



Town of Danville **Bocce League** **Rules & Regulations** (Updated 05/18/22)

It is the intent of the Town of Danville to provide a program that promotes sportsmanship, friendship, fun, and enjoyment.

The league will be governed by the Town of Danville, which will incorporate rules from the International Bocce Federation and SANCRA. The Town of Danville reserves the rights to change, interpret, modify, add, or delete any rule or requirement it deems necessary for the welfare of the league.

According to Ordinance No. 2011-03:

Smoking shall be prohibited in all parks, facilities, and buildings owned or maintained by the Town of Danville.

According to Ordinance No. 13-2.3

No person shall consume any alcoholic beverage, with the exception of beer and wine, in any area of a park, including parking lots associated therewith. Individuals twenty-one (21) years and over may consume beer and wine in parks providing it is consumed in conjunction with picnicking activities.

Roster Information

- All players must fill out and sign the official roster before playing in the league.
- Players can be added to the roster up until the 5th week, however any players added after the 3rd week will NOT be eligible for the playoffs. All additions must be emailed to the League Coordinator, and players must sign the roster prior to the first game of play.
- This is an 18 & over adult league. Players under 18 years must be approved by the League Coordinator.

DIVISIONS

Each night of league play will be divided into two Division – Red and Green. Division assignment will be determined by league standings for up to three preceding seasons a team has participated in. All new teams will be start in the Green Division. Teams may request the move up or down in for future seasons, however final placement is determined by the League Coordinator.

EQUIPMENT

- There will be a complete set of bocce balls (107mm) for each court on game nights. Please return balls to the designated bag after your match.
- Each court will have a designated tape measure to be used in case of a close call.
- You may use your own equipment if you choose to do so; however, both teams must agree.

WHO GOES FIRST?

- The visiting team (Red) will determine the end from which play will begin.
- The home team (Green) may have the first toss of the pallino (small target ball).
- To determine home vs. away, please see the league schedule online or in the binder on site.

STARTING A GAME

The game starts once each team has an adequate number of players to field a team (two).

When the pallino has been properly put into play, the home team (Green) will roll the first bocce ball trying to get as close as possible to the pallino. If that bocce ball hits the backboard, remove that ball and roll the next ball.

Once the first ball has been properly rolled onto the court by the home team, they will step aside and will not roll again until the opposing team has either: (a) rolled one of their bocce balls closer to the pallino or (b) rolled all of their balls.

Whenever a team rolls a ball closer to the pallino, they will step aside and let the other team roll. The other team rolls until it beats (not ties) the opposing ball. This continues until both teams have used all of their bocce balls. The team who scored last will roll the pallino to begin the next frame from the opposite end. A frame is when both teams have rolled their balls and points are awarded. The winning team will have the first roll in the next game. Consecutive or alternating rolls by teammates shall be determined by the players.

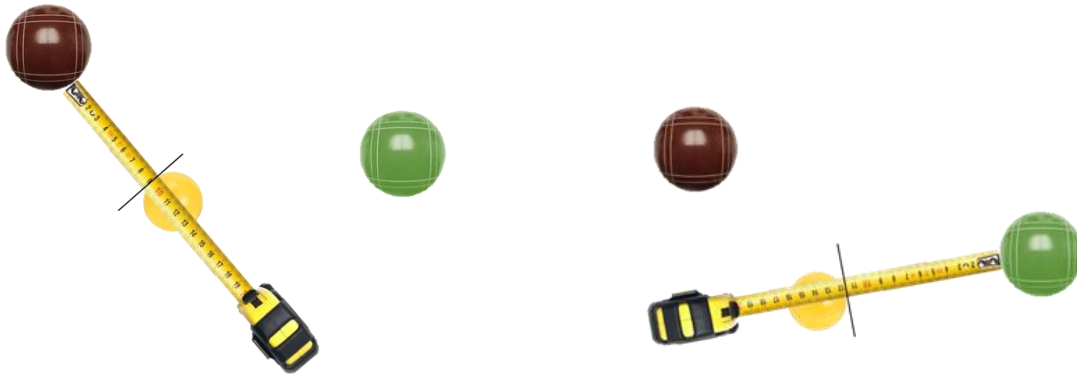
- Players may use the sidewalls at any time.
- If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest.
- If a player rolls out of turn, the opposing team may either: (a) leave everything as is, including the rolled ball exactly where it is, or (b) they may return all moved balls to their approximate original positions and remove the rolled ball from play.

PLAYING THE GAME

How Do You Score?

- Each night, teams will play 3 games. **The first team to score 12 points is the winner of the game, and will be awarded 1 point.** There are a total of 21 points available in each season.
- If a team chooses not to play the 3rd game, they forfeit that game and the opposing team will be awarded one (1) game point. If the 3rd game is a double forfeit, neither team will be awarded the game point.
- Only one team scores in a frame. A frame is when both teams have rolled all of their balls and points are awarded.
- At the end of the frame, one point is given for each ball that is closer to the pallino than the closest ball of the opposing team.
- If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie. No points are awarded to either team and the game resumes from the opposite end of the court with the same team tossing the pallino.
- Points that are in dispute should be measured. If the bocce balls are removed prior to measuring, points for bocce balls in dispute are not awarded. Please make sure both teams agree to the score, before clearing the court.

- All measurements should be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Best measuring practice is to measure from inside of the bocce ball, extend over the pallino, and determine the distance by eyeing the inside of the pallino.



- The team manager must fill out a summary and initial the score sheet at the end of all three matches.
- Scores will not be modified after the score sheet is initialed by both managers, unless by error of the Town of Danville.

What if a Ball Hits the Backboard?

- Any bocce ball that comes in contact with the backboard is a dead ball on impact and is removed from play until the end of the frame. This includes balls that hit the backboard as a result from being moved by another ball.
- If a thrown bocce causes a stationary bocce to hit the back board, the stationary bocce will be removed from play. If the thrown bocce hits the back board, it is automatically considered a dead ball, and is removed from play. If a stationary bocce or the pallino is hit after the thrown bocce hits the backboard, that stationary bocce or pallino shall be replaced to its approximate original position.
- If after a valid play only the pallino remains on the court, the team that last rolled must roll again until a ball remains in play or that team is out of balls.
- If the thrown ball comes to rest on the pallino and another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.
- Please wait to throw any bocce balls, until all bocce balls have been removed and/or replaced accordingly to the backboard rulings.

Forfeits:

You must have a minimum of two players in order to play a game. A forfeit will be called if no players or only one player is present at the predetermined forfeit time. A late arriving player can join in the game after the frame is finished.

A forfeit will be called:

6:15 PM	for	GAME 1
6:25 PM	for	GAME 2
6:30 PM	for	GAME 3

If you are unable to field a team, you must notify the League Coordinator by 4:00pm on game days. Teams will be issued a warning for the first forfeit. A second forfeit will result in immediate removal from the

league and will forfeit all league fees. Forfeiting more than one game throughout the season may affect that team's ability to register in the next desired season.

Failure to notify the League Coordinator of a forfeit will result in a one (1) season suspension.

TOSSING THE PALLINO

- A player may toss the pallino any distance as long as it passes the centerline of the court and does not hit the backboard.
- If a player does not toss the pallino properly, the opposing team will toss the pallino instead, but the original team will continue with the first roll.
- If the pallino leaves the court for any reason in the middle of a frame, then the frame will be started over with no recorded points.

FROM WHERE DO YOU ROLL?

- Player movements are limited to the foul line.
- The player may step on, but should not step over the foul line before releasing the pallino or bocce ball. If the player steps over the foul line when releasing the ball, the ball will be taken out of play.
- When a player releases the pallino or bocce ball, both feet must be on the court.
- When a player is rolling, all members of the opposing team must remain outside the court.
- Players may not change ends during a game.

NUMBER OF PLAYERS ON A TEAM

- There are a minimum of four players on each team.
- In foursomes, two players are stationed at opposite ends of the court and will roll two balls each. At the end of each frame, the next game begins from the opposite end of the court.
- If only three people on a team are present, two players will be stationed at one end of the court and will roll two balls each. The remaining one player will be stationed at the opposite end of the court and will only be allowed to roll two balls in each frame.
- If only two people on a team are present for a match, one player will be stationed at each end and will only be allowed to roll two balls in each frame.
- Town of Danville employees cannot act as a team manager.

Substitutes

- Each team may have substitutes as long as the substitute has signed the official roster. The rosters will be in a binder at the park on all scheduled game days.
- Substitutions during play may be made between frames, only after both teams have rolled their balls and points are decided. Substitutes must remain on the same side throughout the entire game.

Adding Players:

- Players may be added at frame changes.

Misc.

- The ball is NOT considered dead if a player holding the ball steps off the court.
- Players may travel between sides of the courts at any time, except active throwers during a frame. Players are considered "active" until the frame is completed. Players assigned to throw may not travel to the other side of the court for any reason during the assigned frame.

PLAYOFFS

Playoff Teams:

The top 4 teams of each Division will qualify for playoffs.

Tiebreaker:

Tiebreakers will be determined by:

1. Any forfeit during the season**
2. Head to head play
3. Total points scored (will skip #2 and go straight to total points scored in the case of multiple-team ties of 3 or more teams)
4. Total points allowed

****In the event of a tiebreaker and the deciding factor is a forfeited game, the team that forfeited will be the lower seeded team.**

Playoff Rosters:

- Only players on the final roster will be allowed to play during the playoffs.
- There will be no new players added to the roster after week 5. Players must be added before the 5th game starts.
- Players must have played in at least three league games to qualify for playoffs.

Playoff Schedule/Scoring:

Playoffs are scheduled the week following regular season play. In all playoff games, teams will play one game to 15 points. The winning team must win by two points. If teams are unable to win by two points, then the first team to 21 wins.

There is no time limit for playoff games.

Team may only practice on their assigned first round court prior to 6:00pm. Following 6:00pm, teams may **not** practice on any court that is assigned subsequent playoff game.

Player Code of Ethics

It is the intent of the Town of Danville to provide a program that promotes fitness, athleticism, sportsmanship, friendship, fun, and enjoyment. Unsportsmanlike conduct will not be tolerated.

The following "Team and Player Code of Ethics" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. No player shall, at any time, lay a hand upon, shove, strike or threatened an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director has considered he/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.
Maximum Penalty: Suspension for life and/or assault charges filed.

2. No player shall refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such Player shall remain suspended until the League Director has considered his/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.
Maximum Penalty: Suspension for the remainder of the season.

3. No player shall be guilty of objectionable demonstration of dissent at official's decision.

Minimum Penalty: Warning by official.
Maximum Penalty: Removal from the game and a two game suspension.

4. No player other than the manager or captain shall discuss with an official in any manner the decision reached by such an official.

5. No player shall be guilty of using unnecessary rough tactics in the play of the game against the body of person of an opposing player. Officials are required to immediately suspend play from further play and report such player to league supervisor.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.
Maximum Penalty: Suspension for remainder of season plus two years.

6. No player shall be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

Minimum Penalty: Two game suspension and/or one-year probation.
Maximum Penalty: Suspension for life and/or assault charges filed.

7. No player shall be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to League Director. Player shall remain suspended until the League Director has considered his case.

Minimum Penalty: Two game suspension and/or one-year suspension.

Maximum Penalty: Suspension for remainder of season plus two years.

8. No player shall appear on the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report name to League Director.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

9. No player shall be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to League Director.

10. The team is responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

Minimum Penalty: Warning by official.

Maximum Penalty: Forfeit of game.

11. No player shall be guilty of repeatedly violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and whose general conduct, although not flagrant, is undesirable to the standards of the adult sports program.

Minimum Penalty: Placed on probation for the remainder of the season.

Maximum Penalty: Suspension for remainder of the season plus one year.

12. No team shall be guilty of breaking rules in the "Team and Player Code of Conduct". In any situation where the rules are broken and individual offenders cannot be determined (i.e., major fight) then the League Director can take disciplinary action against the team as a whole.

13. The team and team representatives are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him/her by the officials of League representative, places his/her team in jeopardy of forfeiture and suspension.

Special Notes:

1. The League Coordinator shall have the power and full discretion of imposing penalties on all violations of the Player Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Coordinator.
2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one-year suspension.
3. Managers are responsible for actions of their participants and spectators at all times and will be disciplined accordingly.

CONTACT INFORMATION

League Questions, Comments, Concerns?

www.danville.ca.gov/adultsports

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Rainout Hotline (updated by 4:00 pm on game days)

925.314.3483 x 5

General Information

Danville Community Center
420 Front Street
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925.314.3400 phone
925.820.2782 fax

Scores and Schedules

www.danvillerecguide.com