

# CIAO BOCCE LEAGUE RULES

## Cultural Italian American Organization

1. Matches will consist of 2 games to 16. No game will end in a tie. In the event a game is tied, there will be a roll off. Teams will flip a coin and the winning team chooses who goes first. Each team will be given one ball and may be thrown by any player. The ball closest wins the point and the game.
2. Game start times will be 6:00 PM sharp and 7:15 PM approximately! A team not present within 5 minutes of scheduled start time forfeits! The opposing team may not waive starting time forfeits.
3. A game will be allowed to be played with at least 2 members of the team present. In this event, you may have either 1 or 2 subs. You **must** have at least 3 players to play.
4. Each team may designate 1 or 2 subs on their team roster. In the event their subs are not available, they may choose any available sub.
5. Team captains from both teams will flip a coin to start the match. The winner will determine which end of the court play will begin.
6. Starting team must roll the pallino from behind the play line and past the center "play" line. If the pallino hits the backboard, it is invalid and the opposing team will get to toss.
7. Pallino remains in play unless it is knocked out of the court or is thrown in front of the center line, then frame is ended and play starts from the opposite end.
8. All players must remain outside of the court while opposing team is playing.
9. In the case of a tie between two balls, the 1st ball has to be beaten not tied. If a frame ends in a tie, no points are awarded and play starts from the opposite end.
10. If a player rolls the wrong color ball, replace it with the correct color when ball comes to rest.
11. If a player rolls out of turn, return the thrown ball and replace any moved balls back to approximate original spot.
12. The pallino, if moved by any bocce ball remains wherever it comes to rest as long as it is still on the court.
13. All measurements will be made from inside the dimension of the bocce ball, to the inside dimension of the pallino.
14. League standings will be based on the total number of games won.
15. Playoffs will be held by the top 4 teams, 1<sup>st</sup> vs. 4<sup>th</sup> and 2<sup>nd</sup> vs. 3<sup>rd</sup>. Winners will play each other in the final round and the best 2 out of the 3 games win.
16. No additions or changes may be made to a team after team is filled.
17. It is the Team Captain's responsibility to send scores to Joe DiVietro at (315) 246-4200 by phone call or text if he is not present at the game. It is also the Team Captain's responsibility to reschedule rain dates.