

Approved Unanimously by the Board on 1/6/25

East Portal Bocce Club Rules (excerpt from Bylaws)

Article 7 - The Rules

All members must abide by the rules of the Club. Rules must be kept at the Courts at all times and copies made available for all members.

The Official EAST PORTAL BOCCE CLUB LEAGUE RULES are as follows:

I. Teams

All league players MUST be members of the Club. A Team shall consist of a minimum of two (2) players and a maximum of five (5) players. Teams are encouraged to name more than two players on their roster. **NOTE:** A player listed on one team's roster in the current league season cannot play on another team during the same league season. All roster changes shall be made prior to the first match of the season. Failure to abide by the rule shall be forfeiture of any matches played with this player, not on a roster by the first match of the league season. **EXCEPTION.** If a player(s) on a team can no longer play bocce due to **injury** or for **health reasons**, the Captain may petition the Board to permit a roster change after the first match of season. This petition will be reviewed by the Board on a case-by-case basis. If the Board approves the petition for a roster change, the players that were removed from the roster are no longer members of the team and thus cannot return to the team for the rest of the season.

II. Substitutions

There can only be two (2) players from each team participating in a game, although another player on the team roster, may substitute in after any frame. Any player who substitutes out of a game will not be allowed back in the same game. However, said player may return to play in a subsequent game.

III. Make-up Matches

Matches can be rescheduled **ONLY** due to inclement weather (heat, cold, rain). A rescheduled match must occur within two (2) weeks of the originally scheduled match. The team unwilling or unable to reschedule a match will take a forfeit. If both teams opt not to reschedule, both games will be recorded as a "0" for each team. Before a proposed cancellation, communication must occur between the two captains no later than two (2) hours prior to the scheduled match.

IV. Forfeiture

If a team is not going to be able to play and will be forfeiting both games, as a courtesy, the forfeiting team captain should contact the opponent's team captain as soon as possible. Oftentimes, teams travel from quite a distance to play, and advance notification and courtesy will be appreciated by all players.

V. Arrival and Court Preparation (Courts 1-5)

After the gate combination lock is opened to gain access to the courts, **FOR SECURITY PURPOSES, PLEASE SCRAMBLE THE NUMBERS ON THE OPENED LOCK SO THAT THE COMBINATION IS NOT OBSERVABLE TO ANY NON-MEMBER WHO WALKS UP AND LOOKS AT THE LOCK.**

All teams should report to the courts at least ½ hour prior to the start of their match to see if the courts need attention prior to game play.

Minimum court prep before play should be as follows:

1. Remove any leaves & debris from the court;
2. Squeegee any overt moisture.

VI. Warm Up

Warm-up is 15 – 30 minutes prior to play. Teams are required to check in with each other and then warm up. Matches are to begin promptly as scheduled.

If a team is not present after five (5) minutes from the start time of the first game, the first game will be forfeited. If a team is not present to play after 15 minutes from the start time of the first game, the second game will be forfeited as well.

If a team knows that it cannot arrive in time for the first game, but can be present for the second game, **AND THE TEAM CAPTAIN CALLS THE OPPOSING TEAM CAPTAIN THE NIGHT BEFORE THE MATCH**, the first game will still be forfeited but the forfeiting team will have 30 minutes from the scheduled start of the first game to begin the second game. If the second game cannot be scheduled to begin promptly 30 minutes from the scheduled start of the first game or earlier, then the second game will be forfeited as well.

VII. End Goal of the Game

Games will be played until one team has reached **15 points**. There cannot be any ties.

VIII. General Playing Rules

A. Bocce Balls

The Bocce Balls to be used for league play are composition balls. Bocce Balls provided by the East Portal Bocce Club for league play (“house” balls) are located in the locked ball racks on the courts. Balls brought in from the outside can be used for league play as long as **both** teams are in agreement with their use. If not, the “House Balls” must be used for league play by both teams. If outside balls are to be used in a match, the balls must be composition and be 107 centimeters in diameter and weigh 920 grams.

B. Start of Game

Begin the match with a flip of a coin between captains of each team. The winner of the coin flip may have the first toss of the pallino or choose the color of the balls when “house” balls are used.

C. Pallino

A player may toss the pallino any distance as long as the pallino completely passes the centerline of the court and does not hit the back wall. If a player fails to toss the pallino completely past the center line or if the pallino hits the backboard at the opposite end, the opposing team will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino after 1 attempt, the pallino reverts to the original team, and so on. **Regardless of which team throws the pallino, the player that originally tossed the pallino will throw the first bocce ball.** Should the first ball hit the backboard without touching the pallino, it is a dead ball and removed from the court. The same team must throw again and continue rolling until a valid point is established.

D. Play of Game

Active players are individuals who are on the court rolling the bocce balls. **ONLY** the four individuals playing the match are authorized to be on the bocce courts during the match. Active players are to remain in the court while a game is being played. The player who has the next roll is not allowed to cross the center court line without permission from the opposing team. If the player who has the next roll wants to walk down to the opposite end of the court to get a closer look at the balls and at the pallino in play, it will be allowed **ONCE** per frame and in a timely manner (**NOT TO EXCEED 1 MINUTE**). When a player steps up to the foul line to throw a ball, all active players should be standing near the backboard. **DO NOT** crowd or disturb players when they are taking their turn.

Players may use side boards at any time. If a ball hits the backboard without first touching another ball or the pallino, it is a dead ball and is removed from the court. If a ball is shot and hits the backboard without touching another ball or pallino and then rolls back and strikes a stationary ball/balls, the shot ball is removed from the court and the stationary ball/balls are placed in their approximate original position/s. If a ball is shot and knocks another bocce ball out of the court, that ball is considered a dead ball and removed from play.

If, during the play of the game, the pallino is struck and either leaves the court or bounces back in front of the center court line, the frame is considered void and the team that started the frame will begin again at the opposite end of the court.

E. Throwing/Rolling and Shooting

A throw or roll is done with the player's foot placed behind or directly on the foul line. A throw or roll is valid as long as any part of the foot is behind the foul line or touching the line at the moment the ball is released from the player's hand.

ONE WARNING will be given to those who step completely over the foul line at the moment the ball is released from the player's hand. After that, if another foul is committed, the tossed ball will be taken out of play. The pallino or any balls struck by the disqualified ball will be returned to their original position on the court prior to the disqualifying throw.

F. Courts

Only the active players are authorized to be on the bocce courts during matches.

G. Taking Measurements

Balls may be measured at any time. In the event a tie is determined after measurement, the last team to roll a ball must roll again until the tie is broken. If after all balls are played there is still a tie, no points are awarded and play resumes with the team that scored in the previous frame tossing the pallino from the opposite end of the court. At no time will any of the balls be moved during the measuring process. If a member of a team currently playing detrimentally moves the ball to the point that it cannot be replaced for accurate measurement to the satisfaction of both teams, then the point is awarded to the opposing team.

All measurements are to be done in the following manner:

- 1) The players that threw the balls will remain at the end of the court where they were shooting.
- 2) The teammates at the opposite end of the court will do the measuring.
- 3) Hold the measuring tape in one hand, gently slide the end of the tape to the inside edge of the ball closest to the pallino.
- 4) Stretch the tape over the center of the pallino.
- 5) Read the measurement to the center of the pallino.

AT NO TIME will any of the balls be moved during the measurement.

H. End of Game

It is the responsibility of the last teams playing to put away all the bocce equipment (balls, pallinos, tapes, etc.) and lock the equipment in the ball racks, turn off the lights, and lock all locks and the gates. Please test all the locks including the equipment shed and league box and make sure they are securely locked. Please change the numbers on the lock tumbler so that the combination is not readily displayed. Team Captains shall enter their match results in the scorebook located in the box next to Court 4. The scorebook shall be placed inside the box to prevent any weather damage to the scorebook.

I. Disputes

In the event a question or dispute arise during a game, any member of the Board of Directors that are present, shall act as referees and their decision **SHALL be FINAL**. At present (January, 2025) the Board **Members are: John Leonard, Jay James, Iggy Lopez-Alvarez, Steve Choe, Catherine Travers, Joe Pane, Henry Powell, Romano Luchini, and Albert Velasquez.**

J. Court/League Etiquette

Please observe court etiquette at ALL times and refrain from any actions or activities that might distract other players. Courtesy & respect to all shall be displayed at ALL times. Profanity and unsportsmanlike conduct **WILL NOT** be tolerated or permitted. The Board should be notified in writing of complaints regarding unsportsmanlike conduct and the complaint will be addressed and responded to at the next scheduled Board Meeting.

- 1.) Smoking is prohibited and illegal on the courts AT ALL TIMES. (It is illegal per the City of Sacramento Youth, Parks and Community Enrichment regulations.)
- 2.) Please limit cell phone usage to EMERGENCY calls only while in or around the court areas, while teams are playing games for league play.
- 3.) NO children are to be on the court during matches unless they are a dues paid team member.
- 4.) All Club members and guests are strongly encouraged to clean and to pick up debris from the courts prior to vacating the premises. Trash, screw caps, recyclables, soda cans, etc. are to be discarded in the appropriate containers.

K. Safety:

The personal safety of each Club member, guest, or visitor is of the utmost and primary importance. The prevention of play or facility induced injuries is of such consequence that it will be given precedence over all other league activities, whenever necessary. To the greatest degree possible, the Board of Directors, in keeping with the highest standards, will attempt to maintain our facility while conforming to the best practices of clubs and facilities of this type.

To be successful, our program must embody proper attitudes toward safety and injury by ALL Club members, guests and visitors. Only through such a cooperative effort can safety, in the best interest of all, be established and preserved. Members, guests and visitors are requested to report all unsafe acts or conditions to the Board members IMMEDIATELY.

THANK YOU IN ADVANCE FOR YOUR COOPERATION AND SAFE PLAY