

SUN CITY TEXAS BOCCE LEAGUE/TOURNAMENT REGULATIONS

1 REQUIREMENTS

- a. All participants in league or tournament play must be members of the Sun City Bocce Club (SCBC).
- b. All participants must be familiar with and practice all safety rules on the Courts, defined in Sun City Texas Rules of Play.
- c. All participants will follow good sportsmanship practices.

2 RULES

- a. League and Tournaments are played under existing "Sun City Texas Rules of Play" with the following modifications:
 - i. Measurements for score determination will be done only at the completion of the frame.
 - ii. The participants on receiving end can make an unofficial "closest to the pallino" determination. If that cannot be determined the roll will be considered a tie.
- b. Team Captain
 - i. Team Captains are not required for individual play.
 - ii. The captain participates in the coin toss.
 - iii. The captain is encouraged to select an end-captain for the opposite end of the court.
 - iv. Only the captains of the receiving end can observe the measurements.
 - v. The captains are responsible for ensuring the scores are posted and recorded.
- c. Team Players
 - i. Players must remain behind the court backboard at both ends of the court when not rolling.
 - ii. Players may request a "closest to the pallino" call at any time. Receiving end players will make the call by walking up the outside of the court to the location of the pallino. He/she shall return to behind the receiving end backboard once the call is made.
 - iii. Players cannot interfere or advise roller.
 - iv. Rollers can walk up outside the court, up to the center line prior to the roll.
 - v. Only players on the receiving end can participate in measurements.
- d. Official Referees
 - i. League or tournament coordinators will determine if referees are required.
 - ii. Referees shall have a copy and enforce game rules.
 - iii. All "closest to the pallino" determinations and measurements are made by the referee.
 - iv. The referee determines the points for each frame.
 - v. The referee shall not give advice to either team or coach players on where to roll the ball.
 - vi. The referee has the final word in disputes and must document any formal protests for future action by the board. Formal protests must be made by the team captain before the next ball is rolled.
 - vii. For valid reason, the referee may call up to a 10-minute time out.
 - viii. The referee has the option, after one or more warnings to a player and team captain to eject a player for continued rule violation, arguing or disrupting play. The charged team will forfeit that game.

3 LEAGUE TYPES

- a. Fun Leagues:
 - i. Fun leagues can be SCBC sponsored or Special Interest Groups (SIG's).
 - ii. Courts must be reserved through the Bocce Website for SIG's.
 - iii. League coordinator determines the rules of play; International or Sun City.
 - iv. Participants will not be eligible for advancement to competitive leagues or tournaments based on performance in fun leagues.
 - v. Individual scores will not be retained by the SCBC.
- b. Competitive Leagues:
 - i. Leagues can be Single Occurrence (once a year) or Progressive (multiple times per year)
 - ii. Leagues can be the following skill levels:
 - 1. Beginner/Novice
 - 2. Intermediate
 - 3. Advanced
 - iii. Types of Competitive Leagues can be, but not limited to:
 - 1 Women's
 - 2 Men's
 - 3 Doubles
 - 4 Mixed Doubles
 - 5 Singles
- c. League coordinator determines the rules of play; International or Sun City prior to the start of the league.
- d. The SCBC Board or designee is responsible for organizing all competitive leagues.

4 LEAGUE PARTICIPATION

- a. Announcement of Upcoming League Play:
 - i. New league play will be announced a few weeks prior to the starting date in an official SCBC communication to all members.
 - ii. The League Announcement Will State:
 - 1 The starting and ending dates
 - 2 The Starting Time
 - 3 Rules of play
 - 4 Type of league
 - 5 Sign-up Deadline Date
- b. A player wanting to register for league play must respond in accordance with the communication instructions.
 - 1. Priority for participation will be in order of request receipt.
 - 2. A person who registers to play should have no known commitments, at sign-up, that would interfere with the play dates of the league.
 - 3. Players may only play in leagues at one preferred skill level. Changes to this, may be made at the discretion of the League Coordinator.

5 SUBSTITUTION

- a. If a player cannot participate in one of the play dates, he or she must contact the coordinator as soon as possible.
- b. The league coordinator will select a substitute from the substitute list, if possible. If no one on the list is available, a substitute can be pulled from the membership. The player may also find their own substitute and notify the coordinator.
- c. Substitution can only be made for whole games, except for injury.
- d. Substitutes will accumulate points toward league championship tournaments.

- e. Substitutes may play at any skill level.

6 LEAGUE PLAY

- a. All league play will be in a “round robin” or modified “round robin” format. Tools are available on the Bocce website.
 - i. The ideal round robin is 16 people and 5 days of play. This insures everyone plays each other only once.
 - ii. Modified round robins for 8, 12 and 20 people are allowed. These do not insure everyone plays each other only once.
 - iii. A Drawing for Courts will be held 15 minutes prior to start time or coordinator may randomly assign courts prior to play.
 - v. There will be no time limits to play, however, if all players agree, the final game may be started with 6 points for each team to ensure play ends in a timely manner.
- b. Game Postponement – The league coordinator will advise all players of any postponement of play one (1) hour prior to scheduled play.
 - i. Postponement will be determined by the league coordinator at his/her discretion. The following guidelines are guidelines:
 - 1 If it is raining 1 hour prior to start at the courts.
 - 2 The temperature is below 50 degrees or above 90 degrees one hour prior to start time.
 - ii. If the players do not get notice, play will go as scheduled.
 - iii. Notice will be given by email, text or call.
 - iv. The league coordinator will be responsible determining if there will be make-up date(s).

7 SCORING

- a. League play will consist of multiple days of three (3) games to 12 points each.
 - i. Each player receives the team score for each of the games that he or she played. The maximum that any player can score per day is 36 points.
 - ii. The game scores, as posted on each courts’ score boards are the official scores for the white and blue teams regardless of how many people are playing on the court, two (2) through eight (8)
 - iii. At the completion of each game the scores will be transferred to the daily score cards.
 - iv. Daily score cards will be turned into the league coordinator.
- b. The league coordinator is responsible for maintaining and reporting league scores.
 - i. For single occurrence leagues ranking will be based on the sum total player’s scores, highest to lowest.
 - ii. For progressive leagues, that can progress to championship tournaments:
 - 1 Rankings will be based on the average scores, highest to lowest.
 - 2 The tie breaker will be the percentage of games won.
 - 3 Rankings will be announced at the end of each league.
 - 4 Scores will be carried forward and combined with future league scores.
 - 5 The final tabulations for specific “type” leagues will be used to determine qualification for the championship tournaments.

8 TOURNAMENTS

- a. Tournaments can be stand-alone or combined with a league to establish an overall winner. The SCBC Board or designees are responsible for tournaments.
- b. All tournaments can be either double or single elimination. Tools are available on the Bocce website.

- c. Tournament coordinators dictate the rules of play; International or Sun City.
- d. The Championship Tournaments will be a 16-person double elimination play. Participants for the tournaments can be determined in one of three ways:
 - i. Method A - Club championship tournaments qualifying:
 - 1 The top ten ranked players in a progressive league qualify for the tournament.
 - 2 A qualifying round played with the top 6 finishers going forward into the championship rounds.
 - (a) The qualifying round can be either single or double elimination
 - (b) Open invitation to club membership for participation, with order of response as a priority will establish the roster.
 - ii. Method B - Club championship tournaments qualifying:
 - 1. Top 16-ranked in a progressive league progress to the championship tournament.
 - 2. Rankings will be determined using a combination of percentage of league games played and then overall point average.
 - iii. Method C – Random draw, no ranking.

Rank	Player	Percent Games Played	Average Points
1	Player One	51/75=68%	10.24
2	Player Three	60/75=80%	10.2
3	Player Four	51/75=68%	9.88
No Rank	Player Two	15/75=20%	11.55

Example 1, Chart shows rankings for 4 players with a possible 75 league games played for Method A and B.

- e. When using Method A or B, seeding will be used to establish the first round of tournament play prior to the tournament start, i.e. 1st plays 16th, 2nd plays 15th, etc.
 - i. To be seeded, in a tournament for a progressive league, a player must have played in 25% of league games.

Approved by the Bocce Club Board of Directors.

Date: October 21, 2023