

1644 Oak Street • Solvang, California 93463 • Telephone (805) 688-7529
Always exhibit sportsmanship and honesty. And have some fun.

I. GENERAL INFORMATION

1. The following rules shall govern all teams and leagues under the jurisdiction of the Solvang Parks and Recreation Department. With the exception of local guidelines, all rules will be administered in accordance with the Official Bocce Standard Association.
2. The City of Solvang and the Alisal River Course will not assume any responsibility for personal injury or property damages to persons participating in this adult sport activity. The participant recognizes there is a risk of injury by participating in this program.
3. The City Parks and Recreation Staff shall serve as League Director and has final authority to make decisions pertaining to all league rules and regulations. The Solvang Parks and Recreation Department shall determine the number, variety, and type of leagues.
4. The team manager(s) has full responsibility for assuming all financial obligations to the city regardless of cause. No refunds are made after teams have been placed into leagues unless a replacement team can be found.
5. Each team will check out a bocce ball set for a deposit of \$40.00. If balls are returned at the end of the season in like condition upon which they were received, the deposit in full will be returned. If balls are not returned or there is considerable damage, all or some of the original deposit may be withheld.

II. PRE-GAME/GAME RULES

A. START OF MATCH

1. A coin toss will determine the winner. The winner of the coin toss will have the option of throwing the pallino and choosing a side OR selecting the color balls.
2. The home team will supply the balls, measuring device and keep the official time. The visiting team will supply back-up balls and measuring device. Managers must agree on measuring device.
3. A player may toss the pallino any distance as long as it passes the centerline of the court, does not hit the backboard, stops more than twelve inches from a sideboard and the backboard.
4. If the pallino toss does not meet the conditions on the first toss, it must be rolled again. If the second toss does not meet the conditions of the first toss the opposing team shall roll the pallino. The player who originally rolled the pallino will play the first bocce ball of the frame. However, if during play, a bocce ball strikes the pallino and knocks it to less than twelve inches from the sideboard; it is a legal pallino position. If the opposing team also fails to properly place the pallino on its first roll, it shall be placed in the center of the court's width on the center line. The team that originally rolled the pallino will play the first bocce ball of the frame.

B. PLAYING THE GAME

The player, who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, without hitting the pallino first, it is removed from play and that team must then throw another ball. The team that originally tossed the pallino must continue until they have a ball in play or have thrown all their balls.

The opposing team then rolls it until it has either gotten one of its bocce balls legally on the court and closest to the pallino or has thrown all of its balls without scoring. The team whose bocce ball(s) are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the inside ball. This continues until both teams have thrown all their bocce balls.

Consecutive or alternating throws by teammates shall be at the option of the players.

The team who scored the last throws the pallino to begin the next frame. Also, the team winning a game will toss the pallino to start the next game.

C. SUBSTITUTING PLAYERS

The team manager may substitute players during a game but only at the end of a frame. Players may not be substituted or enter into play once the frame has started. A player cannot roll in back-to-back frames.

D. ORDER OF PLAY WITHIN A TEAM

Teams may elect to play their balls alternately. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame, i.e., each partner will roll two balls.

E. DISQUALIFIED BALLS

Should a player's bocce ball make contact with the backboard, the bocce ball is considered a dead ball and is removed from play unless it first hits another ball or the pallino in which case it is in play. The bocce ball that hits the backboard without hitting another ball or the pallino first, is to be removed as soon as contact with the backboard is made. Should a bocce ball hit the backboard without hitting another ball or the pallino, and then roll back in the court and make contact with other bocce balls, the other bocce balls shall be returned to their original position (as agreed by the team managers) and the thrown ball shall be removed from play. If a player throws a third ball during a game the ball is considered dead and removed from play. The other bocce balls shall be returned to their original position (as agreed by the team managers) and the thrown ball shall be removed from play.

F. PALLINO OUT OF PLAY

During play, if the pallino is knocked into the backboard or sideboard it remains in play. If the pallino is knocked off the court, play ends and the frame is started over. The pallino will be put into play by the original team which started the play in the "dead" frame, and a new frame is started.

G. WRONG COLOR DELIVERY

Should a player throw the wrong-colored ball, it shall be replaced with the right colored ball and play shall continue.

H. REMAINING BALLS AFTER TEAM WINS GAME

If a team has won a game and has one or more balls left to throw, the game is considered over, and the remaining balls do not need to be played.

I. FOOT FOULS/FAULTS

Rollers must not step over the foul line (indicated on the interior curb wall of the court) when releasing the pallino or bocce ball. Rollers can step on the foul line but not over the foul line. A warning will be issued (manager to manager at time of violation) first and thereafter any ball thrown by that individual who steps over the foul line will result in their ball pulled from the frame. Any balls (pallino or bocce) moved by the fouled thrown ball must be placed as near as possible to their original position (as agreed by the team managers).

J. ACCIDENTAL BALL MOVEMENT/OUT OF ORDER THROW

Should any bocce balls or pallino be accidentally moved during the course of play by mistake they should be relocated to their original position(s) by agreement of the team managers and no penalty points will be assessed. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play. The ball is immediately removed from play until that frame has been completed. The violation must be called, and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame. Any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

K. SHOOTING/VOLOING

Shooting, also known as voloing is lofting the ball HIGH in an arcing form (above the thrower's knee/upper leg) into the air beyond the center of the court and **is not allowed**. **A tossed ball must be released at or below knee height. Think Bowling for the proper release of Bocce balls onto the court.**

L. DISPUTES

During play, the teams playing will referee their own game. Team Manager(s) shall decide any dispute. Upon his/her decision, the game shall continue. Above all, objectivity, fairness, and civility shall be the goal and utmost priority in resolving any dispute. If a dispute is raised, it must be handled and resolved before the next play resumes. If the dispute is raised about a play prior to the frame, you are rolling on, the dispute is null/void. All disputes must be handled at the time of the alleged infraction.

M. SCORING

Only the "inside" ball(s) (closest to the Pallino) team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. When, at the end of a frame, the two (2) closest balls to the pallino (i.e., equal distance from the pallino after all proper measurements have been made) are from opposing teams, no points are scored and the frame is scored 0 for both teams. Games are played until a team reaches a score of 8. If the pallino and a bocce ball are touching each other (Baci) after all 8 bocce balls have been played the scoring team receives one extra point. However, the most points per frame allowed are 4. (If one team has four balls inside and one Baci it will be scored as four points.) Team Managers are responsible for keeping the score and for reporting the results of the match to the league director. The league will provide score sheets to each manager. Scores are to be recorded in each team scorebook. Each team manager shall sign opposing team's scoresheet at the conclusion of the match. Upon signature, scores are final. All team managers are to report scores to Solvang Parks and Recreation within 24 hours. Doing so will allow Parks and Recreation to keep up-to-date and accurate standings.

N. MEASUREMENTS

All measurements are made from the inside dimension of the bocce ball to a common reference point of the pallino. Only the captain, or designated representative from each team, may be present for measurements. The standard bocce measuring device is approved by the league director and provided to each team by Solvang Parks and Recreation. Laser devices are acceptable as long as both team managers agree on the method of measurement. The approved measuring device and a pallino should be brought by the opposing team to each match in the event that the home team has any equipment issues.

O. STARTING TIME AND PLAYERS FORFEITS

Matches begin at **5:30pm and 7:15pm**. A team that is not present within 15 minutes after the starting time (i.e., **5:45pm or 7:30pm**) forfeits 1 game. If not present by another 15 minutes after that the absent team forfeits both games and the match. The team that wins by forfeit shall be awarded a win for each game (2-0 "skunk"). Matches consist of three possible games. Winner is determined by winning 2 out of 3 games. Four players from each team play at one time. Two players at each end of the court as stated above. A minimum of four players per team is required to be present to start a match or game. While the game is in progress, only the player delivering a ball into play may be on the court before the ball is thrown. **Spectators are not allowed on the court at any time during regulation play.** Players may not play on more than one team.

P. TIED GAMES/ROLL OFFS

In the event that *both* 5:30pm games are at a tie (1 game to 1 game) at 7:00pm (per the home team timekeeper), each team will add up their total points for each game including the third (unfinished) game. Please note you must finish the frame you are currently in or do not start another frame after 7:00pm. The winner will be awarded to the team who has scored the most points in all of the games combined. At 6:45pm the team manager must be talking with the other court team manager if they see they are in the same situation to ensure they are getting ready to stop the game at 7:00pm so both courts are treated fairly and start adding points. If there is a tie in the points won, the roll-off rule will apply. See roll off rule below:

Q. ROLL OFFS:

A one frame roll off is as follows: each team selects two rollers. The color of the balls and the order in which you roll will be the same as it was just prior to sudden death. The frame is then rolled normally. The team that wins the frame is the winner of game 3.

R. PLAYOFFS

1. Based on time, the amount of teams in each league and budget, the Recreation Coordinator will determine the amount of teams to make playoff games.
2. Players must play in at least four (4) league games in order to be eligible to play in playoff games.
3. Playoff Positioning may be determined through tie breakers. Tie breaker 1: Head to head competition. 2: Head to head game spread/total. 3: Head to head competition vs. playoff teams. 4: Head to head point spread/total with playoff teams. Ties are considered better than a loss.

S. SPORTSMANSHIP:

Solvang Parks and Recreation asks all players to exhibit good sportsmanship and honesty. No heckling, taunting or interrupting players while rolling.

T. PLAYER ELIGIBILITY/TEAM ROSTERS/LATE ADD

1. A roster of players is to include name, email address, phone number, and signatures of **ALL** players. The maximum number of players on a team roster is 12-14 players. **The completed team roster is due PRIOR to the start of the first game.** All players must sign before playing. Any changes to your roster must go through the league director and be finalized by week two (2) of league play.
2. A player must be twenty-one (21) years of age or older to participate.
3. Each Team Manager **ASSUMES THE RESPONSIBILITY** of assuring that each of his/her players is legally rostered. A player found to be "illegal" for whatever reason is subjecting his/her team to a forfeit, his/her Team Manager to a suspension, and himself/herself to a suspension.
4. A player whose name appears on one or more rosters will have to "legally" participate on the team he/she plays for first in league play. For Summer 2021 league only, Thursday and Friday leagues are separate, and players can play in both leagues. Please note there are differences in equipment and total points between leagues.

