



Welcome to 2024 Fall Bocce ball

The City of San Mateo's Community Services Department Recreational Bocce Ball League is organized to provide an enjoyable recreational experience in a competitive, but friendly environment. All games will have one Scorekeeper.

2024 Fall League

\$130/Team

2024 SEASON GUIDELINES & PROTOCOLS

PLAYER ELIGIBILITY

All players participating in league games must be on the roster and have signed the liability release.

The usage of ineligible players will result in the forfeit of any games in which that player participated. If a similar incident by the same team occurs again during the season, that team will be removed immediately from the league, and barred from further competition.

Players are not eligible if they have been:

- a high school student at any time during the season.
- less than 18 years old as of July 15, 2024.
- currently playing in a college or professional bocce ball program

*For roster verification, players must be prepared to show ID to the score keepers upon request.

ROSTER CHANGES/ADDITIONS/DELETIONS

Players may be added and/or deleted through the third game of the season. Player addition/deletion is through email communication with the Community Services Coordinator. The Community Services Coordinator must approve all additions in writing. No refunds will be given to players who are unable to play.

- All players must have and present identification at every game.

Roster Limits

Two (2) Minimum-Eight (8) Maximum

FREE AGENTS

The Community Services Coordinator maintains a list of "free agents" who are individuals that do not have a team but would like to participate in our leagues. It is our hope to have as many people participating as possible and we encourage any team with an available roster spot that would like to take on an extra player to contact us for more information.

EQUIPMENT

1. Game balls will be provided by the league. You will not be able to use your own bocce ball set.

2024 LEAGUE DETAILS

The league will be taking place on Tuesday evenings between the hours of 6-9pm at the Beresford Bocce Ball Courts. The first league game will begin on September 10, 2024.

PLAYOFFS

All leagues will include playoffs. The format of the playoffs will be determined by the number of teams registered. Teams will be notified of the format being used for their league at the managers meeting. In some formats, not all teams will make the playoffs.

MATCH PLAY:

1. If the ball of the starting team touches the backboard, that ball is out of play and is removed, and the starting team rolls again.
2. If the roll is good, that player steps aside (and that team does not roll again) until the opposing team gets one of its balls closer to the pallino or has rolled all its balls.
3. The team whose balls are closer to the pallino is 'inside' and the opposing team is 'outside'.
4. Whenever a team is inside, it steps aside and lets the outside team roll.
5. All players must remain off the court when a ball is being rolled.
6. The outside team rolls until its ball is closer to the pallino than the opposing ball. This continues until both teams have rolled all their balls.

Backboard Rules

1. If a ball strikes the backboard without touching another ball, it is out of play and removed.
2. If a ball hits the pallino and strikes the backboard without touching any other ball, that ball is out of play and removed. The pallino will remain in its current position.
3. If a ball touches any other ball prior to hitting the back wall it remains in play.
4. If a ball does not touch another ball and bounces off the backboard and then strikes and moves any other ball or strikes the backboard causing any ball resting against the backboard to move, those balls will remain in the current position. The thrown ball is out of play and removed. The Scorekeeper should try to remove the dead ball before it causes any damage to balls in play.
5. Throwing balls against the backboard with the intention of sacrificing your ball to move other balls in play or the pallino is unsportsmanlike conduct and is not allowed.
6. If the pallino is hit by a ball and bounces off the court or back past the center line (or knocked off the court), the pallino will be placed in its original position and play resumes. This is the only time the pallino is moved to its original position.
7. Players may use the sideboards at any time.
8. If the wrong color ball is rolled, it is replaced with the correct color ball.
9. If a ball is rolled out of turn, it shall remain in place at the sole discretion of the opposing manager. If the ball is returned, all balls that were moved are returned to their original place by the Scorekeeper and that ball is re-rolled.
10. No balls shall be moved until the score is decided by the Scorekeeper.

11. Players are not allowed to walk down the inside/outside of the active end of court past the fault line for any reason when it is/or is about to be their turn.
12. No player is allowed to step on the court if it is not their turn.

Scoring

1. Only the inside team scores.
2. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
3. If two or more balls are tied in distance to the pallino neither team scores.
4. The team that scored last rolls the pallino.
5. If balls are cleared before all balls are thrown:
 - a. If the team winning that frame did not get to throw their ball(s), assume that ball would've qualified and add another point to that frame's score.
 - b. If the team losing that frame did not get to throw their ball(s), the frame will be a scratch and no teams will be awarded points for that frame.
 - c. These rules only apply if the opposing team disrupts the frame.

Tie-Breaks

1. If teams are tied at the end of the game, there will be a 'roll off'.
2. One player from each team rolls one ball to determine the winner of the game. The team who scored the point(s) in the previous round rolls the pallino and then its ball.
3. The other team then rolls its ball. The team closest to the pallino scores the point and wins the game. Fault Line The fault line is the front of the boxed area.
4. Players should not step over the fault line before rolling the pallino or bocce ball. All players should be aware of the fault line.
5. Scorekeepers may not notice a player stepping over the fault line, therefore opposing teams may kindly remind players of the fault line.
6. A warning will be issued before a ball may be disqualified. Only if a player is severely abusing the fault line should any concern be voiced.

PLAYER CODE OF CONDUCT

1. Any player ejected from a game is automatically suspended for a minimum of one (1) additional game and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game.
2. No alcohol permitted anywhere in the Beresford Bocce Ball Court.
3. No player, manager, or coach shall at any time push, strike, or threaten to strike an official, scorekeeper, facility staff, opponent or spectator before, during or after any game. This will result in automatic expulsion from the league. If stronger action is warranted in the opinion of the Community Services Coordinator, such action will be taken.