

Bocce Ball League 2024

River Oaks Golf Course & Event Center

Home of Eagles Bar & Grill

Introduction

Welcome to the River Oaks Golf Course Bocce Ball League. We are excited for another year of bocce ball! 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 and begin at 5:30 p.m on your league night. Registration cost is \$160/team. All teams must have at minimum 2 members and a maximum of 8 members.

League play will consist of 7 weeks of play and 2 weeks of playoffs. The championship team will have their team's name engraved on our bocce ball league plaques and displayed in the grill for the year.

Registration

To register for the summer bocce ball league, please visit the River Oaks website: www.riveroaksmunigolf.com and click on the bocce ball league tab. Registration will open on March 1st for returning teams from 2023. They will have priority registration until March 31, at which point, registration will be open for any new teams beginning April 1.

Fall Bocce Ball registration will open on June 1 and be open to all teams on a first come basis. No holds for the Fall League!

Maximum of 8 teams may register for each league night!

Summer League Dates

Tuesday League (Competitive League): May 7, 14, 21, 28; June 4, 11, 18 (Rain makeup date June 25) + two week playoffs July 9, 16 (Rain makeup date July 23)

Wednesday League (50+ League): May 8, 15, 22, 29; June 5, 12, 19 (Rain makeup date June 26) + two week playoff July 10, 17 (Rain makeup date July 24)

Thursday League (Recreational League): May 9, 16, 23, 30; June 6, 13, 20 (Rain makeup date June 27) + two week playoff July 11, 18 (Rain makeup date July 25)

Fall League Dates

Tuesday League (Competitive League): August 6, 13, 20, 27; September 3,10,17 (No rain makeup date for fall) + two week playoff September 24 and October 1 (Rain makeup date October 8)

Wednesday League (50+ League): August 7, 14, 21, 28; September 4, 11, 18 (No rain makeup date for fall) + two week playoff September 25 and October 2 (Rain makeup date October 9)

Thursday League (Recreational League): August 8, 15, 22, 29; September 5,12, 19 (No rain makeup date for fall) + two week playoff September 26 and October 3 (Rain makeup date October 10)

League Regulations and Rules

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 45 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 45 minute time frame to begin.

If neither team has gotten to 12 points at the 45 minute mark, the team with the most points, wins the game. If a game is tied at the 45 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 game, no subbing allowed during a game. Lineup changes can be made at the start of a new game. 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.
 - l. 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:** The team that scored on the previous end will have control of the pallino toss on the next end.

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 league standings will be used to determine playoff seeding and matchups.

Playoffs

1. Final league standings will be used to determine playoff seeding and matchups. There will be two 4-team brackets for playoffs. The championship bracket, "River Bracket", will include the top 4 teams in the final standings. The consolation bracket, "Oaks Bracket", will include the bottom 4 teams in the final standings.
2. The first week of playoffs of each bracket will feature two matchups to determine which two teams will play for each bracket's winner. The second week of playoffs will have the winners of week one playoffs matched up, along with the losers of week 1 matched up.
3. The winner of the River Bracket will have their team's name placed on the bocce ball plaque in the clubhouse.
4. All teams will play both weeks of playoff games regardless of their regular season standings and outcome of week 1 of the playoffs.

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.