

## Murphysboro Bocce Club Rules

(7/13/22)

### MBC Bocce Seasonal League Configuration

**Seasonal Leagues:** Each year the MBC holds 3 separate Seasonal Leagues: Spring League, Summer League and Fall League. Spring and Fall Leagues have eight (8) weeks of regular season play. Summer League has six (6) weeks of regular season play.

**Nightly Divisions:** Each Seasonal League is comprised of four (4) Nightly Divisions: Monday Division, Tuesday Division, Wednesday Division and Thursday Division. There is a maximum of 16 teams in each Nightly Division.

**Tournaments:** All Seasonal Leagues culminate with two tournaments

- Inter-Pool Tournaments: On the final week of play each Nightly Division hosts a single elimination tourney. All teams within each Division compete for the much-coveted MBC bocce towels.
- Seasonal League Championships Tournament: based on regular season play, the top 16 teams from all four Nightly Divisions qualify.
  - o Round robin play in four traditionally seeded pools.
  - o Top 2 teams in each pool advancing to single elimination playoff format.

**Number of Players:** Each team in the Murphysboro Bocce Club must have at least four (4) members on its roster. Ideally, each team will have six (6) or eight members (8) so that replacements/substitutes are available. Each team will have a team captain and the captain may be changed during the season. The team captain is responsible for notifying the Membership Director of any change of team membership or of the team captain during the season. There is no maximum number of players per team. All roster changes must be made three (3) weeks prior to the end of a league season. Any exceptions must be board approved.

**Legacy Status:** teams that compete in a complete Seasonal League will have the right of first refusal to participate in that same Nightly Division during the next eligible season. Teams are not required to play in the Summer League to maintain their legacy status, however, Spring League teams must compete during the Fall League to maintain their legacy status for the following year. Teams playing in the Summer League will have the right of first refusal to participate in that Nightly Division during the next Summer season. Teams are not required to play in the season ending tournament to maintain legacy status.

Right of First Refusal - Prior to the start of the season, the Membership Director will email the captain of each team with legacy status. Captains will be given a deadline to either accept or decline inclusion. Teams whose captains do not respond by the deadline will lose legacy status for that season. The Murphysboro Bocce Club Board of Directors can elect to revoke the legacy status of any team for poor attendance or for the consistent violation of Murphysboro Bocce Club rules governing play or conduct.

### MBC League Competition Fees

The competition fee for each Seasonal League is \$10.00 per member payable, no later than the designated deadline, to the team captain who is responsible for collecting the competition fee from all members of the team. Competition fees are to be paid by the team captain to the Membership Director. Each person who pays one competition fee during the competition year becomes a member of Murphysboro Bocce Club and is entitled to membership benefits for that year including the right to vote on Club matters throughout that year. The competition year runs from the day following the election of the Board of Directors for the Murphysboro Bocce Club through the election of the Board the following year.

The competition fee must be paid for each Seasonal League (Spring, Summer, Fall) for which the member chooses to compete. A member may choose to pay the competition fee and compete in one season but neither pay nor compete in any of the other seasons. In that case the member remains a member of the Club for the entire year but may not compete in any Seasonal League for which the competition fee was not paid.

## MBC League Competition Fees (continued)

A member may only be on the roster of one (1) team of a Nightly Division but may be on the roster of any team playing in a different Nightly Division. If a member is listed on the roster of more than one (1) team that member is required to pay the competition fee for each team on which the member is listed on the roster. Members cannot switch teams within a Nightly Division during a Seasonal League. Members may only compete on one team during a MBC League Championships Tournament.

### Late Arrivals and Substitutions during MBC League Play:

It is expected that all MBC League Teams will be present at their scheduled starting time, ready to compete, with 4 players. At least two (2) players must be rostered.

1. Teams not present within 10 minutes after the starting time forfeit the game\*.
2. If a team is shorthanded, but has at least two (2) rostered players, at the scheduled starting time:
  - a. **MBC REGULAR SEASON:**

If a team chooses to play with less than 4 players, that team will only be allowed to put 2 balls per player in to play. (For example: if a team plays with 3 players, they will forfeit two (2) balls

    - In an event where substitutes are allowed, a team may substitute only once during a game and it must be announced to the opposing team before the start of the next frame. • A substituted player may not return to that game. • If a player/s arrive late, the game may start with that team playing shorthanded and minus the appropriate number of balls, unless otherwise specified in advance by the Event coordinator. Player may then enter game at "shorthanded" end after frame is completed. In the event a player must leave a game in progress, an alternate may enter at the end of a frame and the player that leaves cannot return for remainder of game. If no alternate is available, the game continues using the late arrival rule.
    - Exception to the above rule during league play only – a team may begin a game if at least two members of their team are present. The game may either start with that team playing shorthanded, minus the appropriate number of balls, or by selecting up to two substitute players from the audience using the following method:
      - o The Team Captain requesting substitutions must get a count of the eligible substitutes from the players in attendance who are willing/able to substitute. An eligible substitute is a person whose team is not playing against the team requesting substitutes that day. A person may only substitute for one team per night.
      - o The Captain then places a number of pieces of paper equal to the number of eligible substitutes (after marking one/two piece(s) of paper with an "X").
      - o Each eligible substitute will draw a single piece of paper. Players drawing the marked pieces will play as substitutes for one game.
      - o When additional team members arrive they must replace substituted players at the end of the next frame.
    - **The following exception to the above rules shall apply during league play only and be used a maximum of two times during the Spring and Fall seasons and one time during the Summer season. If a team has only three team members available to play the team members may rotate each frame with two players each throwing two balls at each end. If an additional team member arrives they must join the team at the end of the next frame.**
  - i. NOTE: A player may substitute for a team a maximum of two (2) nights, in any single season, without being added to the roster of that team and paying the competition fee.
- b. **MBC POST-SEASON: Inter-Pool and Seasonal League Championships**
  - i. Members may only compete on one team during a MBC League Championships Tournament.
  - ii. Only rostered players may compete in Inter-Pool and League Championships\*\*\*.

- iii. No “rotation” of players is allowed during Inter-Pool and League Championships.
- iv. A team may play short-handed with a minimum of two (2) players.
- v. With players at both ends of the court, teams play two (2) balls per player.

*\*The Murphysboro Bocce Club (MBC) Board of Directors can elect to revoke the Legacy status of any team for poor attendance or for the consistent violation of MBC rules governing play or conduct.*

*\*\* When selecting a substitute, to avoid delaying play, teams should NOT select a player whose regular team is likely to compete while they are substituting.*

### **MBC League play: Severe Weather or Unexpected Events**

The safety and wellbeing of all participants and observers of Murphysboro Bocce Club events is extremely important. Therefore, the following policy will be implemented in the event of severe weather, or unexpected events\*, during scheduled MBC League play.

#### **Play cancellation or suspension scenarios:**

1. MBC League games will be suspended or cancelled any time the National Weather Service issues a **Tornado Warning**, or **Severe Thunderstorm Warning**, during scheduled play. The MBC Board, and nightly league coordinators, will monitor the weather prior to and during any competition.
2. The nightly league coordinators, and MBC Board Members, have the discretion to cancel or suspend League play due to severe weather or unexpected events.
3. Any participant, who feels they are in danger due to severe weather or unexpected events, has the right to leave the courts to seek safe shelter without fear of penalty or repercussion.

### **MBC League play: Severe Weather or Unexpected Events (cont'd)**

#### **Determine if play will be suspended or be cancelled:**

The nightly league coordinators, in consultation with the MBC Board when possible, will assess if play will be...

1. Suspended (can resume that same night) or
2. Cancelled (will not resume that same night)

NOTE: If play is suspended it will also be determined if missed games will be made up at a later date or the same night.

#### **Notification process after play is cancelled or suspended:**

- 1) **Notify the effected teams:**
  - a. If the determination to suspend or cancel play is made at courtside, an announcement will be made to all present.
  - b. As soon as possible all effected team captains will be called or notified by text message. A current list of all Team Captains is maintained in in the blue, Nightly Scoring Clipboard.
- 2) **Notify The MBC:** Once games have been suspended or cancelled the MBC Board members will be informed.

**Rescheduling games:** Every effort will be made to reschedule cancelled games.

*\* Examples of “unexpected events” that might warrant play suspension or cancellation.*

- *Excessive arguing or fighting w/ public or between members*
- *Utilities failure (water or electric)*

### **Ball Size**

The USBF recommends: 107mm Diameter and 920 grams (approx. 2 lbs) in Weight. The Murphysboro Bocce Club will use “House Balls” only unless otherwise determined by the Event coordinators.

### **Foul Lines**

The pointing foul line is the "Green" line and is 6' from the back wall. The hitting foul line is the "Red" line and is 10' from the back wall.

Players may step on but not have either foot completely over the foul line before releasing the pallino or the bocce ball. Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid.

### **Frame**

A frame is the playing of all the bocce balls in one direction and the awarding of points. After the points are awarded a new frame starts in the opposite direction.

### **Start the game**

- Begin the game with a flip of a coin between representatives of each team. The winner of the coin flip will determine the color of balls they play with and also has control of the pallino.
- Coin toss winner throws the pallino.
- The team that originally tossed the pallino will play the first ball.
- Toss is valid if the pallino passes the center line and is at least 6" from the side walls and at least 1' from the back wall and does not hit the back wall on the opposite end.
- The player will have two attempts to place the pallino in the valid area. If they do not the opposing team will have one attempt to put the pallino in play.
- If both players fail, the pallino will be placed in the middle of the court at the far red hitting line. The team that originally tossed the pallino will play the first ball.

### **The Game**

- The pallino and all balls must be rolled underhanded.
- The first ball may be rolled by any member of the team that placed the pallino in play.
- If the rolled ball hits the backboard without touching the pallino, it is a dead ball and is removed from the court.
- The same team must throw again and continue rolling until a valid point is established.
- Once the point is established, the opposing team must continue throwing until they make a new (closer) point.
- Players may use side boards at any time.
- Balls can be measured at any time by representatives from each team at the opposite end of the court. In the event a tie is determined, the last team to roll a ball must roll again until the tie is broken.
- If after all balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the pallino from the opposite end of the court.
- In the event a ball(s) is moved during a measurement, the ball(s) is returned to its approximate positions.

### **Backboard**

- If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court. All balls moved during the play should be returned to their original positions. The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If however, 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. Balls and pallino that are thrown and hit the top of the sideboards and return onto the court are considered valid as long as they do not hit any outside obstacle. Balls and pallino that exit the court following a regular play and hit an outside obstacle are considered void even if they return onto the court. Permanently attached ball racks and balls in them are not considered an outside obstacle. Any other item including scoreboards will be considered outside obstacles.

- In the event a ball resting against a backboard is moved as a result of a valid shot, it remains in its new position. If it moves as a result of an invalid shot, it is returned to its approximate original position.

### **Scoring**

- Only one team scores in a frame (unless there is a tie)
- Games are usually played to 9 or 12 points.
- Event coordinators can decide any variation to game points but should do so prior to the start of the event. The game is not over until the decided number of points has been scored and all balls have been thrown.
- A representative of each team must initial the score sheet at the end of each game.  
The only way a score can be changed after this time is if both teams are in agreement that a mistake was made.

### **Illegal movement of balls or the pallino**

- All players are encouraged to be out of the court. If not, they should be positioned in front of play area when a player at the opposite end is shooting.
- In the event a ball strikes/touches a player after a valid shot, the following rules apply: If player in violation is from the same team, all struck balls are returned to their approximate positions and the thrown ball is removed from play. If player in violation is from the opposite team, the team shooting is awarded one point for the shot ball and one point for any remaining balls not played. In the event any player moves a stationary ball, that ball should be placed in the original position.
- Players may not touch or move any ball or the pallino until the frame has ended. If a player moves a ball prior to the end of a frame (thinking play is over) and the balls cannot be accurately relocated to their positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided and the frame is over.

### **Hitting and Pointing**

- Hitting: an underhand bowling type hard throw directly at the balls on the court to purposely hit and move a ball or the pallino. When attempting a "hit" shot, the ball must be thrown with sufficient force to hit the back wall of the court. Failure to hit a ball or the pallino will result in removal of the ball from the court. If the ball hits the backboard illegally and then strikes a stationary ball, the ball is removed from the court and the stationary ball is placed in its approximate original positions.
- All "hit" shots must be declared prior to the shot. The hitting foul line is the "Red" line, 10' from the back wall.
- Pointing: the act of shooting at a target either by releasing the ball at ground level, slightly lofting the ball or rolling the ball in a forceful manner. The pointing foul line is the "Green" line, 6' from the back wall.

### **Court etiquette**

- Unless agreed upon by both teams, players are not allowed to repair the course during a game.
- Players are responsible for returning balls to the end of the court following the frame. We ask that players attempt to avoid walking on the playing surface whenever possible.
- In order to protect the playing surface and minimize maintenance: following a frame, balls should be picked up and carried to the end of the court. Kicking, rolling & throwing balls are not permitted.
- Only one team member can cross the centerline to measure balls. Other players need to remain at their respective end of the court.
- When announcing which ball is closest please use the following example: "Green is IN – Red throws".
- Please measure from the edge of the pallino to the edge of the ball, not the center of the ball.
- Team mates at the same end of the court may "coach" or suggest where to throw, but must not cross the white, center line\*.
- Team mates at the opposite end of the court may "coach" or suggest where to throw, but must not disturb the playing surface or cross the white, center line\*.
- \* *Only the team captain may cross the white, center line.*

### **Conferences and delays**

- Repeated "conferences" during a frame causing delays in the game are discouraged. If delays continue, the offended team captain should notify an official.
- If an official issues a one-minute warning and delays continue, one of the offending team's unplayed balls will be removed from the court.

#### **Game Notes**

- Consecutive or alternating throws by teammates shall be at the option of the players.
- Any time a player is in action, opposing players should be off the court or far behind the player if courts don't have adequate space.
- If a player plays the wrong color ball, simply replace it with the correct color when it comes to rest. Play continues.
- If a player commits a foot foul while in the act of shooting or pointing a warning is issued for the first offense. Should the same player foul again, the thrown ball is removed from play and all struck balls returned to their approximate original positions.
- If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team has two (2) options. Leave all balls as they rest, or remove the illegally thrown ball from play and return all other ball/s to previous position/s.
- If a teams' legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player or official before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is moved such that the approximate original position cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
- If a teams' legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, the ball is removed from play.

#### **Changes to Murphysboro Bocce Club Rules**

Changes to the Murphysboro Bocce Club Rules, as presented in this document, can only be made with the approval of five (5) members of the Murphysboro Bocce Club Board of Directors or a majority approval of all club members.

Rule changes from previous issue are noted in red.