

RCSSC BOCCE RULEBOOK

These rules were last updated on January 2, 2019.

RULE 1: TEAMS AND PLAYERS

Section 1. Team Formation

1. **Leagues Offered.** There is one BOCCE league: SUPER SOCIAL.
 - Super Social is designed for teams and individuals who love to socialize and have LIMITED athletic skills.
2. **Season.** Spring & Fall Tuesdays and/or Wednesdays.
3. **Number of Players.** All teams must have at least six players, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver to participate.
4. **Adding Players.** Teams can add players at any time until the final tee shirt order date. From the order date through the third week of play, a team must drop a player before it may add a player. The dropped player must give his or her tee shirt to the added player. After the third week of play, team rosters are frozen. See the Commissioner for additional roster forms.

Section 2. Player Restrictions

1. **Age.** Team members must be 21 years old by the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **Team Membership.** Players may only play for one Bocce team.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

Section 3. Uniforms

1. **Tee Shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the official RCSSC tee shirt for each game.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

RULE 2: FORFEITS AND SCHEDULING

1. **Minimum Players.** A team may play short the entire match. If a team has fewer than three (3) bowlers show up for a match AND does not have at least one female during the match, it will be given a loss and a \$50 forfeit fine will be assessed.

2. **Avoiding Forfeit.** If the forfeiting team contacts the RCSSC no later than 24 hours before the game, no forfeit fine will be assessed, since it will allow time for the opposing coach to notify his or her team of the impending forfeit. E-mail the forfeit notice to riverscityssc@aol.com.
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** The \$50 forfeit deposit will be used for one game. Any additional forfeit fines must be paid before the next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have two points subtracted from their win total. After the second week, the fine will double.
6. **Ejection.** After three weeks of nonpayment, the Commissioner may eject the team from the league.
7. **Inclement Weather Policy.** In case of inclement weather, check the RCSSC weather hotline (804) 749-3134 and your e-mail for updates. If you do not receive a cancellation e-mail and there is no cancellation message on the RCSSC voicemail, all games are on.
8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.
9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

RULE 3: MATCH PLAY

Section 1. Facilities and Equipment

1. **Facility.** All games will be played at Hardywood West Creek.
2. **Equipment.** The RCSSC will provide all required equipment.
3. **Court.** Standard court sizes are 60' by 12'. With 2- 4' lines & 2- 10' lines, one at each end measured from back edge of court. There is also a Mid line which is 30' from each end.
4. **Referees.** One RCSSC official will oversee all matches. The league is self-refereed. In case of any disputes, ties, or errors, the Ref will help resolve the issue(s) and makes all final decisions.
5. **Bocce Matches.** The object of the game is to roll your bocce balls closer to the pallino (**jack**) ball than your opponent. Unlimited frames/games can be played during the 50 minute time limit.
6. **Playing Short.** A team must have at least three (3) bowlers present to start a game, one of whom must be female.

Section 2. Clock

1. **Match Time.** There is a 50-minute time limit.
2. **Game Clock.** There is no time limit.

Section 3. Play of Game

1. Start of Play.

- Each game consists of several frames with four (4) bowlers per team.
- Teams will each have four (4) balls, one (1) for each player.
- The FIRST frame starts with the HOME team tossing the jack towards the opposite end of the court.
- The jack must be thrown past the center line and not further than the four foot line. If the jack lands out of the designated area, the opposing team will throw the jack into the playing area.
- Once the jack is set, the first team throws their bocce ball.

2. Frame(s).

- Balls are tossed or rolled underhand ONLY.
- Teams take turns bowling their ball towards the jack.
 1. to get their ball closest to the jack
 2. to move the opponent's ball
 3. to the jack closer to their ball
 - however, if the Jack goes out of play than the Frame will restart and the team who originally threw the Jack will throw it again.
- The frame is complete after the balls have been thrown and points awarded.
- The winning team begins the next frame.
- Frames are played alternately from one end of the court to the other.
- NO person can bowl 2 or more times for their team in a row.

3. Substitutions.

Substitutions may be made only between games and/or if there is an injury.

- At least one female bowler MUST BE in each game per team at all times.

4. Timeouts.

There are no timeouts.

5. Scoring.

- First team to 12 points wins that game.
- In each frame, only one team scores.
- One point is given for each bocce ball that is closer to the jack than the opposing team's bocce balls.
- Max score per frame is 4.

6. Points.

Each match has unlimited games. The team with the most wins receives three points. If the final game determines the winner of the match and it's not completed, the team who has the most points in that game at stoppage time, will then win that game and the match. There can be ties as well. 1 pt rewarded to each team.

7. Scorekeeping.

The RCSSC will provide the scoring device.

Section 4. Team Lineup and Rotation of Players

1. **Game Lineup.** A team will have at least 4 Bowlers per game. You may have more than 4 play during 1 game.
2. **Throwing Order.** There is no set "line up" order, however there must be at least one female bowler per frame. No bowler can roll more than one time in a row per team throw.
3. **Subsequent Games.** Players may rotate in at anytime.

Section 5. Safety

1. Note: It is recommended that players stay outside for the playing area when balls are being tossed.

RULE 4: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after games. The league's focus is on being social, not winning or losing.
2. **Rules.** Players are expected to know the rules and abide by them.
3. **Unsportsmanlike Conduct.** Any RCSSC member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her teammates and other teams will be removed from the league. RCSSC staff will keep a record of all players and/or teams who engage in unsportsmanlike conduct.
4. **Types of Illegal Conduct.** Unsportsmanlike conduct includes, but is not limited to, the following:
 - arguing with officials or other players and
 - using abusive or insulting language toward any other player or referee.
5. **Player Penalties.** Ejected players cannot play in the following week's game. Players who engage in two offenses will be suspended from the league and cannot participate in any RCSSC sports for one year.
6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.
7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from the RCSSC.

RULE 5: TEAM STANDINGS

1. **Points Awarded.** Points will be awarded to teams as follows:
 - Win: 3 points
 - Tie: 1 point
 - Loss: 0 points
2. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regular game days.

REMINDERS

- RCSSC officials will have the final say on game rules.
- NO glass containers.
- Please police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.

PLEASE SUPPORT OUR SPONSOR BARS!

