

INDOOR BOCCE LEAGUE Rules of the Game



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The rules governing Indoor Bocce are basically the same as those governing court Bocce with a few small yet significant differences. Listed below are the rules of the game. **Teams will play 3 games to 12. Balls that touch the sideboards will be in play. Balls that touch the backboard before touching the pallino or another ball will be considered “dead” and will be removed.**

INDOOR BOCCE SPECIFIC RULES

No Gender Requirements.

Teams may play with two males, two females, or one of each.

MINIMUM REQUIREMENTS

- A full team is two players on each team. A team may play with a minimum of one player with the consent of the opposing captain and/or league staff member.
- If both players on the team are present, both players must play.

Teams have until ten minutes past the designated start time to field a team. If at that time a team has no representatives present, it will result in a forfeit of the first game. If they are still unable to field a team by 20 minutes after the designated start time it will result in a Match forfeit. During the regular season, a team may play a legal game with less than the required number of players if the opposing team consents.

STARTING THE MATCH

- A single game of Rock/Paper/Scissors is played between a representative from each of the two teams. The team that wins Rock/Paper/Scissors wins first toss of the pallina. The teams will then alternate who tosses first every other game.
- The pallino and all balls must be thrown from behind the backboard on the opposite side of the scoring zone.
- A player can toss the pallino any distance as long as it passes the center line of the court and stays within the boundaries of the court without touching the backboard.
- If the player fails to toss the ball properly into play, a member of the opposing team will toss the ball into play.
- If the opposing team fails to properly toss the pallino into play, the toss reverts to a member of the original team.
- The team who tosses the pallino must also throw the first Bocce ball.

CONTINUING PLAY

- The player tossing the pallino must deliver the first ball. If the ball hits the backboard before hitting the pallino or stopping, that team must roll again until the first ball is put into play.
- Otherwise, that player steps aside and the opposing team then delivers their balls until one of its Bocce balls is closer to the pallino or has thrown all its balls.
- The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallina is called the "in" ball and the opposing side the "out" ball.
- Whenever a team gets "in", it steps aside and allows the "out" team to deliver. The other team throws until it gets its ball closer (not ties) to the pallino. This continues until both teams have thrown all their Bocce balls.
- After both teams have exhausted all their balls, a frame is over and points are awarded.
- The game resumes by teams throwing from the opposite end of the court.
- The team that was awarded points in the previous frame begins the next frame by tossing the pallino into play.
- For two player teams, each player throws two balls. A playing rotation is determined at the start of a game and is maintained throughout the entire game.
- For one player teams, the player throws four balls.

AREA OF PLAY

- A player should not step on or over the backboard before releasing any ball. If a player steps over the backboard, the player will receive one warning.
- For a player that commits a second backboard infraction, the team fouled against will be awarded points as they were immediately proceeding the foul and the frame will end.
- The team committing the foul will be awarded no points for the frame. Or, the fouled against team may have the option of declining the penalty and completing the frame.
- Any ball that goes outside the boundaries of the court is considered a dead ball and is removed immediately from play until the end of a frame.
- If the pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the Team that started the frame will begin again at the opposite end of the court.

SCORING

- At the end of each frame, points will be awarded. Only one team scores in a frame.
- One point is awarded for each ball that is closer to the pallino than the closest ball of the opposing team.
- In the event that the closest ball of each team is the same distance from the pallino, no points will be awarded and the pallino returns to the team that delivered it.

- Only balls which are distinguishably closer to the pallino than any of the opponent's balls are awarded points. All measurements should be made from the center of the pallino to the edge of a Bocce ball.
- Games are played to 12 points with the first team reaching 12 points being the winner of a game.

BOCCE TERMINOLOGY

- **Throwing** – the ball may be tossed or rolled down the court in any way as long as it comes in an underhand fashion. The ball may roll, bounce, or crash.
- **Bocce Balls** are the large balls, which are thrown with the idea of coming to rest near the Pallino. There are 8 bocce balls total. Four balls each of two colors. Each team gets to play four bocce balls.
- The **Pallino** is a small ball, which is thrown out first and acts as a target for the bocce balls.
- A **Baci** is a kiss. A bocce ball coming to rest against the Pallino is a Baci.
- A **Giro** is a single frame or set in which the Pallino and all 8 bocce balls are thrown. The team with the bocce ball closest to the Pallino is inside.
- The **Puntata** is the gentle method of rolling the ball with a smooth, slow delivery from a crouched position. It is useful on a smooth surface when there are no blocking balls.
- The **Raffa** is the strong method of smashing an opponent's ball or a whole formation of balls. It is usually delivered in the air, but with a low trajectory and no backspin.
- The **Volo** is a high-flying delivery, usually with varying amounts of backspin. The Volo may be used to knock an opponent's bocce away from the Pallino or to move the Pallino itself.
- **Inside ball** is the ball that is closest to the Pallino. Only the inside team's points count when scoring.
- **Outside ball** the team that is farther from the Pallino
- **Sideboards** are the walls on the sides of the court.
- **Backboards** are the walls at the end of each end of the court.

Scoring

- **Choosing who starts** – The players will flip a coin to decide who starts with the ball. Once the winner is chosen the lead player will throw the Pallino down the court into the playable area. Once the Pallino comes to rest the lead player will also serve his first ball of the color of their choosing.

- The first player on the other Team will throw their first ball. If the ball does not stop closer to the Pallino then that team continues to throw Bocce balls until they are the “Inside Ball”.
- **How to score-** Only the inside teams balls count for the round. Whomever balls are closest to the Pallino count for one point each until they reach the distance of the outside team’s first ball. Then the scoring stops.

Boundaries / Rules

Balls and Barriers – Bocce Balls may touch the length side sideboards.

Backboard - If a bocce ball touches the backboard the ball is automatically considered dead and will be removed unless it touches the pallino or another ball first.

Balls out of Play- All balls considered to be out of play or “dead” must be removed immediately

Wrong ball color used- if a player rolls the wrong color bocce ball the teams must wait until the ball comes to rest then replace it with the correct color ball.

Throwing out of turn- If a player throws out of turn the opposing team may chose to do two things, 1) leave the ball in play and continue to play. 2) Remove the ball from play and move all effected balls back to the approximant position.

TIMING

LENGTH – Each match will be allotted 50/60 minutes (depending on facility) of playing time. Any warm up time used beyond the scheduled start time will cut into this match time.

LEAGUE POLICIES

GAMES:

During the regular season matches are to be played within time allotted (warm up time is included). The scoring format will be **3 games to 12**. . If the third game has yet to start, and has only 10 minutes remaining in the hour, the third may be played to **7**.

REFS:

ALL GAMES WILL BE SELF-REFFED. THERE WILL BE NO OBLIGATION ON THE PART OF ANY PARTICIPANTS TO SEND REFEREES EARLY OR LEAVE REFEREES AFTER A MATCH.

Captains are responsible for recording the results of their game. Clipboards will be provided on each court to record the scores. Our staff will provide constant reminders with regards to this process.

In cases where teams fail to record their results, both teams will receive losses for the match.

The self-ref policy will continue throughout the preliminary rounds of the playoffs. Our staff will monitor all courts and will be available for any and all questions, concerns, or discrepancies that may arise. We will be able to provide referees for the finals in circumstances where both teams and staff deem necessary.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of three games.

Second Offense: Three losses and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league.

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office, at 312.850.8196, so as to help us schedule your opponent a game.

Teams have until ten minutes past the designated start time to field a full squad. If at that time one team is unable to field a full team (minimum number of players required according to the rules), it will result in a forfeit of the first game, if they are still unable to field

a full team by 20 minutes after the designated start time it will result in a Match forfeit. During the regular season, a team may play a legal game with less than the required number of players if the opposing team consents.

STANDINGS:

The updated standings will be posted weekly, displaying each teams rank within its skill level. Rank is based on winning percentage.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last between 2 and 3 weeks. After teams have been seeded according to their records all captains will receive an email with the 1st week of playoff game times roughly 3 days before their league playoff date. **Teams will not receive a call for any other weeks of playoffs!** It is the responsibility of **ALL TEAMS** to check the playoff brackets at the league or online to find out what time they will be playing the following week if they win. In playoffs it is not uncommon, (and in some cases will be necessary), for teams to have more than one match in a given night. No substitutes will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at, or near the bottom of the standings may not advance to the playoffs. Check with the CSSC office to see if this applies to your league. Playoffs are single elimination.

Seeding: Teams are seeded based upon a winning percentage, head to head and strength of schedule. Teams may play more than one game per day/night, and/or play games on days/nights other than your regularly scheduled league day/night if necessary. CSSC reserves the right to schedule playoff games on days other than teams regularly scheduled league night. Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the game. No protests will be considered valid after a game has started.

-Speed scoring rules still apply during the playoffs.

-Teams may play more than one match per day.

In cases where several cancellations have occurred during the season, teams may be required to play on a different night of the week. (Example: Thursday semi-finals may be played on Thursday and finals held on Friday.)

If a team does not have a full squad (minimum number of players required according to the rules) by ten minutes past the designated start time, they will forfeit the first game of the match. At twenty minutes after the start time the match is over (per staff and opposing team's captain request).

Any questions regarding policies, rules, or eligibility must be addressed before the start of the match.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, and signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other "logged" protests. All rulings by CSSC staff are considered final.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials/referees, and other staff will not be tolerated. CSSC reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. CSSC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have

questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Please call our weather hotline for the most up to date information on any cancellations (312.773.7100)

Leagues may be cancelled due to extreme weather conditions, dangerous or unplayable conditions in the facility, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games unless absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the “weather hotline” immediately. If possible, the CSSC will then email all of the captains to let them know. It is then the captain’s responsibility to inform all teammates of the cancellation. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week’s schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up towards the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund. CSSC reserves the right to move games or weeks to an alternative location when deemed necessary without compensation. CSSC also reserves the right to schedule games on days other than your regularly scheduled league day/night if necessary.

PRIZES/ JERSEYS:

Each team will receive a pre-bundled set of colored jerseys with various sizes at the first night of the league. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.