

## **Code of Conduct**

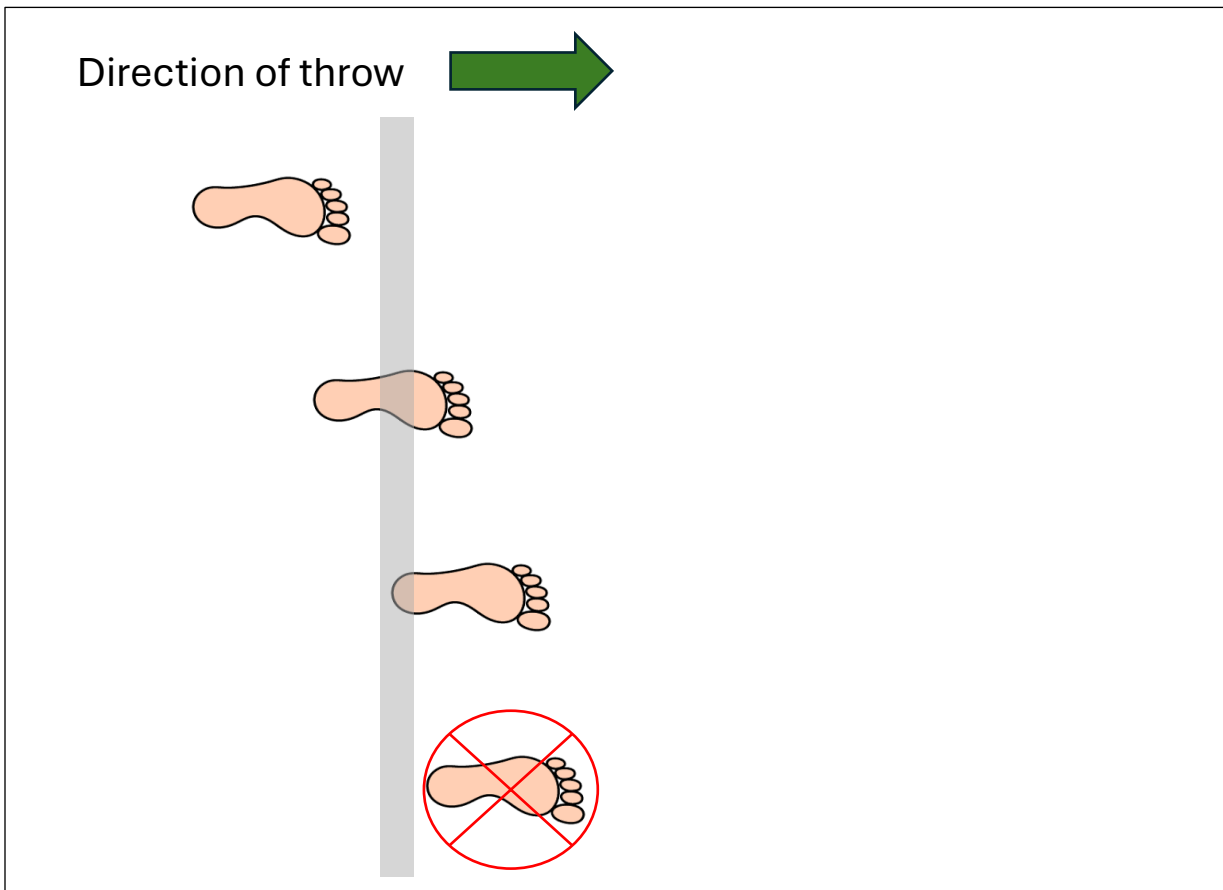
Participation in the Portland Bocce League Association is a privilege, not a right. Accordingly, the PBLA requires that all participants maintain the standards, traditions, and decorum on which our league was founded. We do not condone, and will not tolerate, any behavior that disrupts play or offends players, including the use of offensive and/or discriminatory language and/or gestures. This Code of Conduct applies to all league members, whether engaged as players or spectators. Violations of this Code of Conduct may result in the disqualification from league competition of individuals and/or teams.

## **Regulation Balls**

League players are permitted to play using their own sets of balls, provided that all balls used during league competition closely approximate the standards of balls measuring 107mm diameter and weighing 960 grams. Typical Open Rules competition balls measure 107 mm and weigh 920 grams. As such, PBLA's competition ball standard will be 107 millimeters (4.2 inches) diameter and a weight range of 900-960 grams (2 - 2.1 pounds). Players should note that "Sportcraft" or other similar sets weighing closer to 1,200 grams will not be permitted during league competition. The pallino will be 50 millimeters in diameter. (See equipment suggestions on our website.)

## **Court Rules**

Balls not yet thrown must remain in the court or on the court rails, visible to all players. A player may not remove them from the court while a frame is being played. If a player chooses to approach the center line during play, they may not carry the ball past the foul line. Players and actively playing captains may not internally or externally cross the court's centerline except for matters of personal convenience unrelated to the ongoing frame. Players at the non-playing side of the court are not allowed to stand on the court during play. Players on the non-playing side may step into the court to determine which ball has the point. When throwing, players may step on the foul line, but their heel cannot extend past the line before releasing the pallino or the ball. (See diagram)



## Teams

A team is composed of at least four players. Players cannot switch ends once the game has started. If a player is substituted, they are not allowed to return to the game. Teams can have a maximum of 12 individuals on their rosters. Rosters must be finalized before the team's third game is played. To play in a game, a player must be on the team's rosters. If a team plays with a non-roster player, the violation will result in an automatic forfeit. Players cannot be on more than one team's roster within the season. During a game two players from each team stand at each end of the court, with each player throwing two balls.

(Exception: See section "Late Arrivals and/or Playing Short-Handed")

## Starting Play

### Coin Toss

Matches begin with the flip of a coin between the team captains. The winner of the coin toss may opt to either set/toss the pallino or choose a ball color. The team that is setting the pallino throws the first team ball to start the first frame. The team choosing a ball color is not allowed to choose the other team's personally owned balls to use. If they don't have their own personally owned balls, they may only pick red or green league balls, or if no league balls are provided, they may use their opponent's secondary set.

### Tossing the Pallino

The coin toss determines which team sets/tosses the pallino to begin the game, followed by the first game ball. In all frames, the opening toss of the pallino will be deemed valid if the pallino passes the center line and does not touch the back wall at the opposite end. Should any part of the pallino come to rest upon or overhang the center line, then the toss of the pallino will be deemed invalid. If the toss is deemed invalid, the opposing team will roll the pallino, however, the team that originally tossed the pallino still throws the first game ball. If both players fail to execute a valid toss of the pallino, the pallino returns to the original team for an additional attempt. This alternating process continues until the pallino is set.

### Continuing Play

The team that originally tossed the pallino plays the first ball. Should that ball hit the back wall without touching the pallino, it will be removed from play and the team must roll again. Otherwise, that team does not roll again until the opposing team has either rolled one if its bocce balls closer to the pallino or has rolled all its balls. Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have rolled all their balls. At the conclusion of each frame — a single scoring opportunity — the game resumes at the opposite end of the court. The scoring team throws the pallino to begin the next frame.

Teammates can determine if they want players to roll consecutive or alternate throws. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. If a player rolls out of turn or plays more than their allotted number of balls, the Rule of Advantage applies, see Rule of Advantage below.

Excluding the setting of the pallino, any game ball that stops short of or comes to rest upon the center line will be considered in play.

## Scoring

Only one team scores in a frame. One point will be given for each ball that is closer to the pallino than the closest ball of the opposing team. If, at the end of a frame, the closest ball of each team is equidistant from the pallino, (mutually determined by captains) no points are awarded to either team, the game resumes from the opposite end of the court with the same team tossing the pallino. In the event the 2<sup>nd</sup> closest balls are equidistant, only 1<sup>st</sup> position ball scores a point.

**Scoring Scenarios**

**A** Closest Red and Blue are same distance from LWB — no points for this frame

**B** Red and Blue are same distance from LWB, but neither is Inside Ball — 1 point for Blue

**C**

1. Blue has 3 balls in scoring positions with one to throw.

2. Blue's last ball hits LWB, knocking it towards Red's balls

3. Red becomes Inside Ball — 2 points Red

**D**

1. **Game Start** Blue throws Pallino and Inside Ball

2. **Red Throws** Red throws all its balls, but none land inside the Inside Ball

3. **Blue Throws** Blue throws its remaining balls, aiming to land inside the closest Red ball — 3 points for Blue

**E**

1. **Game Start** Blue throws Pallino and Inside Ball

2. **Red Throws** Red throws new Inside Ball

3. **Blue Throws** Blue throws new Inside Ball. Back to Red...

## Measuring and Disputes

If the closest ball cannot be visually mutually agreed upon, team/s can elect to measure balls at any time. When measuring, at least one active player from each team on the receiving end should confirm the measurement. Players on court during measuring is limited to no more than 2 members of each team. Measurements should happen expeditiously in order not to stall the game. If teams do not agree on the measurement, the dispute will be resolved by a neutral observer.

## The Rule of Advantage

When an illegal play occurs or player error occurs on the court, the advantage is given to the non-offending team. At the discretion of the non-offending team, the advantage can be played by either:

1. Leaving all balls as they lie following the illegal play or error.
2. Returning all balls to their approximate original positions before being moved by the illegal play or error. The offending ball is removed before play resumes (or before scoring occurs, if at the end of a frame), and any potential point is forfeited.

Examples of illegal plays or player errors:

- A player rolls an extra ball or rolls out of turn.
- A ball or pallino is moved before the frame is finished.
- Shooting foul – crossing the foul line or shooting volo.

## Balls Hitting the Back Wall

A ball hitting the back wall is dead and must be removed from play, unless it first hits the pallino or another ball, in which case all balls are considered live. Players on the non-playing side should monitor the back wall. If both teams observe and agree that the ball hit the wall, the ball is considered dead and is removed. In obvious cases, the ball should be removed before it bounces back and strikes a stationary ball. If it is not removed before hitting a stationary ball, that stationary ball will be replaced to its approximate position. Once the pallino is in play, it remains live even if it hits the back wall during the game.

## Balls or Pallino Leaving the Court

If the pallino is knocked out of the court, or is propelled backwards to recross the center line, the frame ends and play resumes from the same end of the court with the same team tossing the pallino. Any other ball that leaves the court will be removed from play for the rest of the frame.

## Shooting Raffa vs Volo

Volo shooting (hitting the target ball or pallino without hitting the ground first) is banned on the courts of the Portland Bocce League. Raffa shooting (shooting at a target either by releasing the ball at ground level, slightly lofting the ball or rolling the ball in a forceful manner) is allowed but the ball must contact the court surface prior to crossing the center line. If violation of this rule occurs, the rule of advantage will apply.

## Movement/Touching of Balls Before Frame Ends

To avoid unintended ball touching, all non-throwing players should be out of the court. Players should never touch or move any ball until the frame has ended and opposing team members have agreed on which are the scoring balls for that frame. If any player moves any ball (including the pallino) prior to the end of a frame (for any reason), and the balls cannot be accurately relocated to their original positions, as determined by the non-offending team's Captain, all remaining non-thrown balls of the non-offending team are counted as points in addition to any balls on the court that were considered to be points when infraction occurred. Conversely, for the "ball touching" team (the offenders), all non-thrown balls of that team are to be void and the frame is over. Example, the red team has two balls that are currently scoring on the court. Both the red team and green team have two balls left. A green team member steps out and kicks the balls and scatters them all over the court and the red captain can't determine the balls' original location. The frame is over, and the red team gets two points for the scoring balls on the court plus 2 points for the un-thrown balls. This rule should be used as a last resort. In most cases, putting balls back

to their original location should be fairly easy, and a sign of good sportsmanship, if agreed, both captains should agree on placement.

## **Late Arrivals and/or Playing Short-Handed**

All matches will begin at the designated start time. Two players from each team will play on opposite ends of the court. If a team is short one player (only 3 players) the game can start at the designated time. The team with only 3 players will play with 2 players on one end of the court, each throwing 2 balls, and one player on the opposite end of the court throwing 3 balls.

If a team is short two players, the game can start at the designated time. The team with only 2 players will play with 1 player on one end of the court and one player on the opposite end of the court, each throwing 3 balls.

If a team has only one player there will be a 10-minute grace time to start the game. If after 10 minutes a team still has only one player, the game is forfeited.

Please note that though these are PBLA Tournament Rules, we are human – we recognize that sometimes there may be uncontrollable issues impacting the timely arrival of a particular player or players. Capos always have personal discretion on whether to start a game against an opponent that is short-handed. Regardless of the delayed start time, the game will still be limited to 80 minutes starting from the game's scheduled start time.

## **Ending the Game**

The game ends either when; 1) one team reaches 21 points, or 2) the 80-minute time limit is reached. A two-point margin is not required to win.

### **Final Frame when the Time Limit is Reached**

At the game's designated end time, 80 minutes after the game's scheduled start time, game will end at the conclusion of the frame already underway. After which the leading team will be declared the winner, In the event of a tie at the conclusion of that frame, one extra frame will be played to determine a winner.

## League Protocol for Games Not Played

### Forfeit

Matches are to be played at the scheduled date and time. If a team cannot play the match on its scheduled day, they may ask the opposing capo to reschedule. The opposing capo is not obligated to reschedule. If the game is not rescheduled, the cancelling team is deemed to have forfeited.

Rescheduling is discouraged, however not prohibited. A rescheduled game must be played by the end of the weekend immediately following the missed game or else the cancelling team will be deemed to have forfeited. (See the above “Late Arrivals and/or Playing Short-Handed)” section for playing with fewer than four players.

Forfeited games will be counted as a win for the non-forfeiting team and a loss for the forfeiting team. The score will be recorded as 21-10 in favor of the non-forfeiting team.

Forfeits cannot currently be recorded through the website. Send forfeit notifications to [admin@portlandbocce.com](mailto:admin@portlandbocce.com).

### Inclement Weather Make-up Policy

In the event of inclement weather or unsafe conditions, the league may recommend games be cancelled or rescheduled. When this recommendation is made, teams have the following options:

1. The teams may play the game as scheduled at their own risk.
2. By mutual agreement, the teams will delay the game until another date mutually agreed upon, or, if during the summer season, during the make-up week.
3. If only one team wants to delay, the game will be delayed and there will be no risk of forfeit for that team as a result. The game will be made up on a date mutually agreed upon, or, if during the summer season, during the make-up week.



If one team cannot or will not play during the designated makeup week, and the game has not been made up at another time during the season, that team will be considered to forfeit the game, and the rules outlined in the Forfeit section will apply.