

# **SWFBL Women's Division**

## **League Rules**

**October 26, 2015 update**

Players must be a resident of the Southwest Florida Bocce League community that they play in.

### **Start of the Match:**

The match shall begin with the flip of a coin by the official between the captains from each team. The winner of the coin toss has the first toss of the pallino and the choice of the color of the balls.

A player may toss the pallino any distance as long as it passes the center line of the court and does not hit the back wall. If a player fails to toss the pallino beyond the center line or the pallino hits the back wall, the opposing team then throws the pallino. If the opposing team also fails to put the pallino in play, the official places the pallino in the center of the foul line. When the pallino has been properly put in play, the team player that tossed the pallino first will throw the first bocce ball.

### **Playing the Game:**

If any bocce ball hits the backboard, without hitting the pallino or another bocce ball, that ball is considered dead and the ball is taken out of play. If this is the initial throw of the frame, that team continues to throw until the initial point is established. If the ball rebounds off of the backboard and hits another ball or the pallino, the official returns all balls hit to their approximate original positions. That team keeps on throwing until its bocce ball is closer to the pallino or all their balls have been thrown. The team whose bocce ball is closer 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 outside team throws until it beats (not ties) the opposing team's ball. This continues until both teams have used all of their bocce balls (a total of 8--4 from each team)- The team that scores last throws the pallino to begin the next frame, Team members may alternate or throw two consecutive balls. No team member may throw more than two balls in each frame.

Consecutive or alternating throws by teammates shall be the option of the players. If a player rolls out of turn or rolls more than two balls, the other team may leave all balls as they are or have the official remove the illegal ball from play and return all balls to their approximate position (Rule of Advantage).

The pallino remains in play unless it is knocked out of the court or knocked in front of the center line, then the frame ends and play resumes from the opposite end with the same team tossing the pallino. No points are awarded for the entire frame.

if the wrong color ball is rolled, the official will simply replace it in the same spot with the correct color ball. If a player, the official, or his/her assistant accidentally moves the pallino or any other ball the official will simply return them to their approximate previous position. The official and only the official will determine all ball locations and resulting points.

Players should never touch or move any ball or pallino until the official has indicated that the frame has ended.

A player may go down the court to view a ball position before shooting. The player should not delay the game any more than necessary.

Only a player may be on the court when shooting. All other players should stay off of the courts when another player is shooting.

Players must exchange ends of the court when the game is finished before starting the next game on the same court.

### **Shooting:**

To reduce damage to the courts, lofting the ball (releasing above the waist) is not allowed. Preferably, the ball should be released below the knee.

### **Foul Line:**

Players are not allowed to step over the foul line before releasing the pallino or ball. On the first offense a warning is issued. The second offense is a violation and results in the removal of her ball. The opposing captains at the same end of the court must notify the official of the violation. The official returns all balls hit to their approximate original positions. Players must have both feet in the court when playing.

### **Scoring:**

Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame, the closest ball of each team is equal distant from the pallino, the frame ends in a tie and no points are awarded to either team. Any measurement made will count as the official score for that frame. In the case of a tie, the game will resume from the opposite end of the court with the team that originally tossed the pallino to start the next frame tossing the pallino. The first team that scores 12 points wins the game. If a team forfeits, the forfeiting team receives zero points and the opposing team gets twelve points.

### **Measurements:**

Communities may use any type of measuring device it chooses. The pallino should be dimpled into the court surface before measuring.

Each team should have a captain-player at each end of the court and only she can call for a measurement (captains, please use common sense). Only captains, the official and an impartial assistant, if one is requested, are allowed on the courts to aid in such measurement.

### **Late Arrivals and Substitutions:**

A team not showing up within 15 minutes of the scheduled starting time forfeits the game.

A team missing one player at the start of the game may play; however, each player may only roll two balls and the team must rotate players so that each player delivers two (2) balls on an equal basis. A player arriving late may enter a game, but only after the completion of the frame. If only two (2) players are available the game is forfeited, but an attempt can be made to fill the team with bystanders from that community.

A team may make one substitution per game. Captains must notify the official of the substitution. Substitutions may only be made between frames.

### **Practice Time and Game Time:**

Practice time is 9:00 a.m. Games start at 9:30 a.m.

### **Responsibilities of the Host Community:**

The host community is responsible for the postponement of the games at his/her community due to inclement weather, and also for the rescheduling of the games. The host community will reschedule games within a reasonable time. All captains must be notified of the makeup date.

### **Conduct and Courtesy:**

Courtesy and respect shall be displayed at all time. Profanity and unsportsmanlike conduct are not permitted.

If there is a concern or issue the captain will go to the host and report the concern or issue and the host will follow up on the concern.

Captains are responsible to inform their spectators of courtesies such as seating, loud voices, no coaching. Spectators are welcome but seating for the players is priority over spectators.

Cell phones must be set on vibrate, players and spectators must step away from the courts when talking on the phone. Calls must not disrupt play.

Smoking is not permitted.