BOCCE LEAGUE/TOURNAMENT REGULATIONS

1. REQUIREMENTS
	1. All participants in Sun City Bocce Club (SCBC) League or Tournament play must be members of the SCBC.
	2. All participants must be familiar with and practice all safety rules on the Courts, defined in Sun City Texas Rules of Play.
	3. All participants will follow good sportsmanship practices.
2. RULES
	1. League and Tournaments are played under existing Sun City Texas Rules of Play with the following modifications:
		1. Measurements for score determination will be done only at the completion of the frame.
		2. The participants on receiving end can make an unofficial “closest to the pallino” determination. If that cannot be determined the throw will be considered a tie.
	2. Team Captain
		1. Team Captains are not required for individual play.
		2. The captain participates in the coin toss.
		3. The captain is encouraged to select an end-captain for the opposite end of the court.
		4. Only the captains of the receiving end can observe the measurements.
		5. The captains are responsible for ensuring the scores are posted and recorded.
	3. Team Players
		1. Players must remain behind the court backboard when not throwing.
		2. Players may request a “closest to the pallino” count at any time.
		3. Players cannot interfere or advise thrower.
		4. Throwers can walk up outside the court, up to the center line prior to the throw.
		5. Only players on the receiving end can participate in measurements.
	4. Official Referees
		1. League or tournament organizers will determine if referees are required.
		2. Referees shall have a copy and enforce game rules.
		3. All “closest to the pallino” determinations and measurements are made by the referee.
		4. The referee determines the points for each frame.
		5. The referee shall not give advice to either team or coach players on where to throw the ball.
		6. 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 thrown.
		7. For valid reason, the referee may call up to a 10-minute time out.
		8. 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
	1. Fun Leagues:
		1. Fun leagues can be SCBC sponsored or Special Interest Groups (SIG’s).
		2. Courts must be reserved through the Bocce Website for SIG’s.
		3. League organizer determines the rules of play; International or Sun City.
		4. Participants will not be eligible for advancement to competitive leagues or tournaments based on performance in fun leagues.
		5. Individual scores will not be retained by the SCBC.
	2. Competitive Leagues:
		1. Types of Competitive Leagues can be, but not limited to:
			1. Advanced Players
			2. Intermediate Players
			3. Women’s
			4. Men’s
			5. Doubles
			6. Mixed Doubles
			7. Singles
	3. League organizer determines the rules of play; International or Sun City prior to the start of the league.
	4. The SCBC Board or designee is responsible for organizing all competitive leagues.
4. LEAGUE PARTICIPATION
	1. Announcement of Upcoming League Play:
		1. New league play will be announced several weeks prior to the starting date in an official SCBC communication to all members.
		2. For members who do not have internet access, the league organizer will attempt to contact on the day that the official communication is transmitted.
		3. The League Announcement Will State:
			1. The Starting Date
			2. The Starting Time
			3. Rules of play
			4. Type of league
			5. Sign-up Deadline Date
	2. 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.
5. SUBSTITUTION
	1. If a player cannot participate in one of the play dates, he or she must contact the organizer as soon as possible.
	2. The league organizer 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.
	3. Substitution can only be made for whole games, except for injury.
	4. Substitutes will accumulate points toward league championship tournaments providing that person plays more than 12 games during the league play for the year.
6. LEAGUE PLAY
	1. All league play will be in a “round robin” or modified “round robin” format. Tools are available on the Bocce website.
		1. The ideal round robin is 16 people and 5 days of play. This insures everyone plays each other only once.
		2. Modified round robins for 8, 12 and 20 people are allowed. These do not insure everyone plays each other only once.
		3. Players will play each other in a predetermined order.
		4. A Drawing for Courts will be held 15 minutes prior to start time.
		5. There will be no time limits to play.
	2. Game Postponement – The league organizer will advise all players of any postponement of play one (1) hour prior to scheduled play.
		1. Postponement will be because of rain or temperature:
			1. If it is raining 1 hour prior to start at the courts.
			2. The temperature is below 50 degrees one hour prior to start time.
		2. If the players do not get notice, play will go as scheduled.
		3. Notice will be given by email or phone.
7. SCORING
	1. Daily League play will consist of three (3) games to 12 points each.
		1. 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.
		2. Daily score cards will be turned into the league organizer.
	2. The league organizer is responsible for maintaining and reporting league scores.
		1. For single occurrence leagues ranking will be based on the sum total player’s scores, highest to lowest.
		2. 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
	1. Tournaments can be stand-alone or combined with a league to establish an overall winner. The SCBC Board or designees are responsible for tournaments.
	2. All tournaments can be either double or single elimination. Tools are available on the Bocce website.
	3. Tournament organizers dictate the rules of play; International or Sun City.
	4. The Championship Tournaments will be a 16-person double elimination play. Participants for the tournaments can be determined in two ways:
		1. Club championship tournaments qualifying, Method A:
			1. The top ten ranked players in a progressive league qualify for the tournament.
			2. A 16-person qualifying round played with the top 6 finishers going forward into the championship rounds.
				1. The qualifying round can be either single or double elimination
				2. Open invitation to club membership for participation, with order of response as a priority will establish the roster.
	5. Club championship tournaments qualifying, Method B:
		1. Top ranked 16 ranked players progress to the championship tournament.
	6. Regardless of what method is selected, 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.