

Fall 2021 Session

Middletown Bocce Ball League

Member Registration Packet

	Last Name	First Name		Home Phone
	Home Address	City	Zip	Cell Phone
	Player Signature		Date	Email

Please read and sign the attached forms and submit with the appropriate fee for the upcoming session. **Members are not eligible to play until this Registration Packet is completed and all documents are signed and all fees are paid.**

- ✓ Release of Liability and Waiver
- ✓ Rules and Regulations
- ✓ Rules of Conduct
- ✓ Capo Responsibilities

Middletown Bocce Ball League

Liability Release, Waiver, and Hold Harmless Agreement

Player's Name	(ONLY FOR PLAYERS THAT DID NOT SIGN A RELEASE FOR SPRING 2021 – EVERYONE THAT PLAYED DID SO)
Team Name	

All Middletown Bocce Ball League (hereinafter "MBBL") participants must sign the following MBBL Release, Waiver, and Hold Harmless Agreement to be eligible for any and all league play.

Release and Waiver: I wish to participate in the MBBL bocce tournament play (hereinafter "MBBL Tournaments"). In consideration for being permitted by MBBL to participate in the MBBL Tournaments, I hereby waive, release, and discharge any and all claims for damages for personal injury, death, or property damage which I may have or which may hereafter accrue as a result of my participation in the MBBL Tournaments. This release is intended to discharge, in advance, MBBL and its agents, officers, officials, employees, and volunteers from and against any and all liability arising out of or connected in any way with my participation in the MBBL Tournaments, even though that liability may arise out of negligence or carelessness on the part of MBBL and its agents, officers, officials, employees, and volunteers.

I understand that the MBBL Matches may be of a hazardous nature and/or include physical and/ or strenuous exercise or activity; that serious accidents occasionally occur during the MBBL Matches; and that participants in the MBBL Tournaments may sustain mortal or personal injuries and/or property damages as a consequence thereof. Knowing the risks involved, nevertheless, I have voluntarily applied to participate in the MBBL Tournaments, and I hereby agree to assume any and all risks of injury or death and to release and hold harmless MBBL and its agents, officers, officials, employees, and volunteers that through negligence, carelessness, or any other act or omission might otherwise be liable to me.

Hold Harmless: I further agree to indemnify and to hold MBBL and its agents, officers, officials, employees, and volunteers free and harmless from any loss, liability, damage, cost, or expense which they may incur as a result of any injury and/or property damage that I may sustain while participating in the MBBL Tournaments.

Use of Photographs: I further understand and agree that this waiver, release, and assumption of risks are to be binding on my heirs and assigns. I further understand that photographs may be taken of me during the course of the MBBL Tournaments and that these photographs may be used on the MBBL publications.

I have carefully read this agreement, waiver, and release and fully understand its contents. I am aware that this is a release of liability and a contract between me and MBBL, and sign it voluntarily.

PLEASE PRINT LEGIBLY

Last Name	First Name		Home Phone
Home Address	City	Zip	Cell Phone
Player Signature		Date	Email

Middletown Bocce Ball League

Rules and Regulations

Adopted from "BOCCE STANDARDS ASSOCIATION STANDARD COURT BOCCE RULES FOR LEAGUES & TOURNAMENTS". These rules are established for the benefit of the league members. If a member feels that a rule needs to be added, removed or altered please submit a request in writing or by email explaining the proposed change and why it will make the league play fairer or more efficient.

A. Introduction

The game of bocce is played on a rectangular court using eight large balls ("bocce") and one smaller target ball ("pallino"). The object of the game is to roll the bocce closest to the pallino. Teams consist of four players, and each team stations two of its players at each end of the court. Each team member rolls two bocce from one end of the court and when all eight bocce have been rolled, points are scored. Play continues from alternate ends of the court until one team has scored 12 points.

B. Courts and Bocce

Our bocce courts are 76' long and 12' wide which is consistent with many of the bocce courts in the United States. There are five lines across the court: two lines each at 6' and 10' from each end of the court and one line across the center of the court.

Bocce used in League play are regulation diameter ($107 \pm 2\text{mm}$) and weight ($920 \pm 20\text{gm}$) and are supplied for all courts by MBBL.

C. Definitions

Bocce	The large ball that is rolled to score points
Court Manager	The Capos of the respective teams in a match are also Court Managers.
Pallino	The small ball which serves as the target ball
Sideboard	The 76'-long boards on either side of the court
Backboard	The 12'-long boards at each end of the court
Fault line	The line across the center of the court
Pointing foul lines	The two lines across the court at 6' from each end of the court
Hitting foul lines	The two lines across the court at 10' from each end of the court
Pointing roll	A bocce roll intended to leave the bocce in close proximity to the pallino
Hitting roll	A bocce roll intended to strike another bocce or the pallino
Inside bocce	The bocce closest to the pallino

Outside bocce	Any bocce not the inside bocce
Capo	Designated captain of a team who oversees team composition, coin tosses, points scored, and disputed rulings
Registered Player	A person who has signed the <i>Release of Liability and Waiver</i> , signed the <i>Rules and Regulations</i> , signed the <i>Rules of Conduct</i> , signed the <i>Capo Responsibilities</i> and paid their entry fee.

D. Frames, Games, and Matches

1. During the course of a Frame, two bocce are rolled by each of two team players at the same end of the court.
2. A Frame is complete when all eight bocce have been rolled from one end of the court.
3. New Frames start at alternating ends of the court.
4. A Game consists of sequential Frames and is won by the first team that attains a score of 12 points at the end of any Frame.
5. Teams may substitute new players at the beginning of each Game.
6. A Match consists of three Games.
7. A match is won by the team that wins at least 2 out of the 3 games.

E. Teams

Matches are played by two four-player teams whose compositions are designated in advance by their respective team Capos. Teams may have any number of members. All members must have returned their registration packets and paid their fees. The recommended (but not required) team size is 6 to 8. A team may have more than 8 members, but consideration should be made of the limited playing time on large teams. A 4 person team is acceptable, but consideration should be made of the handicap if a team member cannot be present.

If it is found after the fact that a non-registered player participated in any portion of a match, the team that they played for will forfeit the entire match.

To begin a Frame, each team sends two players to each end of the court, and all eight bocce and the pallino are at one end of the court.

A team may play shorthanded (2-3 players), but each player may only roll two bocce per Frame.

A member may play for only one team at a time.

F. Starting time and forfeiture

1. The starting time for all Matches is 6:00pm.
2. A team not present at the starting time forfeits Game 1.
3. A team not present within 15 minutes of the starting time forfeits Games 1 and 2.
4. A team not present within 30 minutes of the starting time forfeits Games 1, 2, and 3.

5. This rule is enforced at the option of the opposing team's Capo, either at the beginning of the match or by prior arrangement with the opposing Capo.
6. If a team has at least 2 members present at courtside at 6 P.M. it is deemed that the team is ready to play and the coin toss shall be made the late team will start play with either 2 or 3 members present as outlined in Section "E" ("Teams"). Members showing up late may step in to the ongoing games between frames.

G. Playing the game

1. General

- a. Players must wear only smooth, soft-soled shoes to protect the court's surface.
- b. No one is allowed on the sideboards during play.
- c. Players must be completely inside the court when rolling the pallino or bocce.
- d. After release, the bocce must contact the court's surface before passing the Fault line.
- e. Foot faults occur when the pallino or bocce is released after a player has stepped beyond a foul line.
- f. If a wrong-colored bocce is rolled, it is replaced with the correct colored bocce.
- g. Occasional and brief playing-partner consultations may be conducted at the Fault line.
- h. One Capo from each Match is selected as a Court Manager for another Match.
- i. If the two teams agree, the court may be repaired between games.

2. Starting-

- a. A coin toss determines which team initially rolls the pallino and chooses its ball color. The coin flip may be performed by any team member if the Capo is not present. That team member shall be designated Capo until the Capo arrives. The game may be started from either end of the court.
- b. When rolling the pallino, a player may step on but not beyond the pointing foul line before the pallino is released.
- c. The pallino must be rolled past the fault line and come to rest at the opposite end of the court and at least 12" from the backboard and sideboards.
- d. If the initial pallino fails to come to rest in the designated area, the opposing team then rolls the pallino.
- e. If neither team rolls the pallino successfully, it is placed in the center of the hitting foul line at the opposite end of the court and the team that rolled initially rolls the first bocce.
- f. If the first bocce thrown in a frame is a dead ball (Section G (4)) the other team shall roll the first bocce.

3. Rolling Bocce-

- a. Unless the player declares otherwise, all bocce rolls are considered pointing rolls. When making a pointing roll, a player may step on but not beyond the pointing foul line before the bocce is released.
- b. If declared in advance, a hitting roll may be undertaken. When making a hitting roll, a player may step on but not beyond the hitting foul line before the bocce is released.

- c. Once the pallino is in play, the team that initially rolled the pallino rolls its first bocce, and immediately thereafter, the opposing team rolls its first bocce to determine the inside and outside bocce.
- d. The team with the outside (“away”) bocce then rolls consecutively until they roll a new inside bocce.
- e. When a new inside bocce is rolled, the opposing team then rolls consecutive bocce until they roll a new inside bocce or they finish rolling all four of their bocce.
- f. After a team rolls its fourth bocce, any remaining bocce are then rolled by the opposing team.
- g. Any one player may roll a maximum of two bocce in a single Frame. The order of rolling on the respective team members is determined by the rolling team at the beginning of each frame.
- h. If a player rolls out of turn, the bocce is returned and any bocce that have been moved are replaced as near as possible to their original position.
- i. If the pallino leaves the court or crosses the Fault line after initially coming to rest, the Frame ends and no points are scored.
- j. A Frame is complete when all eight bocce have been rolled.

4. **Dead balls-**

- a. Any bocce deemed a dead ball is removed from the court for the duration of that Frame.
- b. Any bocce moved by a dead ball is replaced as near as possible to its original position.
- c. Bocce hitting the sideboards are not dead balls unless they meet one of the dead ball definitions.
- d. Dead balls are defined as:
 - 1. Bocce that touch the backboard before touching another bocce or the pallino.
 - 2. Bocce that leave the court.
 - 3. Hitting roll bocce that fails to contact another bocce or the pallino.
 - 4. Bocce first contacting the court's surface beyond the Fault line.
 - 5. Bocce released during a foot fault.
 - 6. Third or fourth bocce rolled by the same player in a single Frame.
 - 7. Any team's bocce at rest that is moved by one of its team members

5. **Scoring**

- a. The first team to reach 12 points wins the game and the respective points are recorded on the score sheet.
- b. During play, if a player touches an opposing team's bocce while it is in motion, the opposing team may re-roll the bocce if desired. If a re-roll occurs, any bocce moved by the deflected bocce shall be replaced as near as possible to their original positions before the re-roll.
- c. During play, if a player moves an opposing team's bocce while it is at rest, the bocce is replaced as near as possible to its original position.
- d. A frame is complete when all 8 bocce have been thrown. On completion of a Frame, the inside ball team scores one point for each of its bocce closer to the pallino than any bocce of the opposing team.

- e. If each team's bocce closest to the pallino is equidistant from the pallino, no points are scored for those two bocce and the scoring is made based on the remaining bocce.
- f. Once the scoring for a Frame is complete, the team which just scored points rolls the pallino from the other end of the court to begin the next Frame.

6. Measurements

- a. Capos are responsible for measurements from the pallino to any bocce. Each team's Capo shall designate one person to stand adjacent to the pallino in order keep the players informed about the position of the balls and which color ball is "away". These persons shall do measurements necessary during the game unless the Capo chooses to make the measurement.
- b. If a visual judgement cannot be made about a measurement, the players must use an MBBL-approved measuring device to determine any pallino-to-bocce distance.
- c. If a bocce or the pallino is accidentally moved during a measurement, it shall be replaced as near as possible to its original position.

7. Dispute resolution

Team Capos are expected to referee their Games, but if an unresolved dispute arises, the Game must be halted until a Court Manager from another Match resolves the matter. A Court Manager's decision is final and binding on both teams involved in the dispute.

8. Switching ends

At the completion of a Game, players must switch ends so that no player plays two consecutive Games from the same end of the court.

9. Rainouts

If a Game is terminated because of rain, the team leading at the time play is halted. The score sheet shall be up to date and retained and the match re-schedule for a later date convenient to the teams. Play will resume at the same point in the match.

10. Rule Changes:

Members are encourage to suggest rule changes and all requests in writing will be considered. Please make suggestions by email to a member of the Board of Directors.

11. Acknowledgement:

Having read and understood these five pages of rules and Regulations, please write the word "rules" in the lower right-hand corner of the cover sheet and sign below.

Member Name (print) _____

Signature _____ Date _____

Middletown Bocce Ball League

Rules of Conduct

A. Introduction

MBBL knows that any competition, however courteous, can stir some feelings on occasion. Most of what follows is obvious, but to make sure all members are on the same page, we are publishing our Rules of Conduct which apply to all members. Violation of any of our Rules will result in a warning, and repeated violation may be grounds for suspension from League play or termination of membership. Continuing conformance with these Rules of Conduct is a condition of our facilities lease. One capo will act as Conduct Manager during each night of tournament play.

B. Noise

Our bocce courts are close to several residences, and while those neighbors have reacted favorably to having community bocce courts next door, they are also entitled to relative peace and quiet. To keep these neighbors happy and supportive, we cannot tolerate any prolonged noise at our facilities. The occasional burst of applause at a good shot or the celebration of a match win is quite acceptable, but our goal is to enjoy ourselves without unduly disturbing our neighbors. **Please do not feed, pet, or otherwise interact through the fence with the neighbor's livestock.**

C. Profanity and Personal Insults

Profanity and personal insults of any kind are strictly forbidden. Competitive "trash talk" is fine as long as it doesn't get personal or interfere with the conduct of our games. Specifically, players are entitled to quiet when they are rolling the pallino or bocce. Sportsmanlike conduct is expected at all times.

D. Smoking, Alcohol, and Drugs

Smoking is confined to the designated area in the parking lot adjacent to our courts to minimize fire danger. Alcohol is permitted as long as its consumption conforms to State law and doesn't result in intoxication. Illegal drug use is not permitted.

E. Vehicles

All vehicles must be parked in the parking lot adjacent to the MBBL facilities. No bikes, skateboards, scooters, or other personal conveyances are allowed on MBBL property.

F. Trash

Members must place their trash in the trash can or remove it when exiting the MBBL facilities.

I have read and understand the "Rules of Conduct"

Member Name Printed _____

Member Signature _____ **Date** _____

Middletown Bocce Ball League

Capo Responsibilities

There is a Capo for each team. **The two Capos involved in each match should coordinate the following activities** in order to insure an enjoyable match.

NOTE: Allow enough time for the match to start at 6:00 P.M..

A. Pre-Match Court Preparation

1. Turn on the water on the side of the church.
2. Turn on the faucet on the tree at the courts.
3. Unlock the shed.
4. Remove leaves and other debris from your court.
5. Groom the court with the court broom.
6. Wet down the court (no puddles)
7. Roll the court.
8. Install the scoreboard.

B. Score Keeping

1. The scoresheet must be kept complete during the match – do not rely on memory!
2. Each Capo should review and sign the scoresheet at the end of the match.
3. Leave the scoresheet in the shed. Scoresheets will be picked up at the end of the week and posted online over the weekend.

4. NO SCORE SHEET or SCORESHEET NOT SIGNED? – THE MATCH WAS NOT PLAYED!

C. Post-Match Cleanup

1. Pick up the trash.
2. Put away the bocce balls.
3. Put away the scoreboard.
4. Turn off the water at the tree.
5. Turn off the water on the church building.
6. Open the drain valve across the road from the church.
7. Check that the bathroom at the church is locked.

D. Importance of Capos

A critical element for the smooth running and success of MBBL is its "middle management" comprised of our team Captains or, more correctly, our team Capos. MBBL Board members will try to be present at all competitions, but we can't be everywhere at once, so we rely on the knowledge and experience of our Capo corps.

Each team selects its Capo before the Spring Season of play commences, and that Capo represents the team's interests at meetings and competitions. The same Capo can serve during subsequent Seasons, but no Capo can serve for more than four consecutive Seasons. In this way, we will develop members with less experience and knowledge into Capos who can take the reins as MBBL expands in the future.

E. Overall Capo Responsibilities A team Capo is expected to:

1. Designate a team member as Assistant Capo to act in his place if needed
2. Attend the annual kick-off meeting which precedes commencement of the Spring or Fall Session
3. Facilitate communications among their team members and between the team members and the MBBL Board
4. Ensure that all team members have read and understood our Bocce Rules and Regulations and our Rules of Conduct
5. Endeavor to resolve any rules or scoring disputes with the Capo of the opposing team during a Match
- 6. Ensure that team members remove all of their trash when exiting our facilities

- 7. Act as a Court Manager and/or a Conduct Manager when needed
- 8. When acting as a Court Manager, resolve any disputes between Capos of other teams.
- 9. When acting as a Conduct Manager and following a verbal warning, report to the MBBL Board any member's violation of our Rules of Conduct

F. Capo Authorities

When acting as a Court Manager:

1. When competition disputes are unresolved by other team Capos, make final rulings on distance measurements, order of play, foot faults, dead balls, and similar items as defined in our Bocce Rules and Regulations
2. Direct a member to cease further competition in a Match if the member repeats the same Bocce Rules and Regulations violation during a Match. Teams so affected may use a substitute for the remainder of the Match.
3. Issue a verbal warning to members when they violate any of our Rules of Conduct
4. Eject a member from the premises for flagrant or repeated violations of our Rules of Conduct. Teams so affected may use a substitute for the remainder of the Match.

I acknowledge the receipt, reading and understanding of these three pages.

Member Name (Printed) _____

Member Signature _____ Date _____