

# PLEASANT HILL RECREATION & PARK DISTRICT

## BOCCÉ RULES & REGULATION

### INTRODUCTIONS

Welcome to Pleasant Hill Recreation & Park District's Adult Boccé League. This publication provides standard regulations for all Adult Boccé Leagues conducted by the District. The league also operates under the jurisdiction of the Sports Association of Northern California Recreation Agencies (S.A.N.C.R.A.).

All updates and changes in this publication are in **bold print** and boxed, as shown here.

### BASIC PHILOSOPHY

One of the goals of the Pleasant Hill Recreation & Park District is to provide recreational opportunities for people of all ages. The Adult Boccé League provides the community with an opportunity to participate in an organized sports activity. The leagues are set-up for competitive play but the overall goal is enjoyable participation for all. The District is not offering professional leagues. **The main emphasis of the league is the recreational elements including the fun, enjoyment, good sportsmanship, and friendships that are developed.**

### LEAGUE REGULATIONS

1. A team must have paid all fees and have a team roster on file before considered registered and entered in the league.
2. Team representatives may use courts for team practice so long as they use their own balls and follow the conditions listed below.
  - a. All teams must honor use permits by other users of District facilities.
  - b. Teams may **not** practice on **any** court after it has been prepared for games.
  - c. Teams may not use any court when it is raining or the court is wet.
3. The League Director has the option of moving players or teams to whatever league and date of play he deems is in the best interest of providing a balanced program.
4. The League Director may, because of conditions beyond his control, change or revise the league schedules.
5. After the first regular scheduled game, all teams forfeit the right to their entry fees unless the entire league is disbanded, whereby all teams will be refunded their entry fee minus all costs incurred by the league up to that point.

6. The Pleasant Hill Recreation & Park District reserves the right to establish rules and regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by the District staff as deemed necessary to ensure a smoother and consistent program in keeping with the standards and intent of adult leagues.

## TEAM AND PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, city he/she lives in, zip code, telephone number, driver license number and signature appear on the official team roster as filed with the Recreation & Park District.
  - a. Any player participating under an assumed name or false address will be considered an ineligible player and shall suffer suspension for the remainder of the season.

PENALTY: All games will be forfeited in which the ineligible player participated.
  - b. Players must be eighteen (18) years of age or older and out of high school. Graduating high school players are not eligible to participate in the Spring league. Participation in the Summer/Fall league is permitted.
2. Roster Additions and Withdrawals:
  - a. All players added or withdrawn must be done on Pleasant Hill Recreation & Park District's "Add/Withdrawal Form." Got to [www.pleasanthillrec.com/290](http://www.pleasanthillrec.com/290)
  - b. Players may be added or withdrawn up till **5:00 p.m.** on game day at the Administration Office. The office is closed weekends and holidays.
  - c. Teams may carry a maximum of **sixteen (16)** players on their roster.
  - d. No roster additions or withdrawals may be made after a team has played their third (3<sup>rd</sup>) league match of the regular season.
3. A player may only play in one (1) league and on one (1) team during any season in the Pleasant Hill Recreation & Park District's Adult Boccé League.
4. The League Director maintains the prerogative to disqualify any player or team, at any time, if it is in the best interest of the league.

## PROTESTS

1. Only a regularly scheduled game may be protested. Only protests based solely upon misinterpretation of the rules may be filed.
2. A protest will be considered only if the opposing team representative is notified at the time of the dispute (before the next ball is rolled), the protest is marked on the score sheet with the score at that point, and the game is officially recognized as being played under protest.
3. All protests must be submitted in writing to the Pleasant Hill Recreation & Park District, 147 Gregory Lane, Pleasant Hill, CA 94523, Attn: Boccé Protest. All

protests must be submitted with a \$20.00 protest fee **within 48 hours** of the disputed game. The fee will be returned if the protest is found valid.

4. The protest should contain the following information:
  - a. Date, time and place of game.
  - b. Name of both teams and their team representatives.
  - c. The rule and section of the Official Rule under which the protest is being made.
  - d. The decision and conditions surrounding the making of the decision.
  - e. All essential facts involved in the matter protested.
5. A \$20.00 fee (per player) will be required if a team requests the league to investigate an ineligible player. If the player is found to be ineligible, the fee will be returned.

**NOTE: All players should carry a drivers license or have it close by, e.g. in their car. Players must be prepared to show it to the opposing Team Representative at all times. If it is out in the car, it must be shown to the Team Representative immediately after the game. After verifying the photograph, the opposing Team Representative will write the drivers license number, name and address on the scorecard. After both team representatives verify what was written down, both will sign their names next to the information.**

6. In all cases, the ruling of the Pleasant Hill Recreation & Park District will be final.

## **EQUIPMENT**

The league will provide (through the entry fees) game balls, lights, rule packets, standings and results, and other such equipment or materials as required for the efficient conduct of the league. **Teams are solely responsible for maintenance of the courts.**

## **SCHEDULE CHANGES**

1. **TEAMS PLAYING IN MORE THAN ONE CITY:**  
Pleasant Hill Recreation & Park District's schedules will not be adjusted to avoid conflicts with other leagues. Teams who enter more than one league do so at their own risk.
2. Games which have to be made up due to weather, power failure, or other circumstances, will be rescheduled following the end of league play or on the earliest possible day arranged by the League Director. Make-up games will be played in the order of postponement and may be played on a different weeknight or weekend day than the league regularly plays. If the games cannot be played, the win-loss records will be computed on the games actually played.
3. In the event the league schedule cannot be completed within three (3) weeks of scheduled completion date, the League Director may declare the league completed. The league standings will be based on the team's records at the time of the declaration. Each team will be refunded their share of entry fee money for games not played.

## **FINAL LEAGUE STANDINGS**

League champions will be the teams that complete the schedule with the best win–loss–tie record (**with 1 point for a win, 0 points for a loss and -1 point for a forfeit loss**) of all the games played during the regulation season. If teams are tied with identical point totals after completing the league schedule, the higher final standing will be awarded to the team:

- a. With fewer forfeits. (If a winner is not determined, all tied teams move to step b)
- b. With the best record in head-to-head competition. (If a winner is not determined, all tied teams move to step c)
- c. With the best divisional record. (If a winner is not determined, all tied teams move to step d)
- d. With the best record against common opponents finishing above the tied teams. (If a winner is not determined, all tied teams move to step e)
- e. With the best record against all common opponents. (If a winner is not determined, all tied teams move to step f)
- f. With the highest point differential in head to head competition. (If a winner is not determined, all tied teams move to step g)
- g. With the highest point differential against divisional opponents. (If a winner is not determined, all tied teams move to step h)
- h. With the highest point differential against all common opponents. (If a winner is not determined, all tied teams move to step i)
- i. By draw.

NOTE: The point differential is calculated by subtracting points given up from points scored.

## PLAY-OFFS

Play-offs will be single elimination; number of teams eligible will be determined by the size of each league. Championship games may be scheduled on a different night than the league normally plays. ***Both teams will prep the court for all playoff matches.***

1. A player must play in at least two (2) league matches to be eligible for the play-offs.
2. **Check our sports website [www.pleasanthillrec.com/290](http://www.pleasanthillrec.com/290)**, after 6:00 p.m., two working days after your league's last game to receive play-off information. Pleasant Hill Recreation will **NOT** contact you.

## SPECIAL INFORMATION

1. The team representative shall be the official representative of the team unless he designates one of the players as a team captain prior to the game.
2. The team representative will be responsible to see that all their players know and abide by the rules and regulations as stated in this book and the Team and Player Code of Conduct.

3. The home team is listed second on the schedule.
4. ANY PLAYER DISMISSED FROM A GAME IS SUSPENDED FROM PLAY FOR A MINIMUM OF THE NEXT TWO LEAGUE GAMES.
5. ANY PLAYER DISMISSED FROM TWO GAMES IS SUSPENDED FROM PLAY FOR THE REMAINDER OF THE SEASON.
6. **All dismissed players must leave the court and park immediately and are required to stay away from courts and park until the suspensions are lifted.**
7. Once a player is suspended, that player is suspended from all games on all teams (including other District leagues) until suspension is lifted.
8. Rest rooms are available at Rodgers-Smith and Pleasant Hill Parks.
9. Please pick-up your litter to help keep league fees down.

10. **HOME TEAMS ARE RESPONSIBLE FOR PREPARING THE COURTS FOR THEIR GAMES. Prep time begins at 5:00 pm.**

11. **To help keep the noise level down at Rodgers-Smith and Pleasant Hill Parks, we are requesting all teams to reduce unnecessary noise. Although cheering for your team is an important part of the game, consideration must be shown for neighboring residents.**

## **PLAYER CONDUCT**

There is no place in athletic sports for the unethical player. Unsportsmanlike conduct is contrary to the basic principles of athletic sports. The "Player Code of Conduct" was established for the protection of the participants, survival of the sport and continuation of the league. Violation of the "Player Code of Conduct" will not be condoned.

## **S.A.N.C.R.A. – TEAM AND PLAYER CODE OF CONDUCT**

The following "Team and Player Code of Conduct" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike or threaten any District employee. Employees are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

**MINIMUM PENALTY:** Suspension from two league games and placed on probation for remainder of season.

**MAXIMUM PENALTY:** Suspension for life and/or assault charges filed.

2. **NO PLAYER SHALL:** Refuse to abide by a decision. Team Representatives are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for the remainder of season.

3. NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at a decision.

MINIMUM PENALTY: Warning by the Team Representatives.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

4. NO PLAYER SHALL: Discuss with a District employee in any manner the decision reached by such employee except the manager or captain.

MINIMUM PENALTY: Warning by the District employee.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

5. NO PLAYER SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Team Representatives are required to immediately suspend player from further play and report such player to league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

6. NO PLAYER SHALL: Be guilty of physical attack as an aggressor upon any player, employee or spectator. Team Representatives are required to immediately suspend player from further play and report such player to the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

7. NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, employee or spectator. Team Representatives are required to immediately suspend player from further play and report such player to the league supervisor. Player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

8. NO PLAYER SHALL: Appear upon the court at any time in an intoxicated condition. Team Representatives are required to immediately suspend player from play and report name to the league supervisor for further consideration.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

9. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any spectator, player or opponent. Team Representatives are required to report violation of this rule to the league supervisor.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. NO PLAYER SHALL: ***Smoke while coming off, going on the area of play, while on the area of play or on the court.***

MINIMUM PENALTY: Warning by the Team Representatives.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

11. THE TEAM IS: Responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any District employees, they place the team in jeopardy of forfeiting the game.

MINIMUM PENALTY: Warning by the Team Representatives.

MAXIMUM PENALTY: Forfeiture of the game.

12. NO PLAYER OR TEAM SHALL: Be guilty of REPEATEDLY violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct is, although not flagrant, undesirable to the standards of the adult sports program.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of season, plus one full year.

13. NO TEAM SHALL: Be guilty of breaking the rules in the "Team and Player Code of Conduct." In any situation where the rules are broken and individual offenders cannot be determined (i.e., a major fight), then the league supervisor can take disciplinary action against the teams as a whole.

14. The team and team representative are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him by District representatives, places his team and team representative in jeopardy of losing the game by forfeiture and suspensions.

## RULES

The game of "Open" Boccé is played with eight large balls and one small target ball called the "pallino." The object of the game is to roll the boccé ball closest to the pallino. There are two balls per person, and four players make up a playing team. Two players from each team are permanently stationed at each end of the court for the game. Game consists of 12 Points, but you must win by two points. The best of three

games shall constitute a match. League standings will be compiled from all three games played during the match. Only the composition balls provided by the league are permitted.

1. **START OF THE MATCH:** The match will begin with a toss of the coin. The team winning the toss will choose either the first toss of the pallino or the color of the balls. Additionally, they will choose which balls will be used. A player may toss the pallino any distance so long as the pallino passes the center line of the court. If a player fails to toss the pallino past the center line after two attempts, the opposing team will have two chances to toss the pallino and put it in play.
2. **PLAYING THE GAME:** The player who originally tosses the pallino, whether successfully or not, throws the first boccé ball. If the boccé ball hits the back board, that team must roll again. Otherwise, he/she steps aside, and his team does not roll again until the opposing team has either gotten one of its boccé balls closer to the pallino or has thrown all of its balls (**see rule #10**). The team whose boccé balls 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 opposing ball. This continues until both teams have used all their boccé balls. The team who scored last, throws the pallino to begin the next frame.

When a team wins a game, players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.

3. **DEAD BALLS:** Should a player's boccé ball make contact with the back board, the boccé ball is considered a dead ball and is removed from the play until the end of the frame.
4. **PALLINO:** Once the pallino has been tossed past the center line, it is in play even if it hits the back board. However, if the pallino is knocked out of the court or it is knocked in front of the center line, it will be placed in the middle of the foul line at the playing half of the court.
5. **FOUL LINE:** Player's movements are limited to the foul line. Players may not step on or over the foul line before releasing the pallino or the boccé balls. If a ball is carried past the foul line, the throwing of that ball will be forfeited for that frame.
6. **SHOOTING:** Shooting is lofting the ball in the air beyond the center of the court. Shooting is not allowed.
7. **DISPUTES:** The teams playing will officiate their own game. Any dispute which cannot be resolved by the team representatives shall be decided by an outside independent judge. Upon their decision, the game shall continue.
8. **SCORING:** Only the "inside" team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. If both teams' closest ball is tied (same distance from the pallino) after all balls have been played: no point will be awarded, balls will be rolled from the opposite end, and the team that threw first (prior to the tie) will throw the pallino again. Team representatives of each team are responsible for keeping the score sheet and for reporting the results of the match (by submitting the score sheet to a designated location).

9. **MEASUREMENTS:** All measurements are made from the inside dimension of the boccé ball to the top middle of the pallino. Only an outside official (**if needed**) and one representative (**who is currently playing**) from each of the opposing teams may be present during measurements.
10. **Ties:** After the pallino and first ball is rolled, each additional ball must beat the ball that is closest to the pallino. If there is a tie, the first ball that is closest to the pallino is "in." Thus, being the scoring point, so long as no future balls are thrown or moved closer to the pallino. If other balls are moved during a toss and now two different balls are tied, the team that was "in" prior to the throw is still "in" and the team which threw would throw again.

## **STARTING TIME & PLAYERS**

1. Both teams begin to prepare courts no later than **6:00 pm**.
2. Matches begin at 6:30 pm M-S league. Friday Only league starts **6:15 pm & 8:15 pm**.
3. Matches consist of three games, except during play-offs.
  - a. During play-offs, teams will use match play. The first team to win two games wins the match.
4. A team not showing at 6:30 pm forfeits game #1.  
A team not showing at 6:45 pm forfeits game #2.  
A team not showing at 6:55 pm forfeits game #3.
  - a. A player arriving at the court after the pallino is thrown, may not enter the game until after the current frame is played.
  - b. Each team is allowed a maximum of one substitute per game. Substitution can be made at any point during the game.
  - c. The opposing Team Representative may waive starting time forfeits.
5. Four players from each team play at one time.
6. If a team fields less than 2 players, the game is considered a forfeit. A 2 or 3 member team may play with each player throwing only two balls.
7. No player may play two consecutive games from the same end of the court.
8. Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
9. Only the player throwing their boccé ball may be on the court when a ball is in play. All players must clear the court when a ball is being thrown. When all balls come to a stop, **ONLY** teammates who are currently playing may enter the court to help with judging which team is in. If any balls are accidentally moved, they will be returned to their original spot with no penalty. If a player and team are known to accidentally move balls on a regular basis, they will be reported to the league supervisor and will be required to stay out of the court. Spectators and teammates not currently playing are NOT allowed on the courts at anytime.

10. All trash, pop tops, cigarette butts, etc. are to be discarded in appropriate containers.
11. All balls are to be kept on the court or just behind the court, if out of play, at all times.
12. Teams will never be scheduled to play more than one match at any given time. Additionally, teams may not schedule two make-up matches at the same time.

**HOME TEAMS ARE RESPONSIBLE FOR PREPARING THE COURTS**

## **BOCCÉ COURT PREPARATION & MAINTENANCE**

1. **Daily Pre-Game Court Maintenance:**
  - a. Clean out debris in corners.
  - b. Rake with flat side of rake to smooth out high spots & fill in low areas.
  - c. Drag court with rug-board.
  - d. Sprinkle some oyster shells in bare areas.
  - e. Water court with spray nozzle, until tan clay come to the surface.
  - f. Let dry until just damp & nothing sticks to your hand.
  - g. Drag court with rug-board again.
  - h. Roll court—use ramp to get roller in and out of the court.

- Notes -

## Friday Night Game Time Limits

1. Matches consist of three (3) games, or a total time limit of one (2) hours.
2. After one (2) hours the match ends (including the current game being played) at the conclusion of its current frame, and whichever team is ahead at that time wins the last game.
3. No game shall end in a tie. In the event that a game is tied, there will be a "roll off" between the two teams. The teams will have a coin flip to determine who will roll the pallino. The team that wins the coin flip will then decide if they want to roll the pallino and go first or if they would like the other team to do so. Each team will have one ball throw (ball may be thrown by any player that the team designates as their representative). The ball that is closest to the pallino wins a point and the game. If for some reason, both balls that are thrown are 'dead balls' the roll off will begin again with the same player from each team. If there is a second "roll off" the person who did not roll the pallino the first time, will roll the second time. Score will be recorded as it is after the "roll off" has concluded.
4. In the event that time runs out before the third game has begun play, the game will go down as a tie and each team will be awarded .5 point.
5. For the second game (7:45-9:45pm) must be completed promptly at 9:50 pm.

### RESCHEDULING MATCHES

If a team cannot play a scheduled game, it is up to that team to coordinate with their opposing team for a make-up game. Once make-up date is decided, call or email the league director at the District office for court availability and confirmation: (925) 682-0896.

If said game is not played, the team who was rescheduling takes a forfeit of 3 games (1 match) or -3 points.

***Please know the overall goal of the Adult Boccé League is enjoyable participation for all. We have received some concerns, with the limited amount of space around the playing areas, and we are asking everyone to abide by the following rules:***

- ***Keep pets on leash and outside the playing areas.***
- ***Store extra equipment/possessions/strollers outside the playing areas.***

***Children are allowed at the picnic tables, but are not allowed***

***to ride their bikes, scooters, play ball or run inside the fenced court area.***

***Overall, please be respectful to your fellow players. Thank you, your cooperation is appreciated.***

**PLEASE USE OUR NEW SPORTS WEBSITE:**

**[www.pleasanthillrec.com/290](http://www.pleasanthillrec.com/290)**

**WHEN CHECKING ABOUT RAINOUTS OR PLAY-OFF INFORMATION.**