

Heritage Placer Vineyard Bocce League Rules

(Updated 05.20.26)

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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 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 dispute 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.

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 of the balls is "kissing" the pallino, which awards one additional point. 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 both team's closest balls are equal distance to the pallino, each team will receive one point, canceling out all other balls from scoring. When both team balls are "kissing" the pallino, each team is awarded two points, and all other balls are cancelled out from scoring. Only similar colored balls closest to the pallino score points. All other balls in play (including additional tie balls) do not score. The team who started the previous frame will 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 or 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 substitutions will be allowed during each game for each team.
- G. The Scorekeeper will begin the first game with a coin toss, decided between the captains. 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 losing team will start by rolling the pallino first.
- 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.

- I. Both feet must remain on the court – no feet on 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 pallino goes to the other team. 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. If a ball rolled 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 will be considered a penalty, and the non-offending team will be awarded (1) one additional point for that frame and the frame continues. This does not apply to removing a dead ball.
- O. Undelivered bocce balls not in a player's hands must remain on the ball holders. All bocce balls removed for hitting the end board or because of a penalty will be taken out of play and placed in the ball holder. Only the active player rolling can have 1 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 and score for each game, and deliver balls. Only these individuals will serve as Scorekeepers, as well as keep time and scores. 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 the captains 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. If the captains can't agree on the application of the rule, or agree to proceed, after 5 minutes, the match shall be suspended. Said match may then be replayed at a later time as agreed by both captains within 7 days. Questions about rules will be referred to in the HBL Rules and Compliance Subcommittee listed on the League website.
- 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 rolloff 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 last frame and time has expired, a coin toss will occur. The call is made by the team who did not make the opening call coin toss. The team that wins the coin toss gets to decide whether to roll first or second. The team rolling the pallino first must obtain a legal roll and repeat until the pallino is in proper position. (i.e, cannot miss a roll to change the order of teams rolling). Each team will have one roll, and the captain may choose "any" player from their team to roll in the roll-off. Whoever is closest to the pallino wins the game with 1 point being added to the score for that game. If the closest ball is also a kiss, the team is awarded another point for the kiss. In some scenarios the winning team may exceed 12 points scored for the frame due to the rolloff point 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 15 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. Players in the game may not do so.
- 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 may revert to using any 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 if required. However, captains may request that scorekeepers measure balls when they appear to be the same distance from pallino. Scorekeepers may indicate during play which color ball appears to be closest to the pallino. Only the active player or captain may ask the scorekeeper to estimate which colored ball is closest to the pallino.
- E. If a measurement occurs at the end of a frame, the balls can only be moved at scorekeeper's discretion.
- F. Active players must stay behind the foul line during the match. Only scorekeepers may pick up and deliver balls to the teams playing. If a second scorekeeper is not available to help with this task, the captains may designate 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. Two substitutions will be allowed for each team during a game.
- C. Only registered members of the team are eligible to be a substitute.
- D. In the middle of a frame or game, when a substitute is necessary, only team members not currently in play for that particular 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.
- E. A forfeit will occur when no qualified substitute player is available. The captain shall either forfeit the game, or reschedule the game, as per the rules under Forfeits.

Team Roster

- A. Players may not be on more than one League team roster.
- B. A player may not be added to a team after their roster has been submitted. However, if a team has fewer than 6 players and needs or has lost players, it may petition the board for additional players.

Play Conduct

- A. Spectators are not allowed on the courts, or alongside the courts, during regulation play. Only those responsible for measuring can stand alongside the court during play. Spectators should remain behind active team members at either end of the court.
- B. 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, both captains will suspend play until the problem is resolved.
- C. Active team players cannot cross the center line for tactical discussions. However, an active player may cross the centerline to obtain water, shade or rest, or for other medical or physical reasons.

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.

- A. 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.
- B. 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 shall hold up their hand and yell out "Stop the game." Time will be paused and the offended player will discuss the offense with the captain.
- E. The captain and opposing captain 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 captain must remove the player from the game and may replace the individual with another player if available.
- F. If a spectator (not part of 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 or the captains may get approval from the Bocce committee to play at a later date. 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 scorekeepers 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, there can be 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 rolloff or kiss. Cumulative points may be a factor in determining positions in the playoffs.
- 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. Noisemakers are not allowed during league play.