

Playing Bocce at The Landings



Rules of the Game and League
Procedures

Revised November 2024

Introduction

This document was revised in November 2024 in order to combine the previous three sets of rules – Bocce Rules, League Rules, and Game Day Reminders -- and guidelines into one document and to align our rules more closely with the US Bocce Federation Rules. The Rules and Procedures in this document govern League play only. For general use of the Bocce courts, consider them a useful guideline.

This document is divided into two sections – Rules of the Game and League Procedures. (Game Day Reminders has been incorporated into one of these two sections.)

While the League is responsible for establishing the rules and procedures for League play, as a Club amenity, the standards of conduct among members and staff are subject to Club rules and enforcement. In all aspects of the League Rules and Procedures, we strive to create the atmosphere of good sportsmanship and collegial member interactions expected of all Club members. Capos play an important role in setting this environment on the courts.

Referees and umpires are not available to officiate at League matches. In the absence of such officials, team Capos must ensure the rules are followed fairly during any matches. Such disagreements should be settled in a civil manner with mutual respect.

The Leadership Team is happy to supply or obtain answers to questions and clarify rules whenever called upon. It is always best to contact us via email. In any communications regarding team(s) and/or matches, please include the identification number of the team(s), such as B-6. A bocce season can have as many as 70+ teams, with over 800 players, playing in hundreds of scheduled matches over many weeks. Providing the team identification number will help us find the right team(s) quickly.

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SECTION I:

Rules of the Game

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Reminder: It is a Club Rule that smoking and pets are not allowed at any Court Sports amenities.

1. Team Capo

Every Team selects a Capo and a co-Capo. Individual expectations of their Capos may differ among teams, but there are specific expectations the League has of each Capo. Capo (and their co-Capos as needed) are responsible for:

- Registering their teams each season.
- Ensuring their respective teams know the date, time, and court for each match.
- Reporting winning scores for their teams and checking the accuracy of scores reported when they lose.
- Ensuring one member of the team represents that team on the sidelines during gameplay to determine, in concert with the other team's representative, which balls are inside after each roll, and counting the number of points won in each frame. Either of the team representatives may keep the score on the scoreboard as they mutually agree.
- Making player substitutions during play and notifying the opposing Capo when such substitutions are made after any completed frame.
- Making Rain Out and rescheduling decisions with opposing Capos when required by weather/events.
- Reminding players of the rules and procedures as necessary, especially with respect to keeping the courts clear and reasonably quiet during play.
- Maintaining the pace of play.
- Acting as the League conduit to players for requested feedback from the Leadership Team.

2. Player Introduction

The team members introduce themselves to each other before the game begins. The Capos, or their representatives, will toss a coin, or some other means of impartially determining which team throws the pallino first. The winner may choose either the first throw of the pallino or the color of the balls that their team would like to play.

All League and Playoff Matches will be played with the equipment supplied by the Landings Club. No personal equipment is allowed to be used during League- or Club-sponsored games.

Up to 30 minutes may be used for practice by both teams (Time permitting), but the match must begin on the reserved court no later than 15 minutes after the scheduled start time. Once play begins, players cannot swap ends during the match. Substitutions are allowed at the end of a completed frame, but re-entries of players are not allowed. Substitutes need not be present at the start of a match.

3. No Show

If your opponent is not present at the scheduled court on the scheduled date and time (plus 15 minutes), a no-show can be called. The team that is present is under no obligation to locate, wait for or grant any other consideration to the absent opponent. However, in the spirit of good sportsmanship, it would be appropriate to check the other courts to see if the other team misread the schedule and is ready for play on the wrong court. This is a courtesy we may all appreciate at some time. If the Capos should decide to reschedule the match rather than start late, they may do so. In this case, the match must still be played before midnight of the Sunday of that week.

If the No Show results in a forfeit (rather than a reschedule), enter a Forfeit Win (FW) for your team and a Forfeit Loss (FL) for your opponent. Your FW will count toward your eligibility to win the division. The FL for your opponent will detract from their eligibility. Enter the forfeit score in TD as 15-0.

4. League Players

Afternoon (PM) League

The match will be played with four players, two from each team positioned at opposite ends of the court. Each player will throw two balls per frame in any sequence the team desires. A team must have four players, two on each end of the court. A team cannot play a match with fewer than four players. Games played with fewer than 4 players per team will not count in Topdog standings.

Morning (AM) League (If formed)

The match will be played by 2 players, 1 from each team positioned at opposite ends of the court. The single player at each end will throw all 4 balls.

5. Starting a Frame

A player may throw the pallino any distance on the court as long as it passes the centerline of the court (marked in black) and does not hit the back wall. Once the pallino has been validly put into play, it remains in play even if it hits or is touching the backboard. If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss it and put it in play. If the opposing team fails to put the pallino in play, the toss again reverts to the original team. This rotation continues until the pallino is successfully put into valid play. In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who initially tossed the pallino. The first ball may be rolled by either member of the Team that initially threw the pallino.

6. Pallino Out of Play

At any time, if the pallino is knocked out of the court or is knocked in front of the centerline, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the team that originally tossed the pallino tossing it again.

7. Order of Play

The team, who initially tosses the pallino, whether successful on the first toss or not, throws the first ball. Either player may throw the first ball. See rule 5, above. If the ball hits the backboard, the ball is removed from play (see "Dead Balls" below), and that team must roll again until a ball is successfully put in play. Otherwise, the player steps off the court and their team does not roll again until the opposing team has either placed one of its balls closer to the pallino or has thrown all of its balls. The team whose ball(s) is(are) closest to the pallino is called "inside" and the opposing team "outside." The team that scored in this frame throws the pallino to begin the next frame.

8. Misplayed Balls

If a player rolls their opposing team's ball, replace it with the correct team ball after the incorrectly thrown ball comes to rest.

If a player rolls out of turn, the opposing team may leave everything, including the thrown ball, exactly where it is or return the moved balls to their approximate original positions and remove from play the ball that was thrown out of turn. The Capo, or representative, will make this choice on behalf of his/her team. NOTE: If a player rolls a ball before which ball is declared "in", that is a misplayed ball. For example, if a player rolls a second ball before the first ball comes to rest, then the sideline reps would not have had the chance to call a ball "in" and that second ball is a misplayed ball.

If a player moves a ball prior to the end of a frame (e.g., thinking play is over) and the balls cannot be accurately relocated to their positions to the satisfaction of the nonoffending team Capo, all remaining non-thrown balls of the nonoffending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided and the frame is over.

9. Dead Balls

Should any bocce ball make contact with the backboard, the ball is considered a dead ball on impact and is removed from play once it comes to rest. The ball is always removed regardless of what caused it to touch the wall.

If the thrown ball comes to rest on the pallino that is touching the back wall, the thrown ball remains in play.

If the thrown ball strikes a stationary ball before hitting the backboard, that stationary ball remains where it came to rest after being struck by the now-dead thrown ball. The thrown ball is removed from play.

If the thrown ball strikes a stationary ball after hitting the backboard, that stationary ball shall be replaced in its original position. The thrown ball is removed from play.

If a dead ball is not removed quickly and, as a result, the next thrown ball strikes it and remains in play, when it otherwise would have hit the backboard, the thrown ball remains in play wherever it came to rest. Players should employ caution before a throw to be certain all dead balls have been removed.

10. Foul Line

Player's movements are limited to behind the 6' foul line (marked in black). A player may not step on or over the foul line before releasing the pallino or ball. If a player abuses the foul line rule, the opposing team's Capo will alert the player's Capo, who will deliver a warning for this 1st infraction. If that player abuses the foul line rule again during that match, the opposing team's Capo will notify the player's Capo of the subsequent foul line abuse.

- If the player was throwing the pallino, then the pallino is given to the other team to roll, just as if the pallino had hit the back wall.
- If the player was throwing a ball, any ball that is struck by that player's ball on that throw will be returned to as close to its original position as possible and the thrown ball will be removed from play.

When a player releases the pallino or ball, both feet must be in the court (i.e., within the walls of the court) unless the player has a significant physical impairment.

11. Shooting

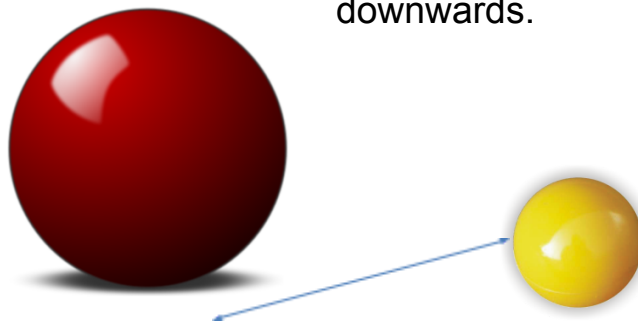
Shooting is lofting the ball in the air beyond the centerline of the court. Shooting is not allowed in our League. Should shooting occur, the thrown ball is removed from play, and all balls are returned to their original position. Disagreements over placement should be resolved by the Capos with mutual respect.

12. Measuring

Only one representative from each team shall enter the court to determine if measuring is needed. At no time should there be more than one member from each team on the court at the end where measuring to determine which ball(s) is/are inside. No other members from either team are allowed on this end of the court while measuring is in progress. Players are not allowed to gather on the court or along the sidelines or offer their opinions while the two team representatives are measuring.

When measuring, one representative holds the ball steady and one representative measures each distance calling out the measurement to the other representative. The measurement shall be taken with the tape measure placed at the base of the bocce ball and read at the pallino's closest

edge to the ball, looking vertically downwards.



If needed, the opposing representative may also take measurements using the same technique in order to be confident the measure is accurate. Care must be taken to ensure neither the ball nor the pallino is moved during measurement. If movement of either the ball or the pallino materially affects the measurement and/or the Capos, or their on-court representatives, cannot agree on the measurement, then the roll will be

declared a tie and the team that rolled the last ball rolls again.

13. Measurement Ties

When determining which team is “in”, the team that was in before the tie was created (Team A), remains in because the ball thrown by the opponent (Team B) did not come closer to the pallino. Team B continues to throw until it places a ball closer to the pallino. If Team B rolls all of its balls and is unsuccessful, Team A may throw its remaining balls. If a tie remains at the end of the frame, the play resumes at the other end of the court, no points are scored and the pallino is thrown by the same team that threw it first in the previous frame.

14. How Points are Scored

Only the "inside" team scores. At the end of the frame (after all eight balls are thrown), 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 an equal distance from the pallino, the frame ends in a tie and no points are awarded to either team.

A team is declared the winner of the game when it has scored 15 points and has a lead of at least 2 points at the end of a frame. Play will continue beyond 15 points until a 2-point lead has been established at the end of a frame. Capos, or their designated team members, are responsible for keeping the score during play.

Games cannot end in ties. The Capos should use a mutually agreed process to come to a decision (coin toss, etc) if they believe they will not be able to break the tie by at least 2 points.

15. Court Playability

The courts may be cleared of debris between frames by either team if the debris is sufficient to alter the course of the game. Court clearing during a frame should occur if large tree branches, clump of Spanish Moss or the like have fallen, and if the Capos agree that a clearing is warranted. Each court has a “Dragger” which can be used after a frame to smooth out the court from divots. In any event, bocce is an outdoor game subject to conditions over which we have no control so court cleaning during a game should be kept to a minimum. It should never impede the pace of play.

Similarly, with our crushed-shell court surfaces, trenching may be a problem. As with clearing debris, if Capos agree that the surface needs to

be raked or brushed during gameplay, they may do this between frames.

16. Pace of Play

All games are scheduled for one hour. This is normally sufficient time to play a match. On occasion, some closely matched teams legitimately take more than an hour to play because points are accrued so slowly, or more than 15 points must be earned to get the 2-point advantage required. However, some games become drawn out by excessive discussion about how to best roll a ball or other such delays. Capos must keep the pace of play moving when possible to finish a match within an hour.

17. After Game Play

Each team cleans the balls they were playing with and places them in the bocce bag. Return the bag to the appropriate bocce equipment storage box. Don't forget to include the tape measure and the towel in the bag. The Home team is responsible for dragging the court after the game. Both teams are responsible for returning chairs to their respective tables and clearing any of their trash from the area. This will ensure that it is in good condition for the next players, regardless of whether they are playing in the League or as fellow Club member recreational players.

18. Score Entry

The winning capo should report the score.

- Go online to the Bocce page in the Court Sports section of The Landings Club website.
- Click on the "Top Dog" link.
- Follow the prompts to enter the scores for both teams.

19. How to Reserve a Court for Fun, Practice or a Make Up match

Login to Landings Club site

Click on Court Sports, Click on Book a Court, Select a Date within the next 7 days, Select a Court, Select a Time.

Use the Club App

Click on Book a Court under Court Sports, Select Bocce-FC, Select a date, Select a time, Select a court

Call

Franklin Creek desk at 912-598-3500

Visit

Franklin Creek Court Sports Shop: M-TH 8:00am-4:00pm, F-SAT 8:00am-12:30pm

Bocce League Procedures

The purpose of The Landings Club Bocce League is to provide socialization, recreation and competition to Landings Club members. An enjoyable experience depends on the goodwill of each member to be good sports, follow the Bocce League procedures, resolve any differences amicably, and respectfully interact with one another. Remember, we are playing with our fellow Club members, our neighbors, our friends, and new friends that we have not met yet on the courts.

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1. Teams

When sufficient interest exists for both an AM and PM League, there will be two Leagues operating in parallel. The traditional afternoon (PM) league requires a minimum of 8 and a maximum of 12 Club members per team. The morning (AM) league has a minimum of 2 and a maximum of 6 Club members per team. NOTE: An AM league requires at least 6 teams to form the league. Because the format is different for the AM and PM matches, AM League Teams are not eligible to play in the Tournament of Champions.

A team and its players must be registered on the specific league's Team Roster at the beginning of the season in order to compete. Roster changes are allowed up until the day before the Season begins. Registration periods are announced in the Club Daily Top Five email and on the Bocce page of the Club Website.

NOTE: If a team loses any of its players due to death, serious injury or other incapacity to play, or loss of Club membership (e.g., moves away from the Landings), that team may replace such players during the season by contacting the Registrar (Steve Lee) and updating their roster. The new name(s) will be uploaded to TopDog.

A player may be registered for only one team per league. Players who participate in both the AM and PM leagues are not required to play with the same teammates.

2. Schedule

Game schedules for each season (Teams, Dates, Times, Courts) will be posted on the Top Dog Website and played as scheduled. The Club will reserve courts for League play each week prior to opening court reservations for non-League play that week. Detailed schedule information is available on the Court Sports Bocce website, the Top Dog page (accessed through the Bocce page), the bulletin board at the bocce courts, and in the Club's court reservation system.

A sincere effort should be made to adhere to the published schedule unless notified by the Club that the courts are closed. Typically, Club notifications are made for weather or for court conditions. Call the Club Rain Line (912) 598-3450 and press 2 to obtain information about bocce and other court sports. When drafting a season's schedule, the Scheduler make every effort to avoid major competing events, such as Federal Holiday periods, major Club events impacting a large percentage of the membership (like the Club Car tournament and TFAC), and events consuming facilities and staff such as Savannah Challenger. Despite this

effort to deconflict competing events, there are so many activities available to members who also play bocce that scheduling conflicts are unavoidable and some reschedules are normal. These are called “convenience reschedules” initiated by Capos as opposed to Club-directed reschedules, such as rainouts or court-condition closures. For those occasions when it is impossible for one or both teams to play the scheduled match, their Capos are permitted to reschedule the match with the following conditions:

- To the maximum extent possible, Capos should arrange to reschedule games within the first two weeks of a season. The schedule normally comes out two weeks before the season begins, so this gives Capos a month to determine where they have schedule conflicts and to coordinate with the opposing team Capo to reschedule such games. After that second week of the season, reschedule requests should be limited to unplanned conditions such as injury, death in the family, or unavoidable travel. As a general rule, if a team can field four players for the scheduled game – even though those four may not be the team’s strongest players – the game should be played as scheduled.
- The rescheduled match must be played within the same week (Monday thru Sunday) as the originally scheduled match, unless unusual circumstances warrant an exception. Requests for exceptions should be emailed directly to the League leadership (email addresses at the end of this document) as soon as possible to allow for a decision before the normal Sunday midnight deadline.
- The League reservation must be cancelled at the same time as the new reservation is made. Please call the Franklin Creek Court Sports center to make these changes. (912) 598-3500.
- The original reporting deadline still applies.
- Both Capos agree to the rescheduling. There is no obligation for a Capo to commit her/his team to a new game day and/or time for the convenience of the opponent team. Good sportsmanship would suggest that an accommodation be made if reasonable.

The bocce courts are a shared resource of all Club members and, as such, the Club ensures that reservations for league play do not monopolize all courts at any time. When rescheduling games, remember that League makeup games do not take precedence over an individual

member's existing court reservation. The League and Club work together to ensure that all Club members can utilize the bocce courts. Capos should reserve courts for fun, practices or makeup matches via the Club's system as individual Club members.

3. Scorecard and Scorekeeper

All results are available on the TopDog site, accessed via the TLC Court Sports page under the Bocce tab. The TLC Bocce League results and standings within each Division are updated regularly throughout the week on TopDog. Delayed reporting is possible in the case of makeups, errors, or multiple reports.

All Capos are responsible for making sure appropriate and accurate results are reported and portrayed on the website scorecard in a timely manner, even if the opposing team's Capo was responsible for entering the score. The Scorekeeper's obligation is to apply the Rules objectively and accurately across all participants and is happy to help with any problems reporting scores. The Scorekeeper is not obligated to warn Capos that they may incur penalties due to failure to report.

4. Score Posting

A report of some kind (match, rain, forfeit) is required for all scheduled matches by the weekly deadline which is the Sunday at midnight following the scheduled game.

For a played game, the winning Capo is responsible for reporting the score. The losing Capo is responsible for checking that the score was correctly entered before the deadline. For a Rainout, the Home Team Capo has reporting responsibility, with the opposite team Capo responsible for checking the results and ensuring they are correct before the deadline. Either Capo may report as needed to avoid the 'No Report' penalty imposed when no report has been received by the deadline.

On the Schedule, the team identifier shown on the right side of the pairing is designated as the Home team - for example A03 vs A05 then A05 is the Home team.

For any questions contact the scorekeeper. He is happy to help. Don't wait until the penalties hit!!

5. Score Entry

To report the score the winning Capo should

- Go online to the Bocce page in the Court Sports section of The Landings Club website.

- Click on the “TopDog” link (or click on the link below)
https://thelandingsclub.topdoglive.com/pages/club_information.asp?orgid=2308
- Follow the prompts to enter the scores for both teams.

6. Rain Outs

Rain Out conditions can occur under three circumstances:

1. The Club closes the courts
 - a. The Club closes the courts when it determines that one or more courts are unplayable. Such closures are communicated to members on the Rain Line – (912) 598-3450, option 2. Information is available beginning at 7:30 AM and may be updated throughout the day to communicate the improvement or deterioration of playing conditions. On some occasions, the conditions are provided on a court-by-court basis so be sure to check specifically for the availability of your scheduled court.
 - b. The Home Capo reports the rainout in TopDog.
 - c. Rained-out matches are not required to be played if both rained-out Capos agree to not reschedule the match. If either Capo wishes to reschedule, then the match must be rescheduled and the scores from that 'makeup' match must be reported in TopDog at any time prior to the second Sunday at midnight after the date of the originally scheduled match. Without a valid Rainout report filed before the normal weekly deadline, makeup match reports are discarded as invalid.
2. The Club weather-alert alarm sounds during a game
 - a. When the Club weather-alert alarm sounds, players MUST stop their game(s) and seek shelter. Play cannot continue until the “all clear” signal is sounded. At that point, the Capos determine which of the options listed below they prefer.

Option 1: Capos agree to report the score at the time of the interrupted play as final. In this option, the difference may be only 1 point or the score may be tied. The winning Capo reports the scores in TopDog. If the Capos do not agree to report the score at the time when they must stop the game, they should choose one of the other options below. NOTE:

Tied scores count as games played but are neither Wins nor Losses. Each team's points will be recorded under Points For/Against, but the W-L numbers will not be affected. Tied scores can only be reported in cases where weather interrupted a game.

Option 2: The interrupted match may be discarded as if it never started. In this option, the normal Rainout reporting process applies. The Home Capo reports the Rain Out, and the game is rescheduled as if the court(s) had been closed by the Club prior to the start of the match. (See para 6.1.c, above.)

Option 3: The match is simply suspended and restarted from the same point at a later date. (Note: If a match is restarted, no player who had rotated out of the original game may come back into the continued game. If the game is rescheduled and started anew, then this restriction does not apply.) Since this option involves play on a different day, the Home Capo reports the Rain Out and the Capos follow the reschedule procedures in para 6.1.c, above.)

Option 4: Capos agree to play the match on another court at the same date and time provided that it is playable and available and not already reserved by the League or an individual member. The Home Capo reports the scores as if no interruption occurred. If there is no agreement by the Capos, then the normal Rain Out process applies as described in para 6.1.c, above.

3. Both Capos agree that rain has made it either unsafe or untenable to start, or continue, a game. Players may continue to play in light rain provided that the bocce courts do not have any glossing or puddling. If the court surface appears to be glossy or glazed, playability will be compromised, and play should be stopped. At all times, players should exit the courts if requested to do so by the Court Sports management team.
 - a. If at any time after both teams have assembled at the courts for a game, the Capos, by mutual agreement, may decide that the amount of rain then falling makes the game either unsafe or unreasonable to play. Both teams must have enough players at the court to start the game in order for the Capos to declare a Rain Out. If one team does not have the necessary

players present, it is a Forfeit, not a Rain Out. (Note that the oddities of weather at the Landings may see rain at different spots on the island, but no rain at others – such as the courts.)

- b. The Capos determine which of the options listed below they prefer.

Option 1: Capos agree to report the score at the time of the interrupted play as final. In this option, the difference may be only 1 point or the score may be tied. The winning Capo reports the scores in TopDog. If the Capos do not agree to report the score at the time when they must stop the game, they should choose one of the other options, below. NOTE: Tied scores count as games played but are neither Wins nor Losses. Each team's points will be recorded under Points For/Against, but the W-L numbers will not be affected. Tied scores can only be reported in cases where weather interrupted a game.

Option 2: The interrupted match may be discarded as if it never started. In this option, the normal Rainout reporting process applies. The Home Capo reports the Rain Out, and the game is rescheduled as if the court(s) had been closed by the Club prior to the start of the match. (See para 6.1.c, above.)

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Option 4: Capos agree to play the match on another court at the same date and time provided that it is playable and available and not already reserved by the League or an individual member. The Home Capo reports the scores as if no interruption occurred. If there is no agreement by the Capos, then the normal Rain Out process applies as described in para 6.1.c, above.

Home team Capo should always report the Rainout. Reporting a Rainout in the system “reserves the option” to play a makeup game

beyond the normal weekly reporting deadline,

SPECIAL NOTE: Although a Rain Out game has the option of an extra week of time to play and report any potential makeup match, this does not apply in the last week of the Season, which ends at the Sunday midnight following the last scheduled match on the schedule.

7. Forfeits

A forfeit can only be reported in the week of the match being affected, subject to normal deadlines. Any Capo can report any of the forfeit reporting options as follows:

- Forfeit Win - F-W (Winner assigned 15 points)
- Forfeit Loss - F-L (Loser assigned 0 points)
- Forfeit Mutual - F-M (No points assigned to either team)

A Mutual Forfeit will be recorded if No Report of any kind has been posted by the weekly deadline. Contact the scorekeeper prior to the deadline for any questions or problems. The scorekeeper will not be contacting you to ask for a score if it has not been submitted.

After the weekly deadline of Sunday midnight - it's a done deal!

8. Forfeit Disqualification

Teams and their players voluntarily register to play in our League with the expectation that they will play matches against others and participate in the social and competitive benefits that the League provides. We know that life intervenes sometimes. Travel, illness and other commitments can make it difficult to field a team.

Teams that consistently are No Shows, or fail to field enough players, or fail to report scores are not exemplifying the behavior that is expected of League members. Common courtesy requires that Capos who know in advance they are going to be 'No Shows' communicate that fact to the opposing Capo in a timely manner. They should also be willing to reschedule a match.

If a team is scored with Forfeits (FL, FM, FNR), other than Forfeit Wins (FW), that meet or exceed a threshold of the scheduled games in a season, the members of that team will be disqualified for play in the Mixed Adult Bocce League in the following season.

- The suspension threshold is 3 forfeits for season schedules of 11 matches or fewer.
- The suspension threshold is 4 forfeits for season schedules of 12

matches or more.

Players on a disqualified team are free to continue enjoying all of the bocce amenities at our Club except as players in the Mixed Adult Bocce League- AM and PM. Notice of the one-season suspension will be sent to the email addresses of record on the roster once a season has concluded.

9. Division Winner and Wild Card Team Eligibility

The Division Winner final standings will be determined by straight W-L percentage records of played matches plus Forfeit wins, if any, as determined by the Scorekeeper - see Section 11 for tie breakers.

Rain Outs (permanent) are discarded in the calculations.

The season ending Final Standings Report as published by the Scorekeeper will be official. The top two teams in each Division. automatically advance to the Playoffs.

10. Division Winner Final Standings - Tie-Breakers

Tie-breakers are based on Played and Forfeit Win match reports. Rain Outs are discarded in the calculations.

If two teams are tied in overall W-L percentage, the tiebreaker will be the winner of Head-to-Head the match between the two tied teams. (Note: Teams only play other teams once during the season.)

If three or more teams have the same win/loss record, the qualifier will be 1st H2H. If one team beats the other two in H2H, that team will win. Should three or more teams have equal records of H2H (You beat me, and I beat you), the qualifier to determine winners' seeding will be the total point differential. The team with the largest point differential will be the winner.

The Scorekeeper will determine Final Standings once ALL, or sufficient match reports, are in.

11. Playoffs - Seeding

The top two teams in each Division will automatically advance to the Playoffs. Division Winners are seeded first and are awarded the lowest seedings ranked by W-L percentage. Division 2nd place teams are then seeded and are awarded the lowest seedings based on their respective W-L percentage. A higher seeding is reflected in a lower numerical value, as is a lower seeding reflected in a higher numerical value. So, with 8 Divisions, the 'top seed' is #1, and the 'bottom seed' is #16.

Depending on the number of divisions each season, one or more 'wildcard' teams may be added to the playoffs.

In the wild card process, all League non-Division-Winner teams are ranked to determine their selection. Selection criteria are the normal W-L percentage and the Tie-Breakers described below. Should any 3rd place teams be selected, they will be seeded below any 2nd place team in the playoffs.

Wild card selection begins after the top 16 teams are identified, and wild card seedings begin lower than any Division Winner.

This enables a 16-team sudden-death tournament with brackets seeded in a “hi/lo” format. It will be held on two consecutive afternoons (subject to weather conditions) within 2 weeks of the end of the regular season.

Playoff Bracket Seeding Tie-Breakers (applied after W-L percentage) are:

- 1st – Average Season points differential, ranked highest
- 2nd – Average Season “For” points, ranked highest
- 3rd – Average Season “Against” points, ranked lowest
- 4th – League Leadership Team Evaluation

12. Conduct and Courtesy

While Team Capo's are responsible for the actions of their players, they should not have to police individual behavior. Our courts are closely spaced. With as many as six courts in use simultaneously, it is distracting to have spectators along the sides and difficult for the players to hear the official determination of which ball is inside.

With the exception of the outboard sides of courts 1 and 8, and the inboard sides of courts 4 and 5, the space between courts is too narrow to accommodate spectators. If not playing on courts 1, 4, 5, or 8, stay behind the end of the court. If playing on courts 1, 4, 5, or 8, you may sit on the wooden benches along the side of these courts so long as you are not closer than 6 feet to the court. At no time may spectators or teammates move up and down alongside the courts during a match.

All players are individually responsible for refraining from these distractions:

- Standing in the playing half of the court if they are not throwing a pallino or a ball. (Unless Capos agree that a player with a disability may remain on the court.)
- Standing on or immediately beside the court end and side walls
- Standing in the “line of sight” of a player.
- Standing directly behind or beside your opponent.

- Joining in to measure close balls. Only one member from each team is allowed on the court to measure. All other players must stay off the court.
- Calling out one's opinion as to which ball is in. This is the solo responsibility of the team representatives (one per team), assigned by the Capo, to determine which ball is in. Their determination stands. If these two individuals cannot agree on which ball is in, then it is considered a tie and play resumes in accordance with Rule 12 – Measuring – in the Rules section of this document.,
- Calling advice to the players. Spectators should remain quiet so players can concentrate on their throws. Capos and the player may always consult, and the player is entitled to walk to the other end of the court to verify their next shot. Players should walk alongside, not on, the court when walking from one end of the court to the other during a match. A player may step onto the court once at the other end to get a good look at the pallino and other balls in play.

We are playing with our fellow club members. Courtesy and respect should be maintained at all times, especially between opposing Capos. Please be good examples of sportsmanship for your teams. If you happen to have a disagreement about the interpretation of a bocce rule or league rule that cannot easily be resolved, use a coin toss or other method to resolve it. It's OK. It's a GAME.

In the unlikely event that a league member's conduct is egregious, the Leadership Team may take action including reporting the conduct to the Landings Club's Member Standards Committee.

13. Communications

The Leadership Team looks forward to working with our Bocce Community to continue to develop the Landings Bocce League within the Landings Club just as the golfers, and tennis and pickleball players have their respective amenities. Let us know what you need! Tell us what we can do better!

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- Steven Lee, Bocce League Registrar/Scheduler
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