallino between the center line and the team's foul line. If the pallino is not in a legal position, the team must continue rolling until it is appropriately placed; a missed roll cannot be used to change the rolling order. Each team gets one roll. The captain may choose any player on their team to make the roll. The team whose ball is closest to the pallino wins the game and receives one point. If the winning ball is also a kiss, the team receives an additional one point. As a result, a team may exceed 12 points due to the roll off point and/or kiss point.
- V. If a player is taken out of a game, they cannot re-enter the same game. The only two exceptions are for injury, which both captains must be notified, or for the player to participate in a roll-off for the game.

- W. The playoffs. Teams selected for the playoffs will be ranked by win-loss record first then by total points using a formula determined each season by the HBL Bocce Committee. The number of teams in the finals may change each year based on the number of teams playing that season.
- X. Teams may warm up on game day until 10 minutes before the scheduled start time.

Measurements

- A. Only those designated to serve as scorekeepers for league matches will measure the distance between balls and pallino, keep time, and record scores on the scoreboard.
- B. Scorekeepers will be trained to use a laser measuring device, as the most accurate preferred method. If there is a problem with a measuring device, the scorekeeper shall revert to using the string device provided by the league.
- C. If there are any ball or balls closest to the pallino (in front of the tie balls), then the tie balls are not awarded points. In this scenario only the closest ball(s) to the pallino score points.
- D. Measurements will generally only be made at the end of the frame to determine scoring. However, captains may request that scorekeepers measure balls when they appear to be the same distance from pallino. Scorekeepers will indicate during play which color ball appears to be closest to the pallino. If the balls from each team appear to be equal distance from the pallino, the scorekeeper will indicate 'it is too close to call.' The scorekeeper may do an additional measurement of the last ball rolled for the frame for each team, at the request of the player rolling or captain..
- E. If a measurement occurs at the end of a frame, the balls can only be moved at scorekeeper's discretion.
- F. Spectators must stay behind the curb at the back of the court during the match.
- G. Only scorekeepers may pick up and deliver balls to the teams playing. If a second scorekeeper is not available to help with this task, they may designate a non-playing team member to assist.

Substitutions

- A. The league's intent is to provide an enjoyable, friendly, welcoming, and lightly competitive atmosphere for all players. As this is a social club, it would be unsportsmanlike to substitute players with alternative players purely for their ability.

Rather, substituting players is intended as a way of giving all players on a team an opportunity to play.

- B. Only two registered team members of that team are eligible to be a substitute, during a game.
- C. In the middle of a frame or game, when a substitute is necessary, only team members not currently in play for that frame may substitute. No active players may leave one end of the court to play at the other end of the court when a substitution takes place.
- D. A forfeit will occur when no qualified substitute player is available. The captains may agree to reschedule the game; see the rules under Forfeits.

Team Roster

- A. Players may not be on more than one League team roster.
- B. Once the season begins, team rosters are considered final. Players may not be added, removed, or transferred between teams until the conclusion of the season. Exceptions are only made in circumstances such as illness, injury, relocation, or another significant situation that leaves a team unable to field enough players, the Captain may request a roster replacement. Any replacement must be reviewed and approved by the Bocce Board before the player may participate. Roster exceptions are intended only to allow a team to continue participating and may not be used to strengthen a team or recruit players from another active team.
- C. Spectators are not allowed on the courts. Spectators should remain behind active team members at either end of the court.
- D. Team captains are responsible for the actions of their players and spectators. If there is a problem with a spectator that is not involved with any team, the game clock is stopped and both captains will suspend play and attempt to resolve the situation. If the situation is not resolved in 5 minutes, the game is resumed and the incident is reported to the bocce board for review.
- E. An active player may cross the centerline to obtain water, shade or rest, or for other medical or physical reasons. Coaching is not allowed during an active game.
- F. Noisemakers are not allowed during league play.

Forfeits

- A. A minimum of 4 players must be available to play for each team. If a minimum of

4 team members are not available within 10 minutes of the scheduled start time, the match shall be rescheduled to a date within 7 days if that is agreed upon by the two captains and the league. If not rescheduled, games will be forfeited.

- B. The scoring for a forfeit is as follows: a single forfeited game is recorded as 12 points; a second or third forfeited game is recorded as another 12 points with the forfeiting team recording 0 points.
- C. A team forfeits any game in which they have non-roster players.

Unsportsmanlike Conduct

- A. Unsportsmanlike conduct at the court or via calls or emails directed at players, captains, board members, or volunteers is not acceptable at any time.
- B. Verbal examples not tolerated include profanity, heckling, offensive words, or name calling at or to another player, talking to a player on the court to distract them, loud noises, yelling, or anything meant to distract a player on the court.
- C. Physical examples not tolerated include sudden movement, walking into a restricted area, feet on the curb to show their own player where to bank, or anything done to distract the opposing player.
- D. If an unsportsmanlike event occurs, the offended player or scorekeeper shall hold up their hand and yell out "Stop the game." Time will be paused and the offended player or scorekeepers will discuss the offense with both captains.
- E. The captain, opposing captain and scorekeepers will discuss the offense. A 5-minute limit will be placed on the discussion. If the offender is removed from the game and leaves the area, the game may continue. The offender's name will be given to the league board in an email to determine any action or discipline. If the offender does not leave the court area, the scorekeeper will stop the game and the offending team is forfeited. If the player is removed from the game, the captain may replace the individual with another team member, if available.
- F. If a spectator (not part of the team) acts offensively, they should be told by the two captains to leave the courts.

Miscellaneous

- A. If there is a light rain, the game shall continue unless both captains agree the courts are not playable. If there is a weather alert, heavy rain or lightning, then the captains should agree to cancel the remainder of the match. The match is to be rescheduled within 7

days., Play shall resume at the point at which the game was cancelled, including the score at the time the game was stopped, and the remaining time.

- B. Nothing should prevent an additional person on the court from assisting a player with a disability. Players in wheelchairs or other types of walkers may remain in the court (behind the active player) to alternate throws. At the scorekeeper's discretion, they may pause the timeclock for the player to get into position. If a player is unable to pick up a ball, a teammate may assist the player. If a player is sight impaired, a teammate may be on the court behind the player to provide guidance. The opposing team will exercise respect and patience when this situation occurs.
- C. Score sheets must be filled out correctly and legibly and signed by both captains, immediately following the match. Once the card is signed, no further changes made. When reporting the scores for games, scorekeepers should list the total number of points each team scored, including the additional point for a roll off or kiss. Cumulative points may be a factor in determining positions in the playoffs. All scorecards must be recorded by taking a photo of the scorecard and immediately sent to the designated recorder prior to leaving the courts.
- D. When available, the club's reservation software will be used for makeup games and practice play. Please notify the scorekeepers that this will be taking place.
- E. The league will provide the schedule of league play. Team schedules will be available at the beginning of each season (TBD). The board will determine which teams are in the playoff and format of play.
- F. All questions, appeals, or disputes about these rules should be sent by email to the League for review by the Rules and Compliance Subcommittee. The League email is: contact@hbl55.com
- G. All team names, logos, and related materials (uniforms, banners, hats) must reflect the welcoming and inclusive spirit of our bocce league. To that end:
 - Team names and logos may not depict or reference violence, weapons, or aggressive imagery.
 - Team names and logos may not include crude, sexually lewd, or explicit content.
 - Names and logos should be appropriate for a multi-generational, family-friendly community setting.

Teams with existing names or logos that don't meet these guidelines will be asked to update them before the start of the next season. New teams should submit their proposed name and logo to the league committee for a quick review before registration is finalized.