

Bocce Ball Fall League 2023

River Oaks Golf Course & Event Center

Home of Eagles Bar & Grill

Introduction

Welcome to the River Oaks Golf Course Bocce Ball Fall League. The information and rules below are specific to our league and it is expected that all teams are familiar with and abide by them. All games are played at River Oaks Golf Course at 5:30, 6:00 & 6:30 p.m. on league nights over the course of 7-week seasons. All teams must have a minimum of 2 members and a maximum of 4 members. Players on the same team will alternate turns and have a maximum of 4 players each night. Cost is \$40 per team, due at registration. A maximum of 8 teams per league night can register. At the end of the league, winning teams will be rewarded payout in club credit (1st place \$160/team, 2nd place \$80/team, 3rd place \$40/team, Consolation Champ \$40/team).

League Dates

Tuesday League: August 8, 15, 22 (Rain makeup date August 29) + two week playoff September 12 and 19 (Rain makeup date September 26)

Thursday League : August 10, 17, 24 (Rain makeup date August 31) + two week playoff September 14 and 21 (Rain makeup date September 28)

League play will be pool match ups. The top two teams in each pool will play for the championship. The bottom two teams in each pool will play for the consolation championship.

League Regulations

1. It is the team manager's responsibility to ensure that all players have read through the rules and regulations and abide by them. The game of Bocce is played with eight (8) large bocce balls and one small target ball called the "pallino." The object of the game is to roll the bocce ball closest to the pallino. There are two balls per person, with four players that make up a playing team. Two players from each team are stationed at each end of the court for each game. The first team to score 12 points wins the game.
2. **Game Format:** Each league night, teams will play the same team for three consecutive games to complete a match. Games will have a 30 minute time limit. The team that scores exactly 12 points first, will win that game. Subsequent games can begin immediately and do not need to wait for the next 30 minute time frame to begin.

If neither team has gotten to 12 points at the 30 minute mark, the team with the most points, wins the game. If a game is tied at the 30 minute mark, teams may play one more end to attempt to settle the tie. If no winner is determined after the extra end, the game ends in a tie, and the next game begins.

3. **Starting the Match:** The home team listed each week, chooses if they want to throw the pallino first or choose ball color. The visiting team will receive the other option. A minimum of 2 players must be present to start a game. A maximum of 4 players can play for a team for each week.

Substitutes are allowed to fill in without notice during a week. If a team fails to have at least 2 players five minutes after the start of the match, they will forfeit the match. A two or three player team may play, **throwing only two balls per player**. If a team has only three players, they must rotate the two throwers each end. Players in this scenario can not play more than two consecutive ends.

4. **Beginning Play/Throwing out the pallino:** The team with the first pallino toss, will begin the game by tossing the pallino into play. A legal pallino toss must occur before the player crosses the foul line. The pallino must be past the center line but not further than the far foul line. If the pallino toss does not comply with the above rules, they will have an opportunity for a second toss. Teams will alternate throws until a legal pallino has been tossed, with each team having two opportunities if needed.
5. **Throwing Bocce Balls:** The team that threw the playable pallino ball will throw the first colored ball. That team must establish a point. If that ball is touching or over the far foul line, it is a dead ball, and the ball is removed from play. They will continue throwing until they have established a point.

The opposing team will then throw until they have established a point (closest to the pallino, aka the “inside” team). The team that has not established a point will throw until they have no balls remaining. If the team that established a point, has any balls remaining, they will throw them all.

- a. All throws must be completed from behind the foul line.
- b. Players on a team do not need to alternate throws. Players may throw two consecutive balls.
- c. All players must remain outside of the court while the opposing team is rolling.
- d. Be respectful of all players and teams. No heckling!
- e. Any ball that is touching or past the far foul line is a dead ball and removed from play.
- f. If the pallino leaves the playing area or goes past the far foul line, it will be picked up and placed in the center of far foul line.
- g. Players may use the sideboard(s) at any time.
- h. All scoring will be made from the final position of the pallino ball.
- i. If a player rolls the wrong colored ball, simply replace it with the correct ball when it comes to rest.
- j. If a player rolls out of turn, return the thrown ball and replace any moved balls back to their approximate location before the ball was thrown.
- k. If a ball is moved before all eight balls are played, the opposing team replaces the ball or balls to the approximate original position.

- I. Any bocce ball that was tossed from beyond the foul line will be considered dead, and any contacted balls will be replaced to their approximate original location.
 - m. **Shooting, which is lofting the ball in the air beyond the center of the court, is not allowed.**
6. **Scoring:** Only the “inside” team scores. One point is given for each bocce ball of the “inside” team that is closer to the pallino than any bocce ball of the opposing team. **A bonus point will be given to any ball that is “kissing” the pallino.** If, at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. Captains of each team are responsible for keeping score, and for reporting the results of the match.

If a team’s score on an end puts them over 12 points, they will go back to the score they started the end with and a new end will begin.
7. **Measurements:** All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only a team captain from each of the opposing teams may be present during the measurements. Anyone from either team may call for a measurement. Any team member who moves a questioned ball, will result in the point in question going to the opposing team. Tape measures will be provided on location.
8. **Starting the next end/Game:** The team that scored on the previous end will have control of the pallino toss on the next end. The team that won the previous game will start the next game.

Match scoring/League Standings

1. Teams will receive 2 points for each game won. In the case of a tied game, each team will receive 1 point for that game. A bonus point will be given to the team with the most points scored in their match. A team will be able to earn up to 7 points per match (2 for each of the three games for a total of 6 points, and 1 for having the most points between the two teams).
2. League standings and match results will be updated within 48 hours on the River Oaks website.
3. Final Pool standings will determine playoff seeding.
4. Tiebreakers will follow the following format until a tie is broken: Head to Head, Total Wins, Total Points Scored (Wins + High Score, Least points scored against, coin flip).

Weather

1. Cancellations due to weather will be made by 3pm each evening. Check the website for updates, or call the Golf Shop at 651-438-2121, please only one person per team.