

2010 SPRING BOCCE BALL LEAGUE



Foster City Parks and Recreation Department
650 Shell Boulevard
Foster City, CA 94404
(650) 286-3392
sports@fostercity.org

IMPORTANT INFORMATION

- * League Play will begin the week of March 16, 2009
- * Field Conditions Hotline number (650) 286-3393
- * Sports Web Site- <http://www.fostercity.org/sports>

THIS RULEBOOK IS DESIGNED TO ACQUAINT SOFTBALL MANAGERS, PLAYERS AND SPONSORS WITH SPECIFIC LEAGUE RULES AND CONDITIONS OF PLAY SET FORTH BY THE FOSTER CITY PARKS AND RECREATION DEPARTMENT FOR THE ADULT SOFTBALL LEAGUES.

IT IS IMPORTANT FOR ALL PARTICIPANTS TO BECOME FAMILIAR WITH THE INFORMATION CONTAINED IN THE FOLLOWING PAGES.

IT IS THE INTENT OF THE FOSTER CITY PARKS AND RECREATION DEPARTMENT TO PROVIDE AN OPPORTUNITY FOR ADULTS TO TAKE PART IN AN ORGANIZED AND STRUCTURED ATHLETIC PROGRAM WHICH WILL ENABLE ITS PARTICIPANTS TO ACHIEVE A SENSE OF PERSONAL ENJOYMENT AND PHYSICAL DEVELOPMENT.

PLEASE KEEP IN MIND THE VALUE OF SPORTSMANSHIP WHEN PLAYING IN RECREATIONAL SPORTS.

LEAGUES

FORMAT

1. Generally, every team will play one game per week on their regular league night; although, circumstances may dictate a bye, double header, or time change. **The Foster City Parks and Recreation Department and League Director have the final authority to make decisions pertaining to all Adult Bocce Ball League Format.**
2. The league format is a 10 game schedule. The top four teams will be invited to the playoffs at the end of the season. Foster City offers three leagues per year, a spring league that begins in March, a summer league that begins in July, and a fall league that begins in September.

TEAM ROSTERS

1. Players must be 18 years of age to compete in the adult Bocce Ball leagues offered by Foster City Parks and Recreation Department.
2. A completed roster is due at registration. A minimum of 2 and maximum of 8 players must be on the roster. All information requested on roster must be complete. Printed names must be legible.
3. Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league. Teams that drop from the league prior to playing in a game are eligible for a refund.
4. Add/Drop Deadline: Teams have up to the fifth game of the season to add and drop players. No player may be added to any rosters after the fifth game.
5. Players must play in at least 3 regular season games to be eligible for the playoffs.

PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, telephone number, and signature appear on the official team roster as filed with the Parks and Recreation Department.
2. A team will forfeit any protested games that an ineligible player participated in, and the player and the manager will be automatically suspended from their next scheduled game.

PRACTICE ASSIGNMENTS AND FIELDS

1. The Leo Ryan Bocce Ball Courts are available on a first come first serve basis.
2. Practice is available at no charge to league teams if you want to reserve the courts.
3. Permit forms can be downloaded at <http://www.fostercity.org/sports>
4. All permits must have League Director's signature to be valid.

PRE-GAME AND GROUND RULES

1. No smoking is allowed on the playing field by players, coaches and managers.
2. Be sure to pick up any trash you create at the park. Food and drinks consumed at the park before, during and after your games usually include some sort of packaging or containers. Please be sure when you are finished to place your trash in the proper receptacle. There are a number of trash cans throughout the park for you to put trash, and there are even recycling containers available in some locations for the discarding of plastic bottles and aluminum cans. We encourage you to recycle whenever possible
3. The drinking of alcoholic beverages in the park is prohibited by City Ordinance and Bocce Ball League rules. As I have reminded you previously, possession of alcoholic beverages on the playing field is prohibited. Teams may face sanctions for possession of alcohol and players may be ejected from play for being intoxicated. It is also against City ordinance to consume alcohol anywhere in the park without the proper permits. The police may be contacted by staff or the public to respond to the consumption of alcohol in the park and you may be cited.

LOCAL RULES AND REGULATIONS (SUBJECT TO CHANGE)

Official rules as set forth by the World Bocce League will be used except where superseded by Foster City rules and regulations.

The Foster City Parks and Recreation Department and League Director have the final authority to make decisions pertaining to all Adult Bocce Ball League Rules and Regulations.

1. Game Time – 60 minute matches. Game time will be a running clock.
2. Teams will be made of four players. Two players from each team will be permanently stationed at each end of the court. Throwing two balls each. At the end of each frame, the games resumes at the opposite end of the court. The home team will have the first toss of the pallino, or choose the color of the balls. Two player teams may be used if there is low attendance in a division.
3. The Pallino is the small ball that serves as the object or target toward which the bocce balls are rolled.
4. The Bocce Ball is the larger of the playing balls. There are four matched balls for each team. Bocce balls are used to score points or to displace an opponent's ball or the pallino.
5. The pointing line is one of two foul lines on each end of the court. A player who intends to deliver the ball to score a point must release it somewhere between the backboards and the pointing line.
6. The initial roll is the first delivery after the pallino is tossed to start a new frame. The player tossing the pallino is always responsible for making the initial roll.
7. The pallino must roll past the "midfield line" and not hit the back wall and stay in bounds. If the pallino is not tossed properly by the first team, the second team tosses the pallino to put it in play.
8. To begin play the first team will toss one bocce ball as close to the pallino as possible. The first team then steps aside to let the second team toss its first bocce ball, trying to get it closer to the pallino than the first team. If it does not toss its bocce ball closer to the pallino than the first team's bocce ball, then

the second team continues tossing its bocce balls until it does. As soon as a team gets its bocce ball closer to the pallino than the opposing team, that team steps aside to let the opposing team toss a bocce ball or balls until it gets a bocce ball closer to the pallino than the other team. This procedure continues until both teams have tossed all their bocce balls. This is called a "frame."

9. At the end of each frame the game starts at the opposite end of the court. Whoever wins the frame will throw the pallino.
10. The first pallino and bocce ball toss of a game will be the home team. Home team is listed first on the schedule.
11. Teammates have the option to toss their bocce balls consecutively or alternatively
12. All balls must be tossed, rolled, or bounced underhanded
13. Players can use their bocce balls to knock their opponent's bocce balls away from the pallino at any time during a frame.
14. All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from play for the frame.
15. A bocce ball that is tossed and hits the back wall is considered out of bounds and will be removed from play for that frame.
16. All balls may hit the side walls at any time.
17. A bocce ball that hits another bocce ball or pallino and then hits the back wall will remain in play.
18. A bocce ball that is hit by another bocce ball or pallino and then hits the back wall will be removed from play.
19. If the pallino goes out of bounds, that frame ends. Play then resumes from the opposite end of the court with the team that originally tossed the pallino tossing it again.
20. Only one team can score in each frame.
21. One point is awarded for each bocce ball that is closer to the pallino than the closest bocce ball of the opposing team. (Example-the first team has two of its bocce balls closer to the pallino than the second team. The first team is awarded two points for that frame, and the second team gets zero points for that frame)
22. A winning score is 12 points.
23. Team captains may measure any balls at any time.
24. Players must wear shirts and closed-toed shoes.

FINAL LEAGUE STANDINGS

League winners will be the team that completes the schedule with the best win-loss record (2-point win, 1-point tie, 0-point loss). If teams are tied with the identical point total after completing the league schedule, the tiebreaker will be as follows (in order):

1. Head-to-head record
2. Head-to-head point differential
3. League point differential against playoff teams
4. Blind draw or coin flip.

AWARDS

PLAYOFF WINNER

8 Individual playoff Champion T-Shirts will be presented to the **playoff winners** at the end of the playoffs.

PLAYOFFS

1. Division winners will get to pick what courts they would like to play on during the playoffs and championship game.
2. Playoffs will be at the conclusion of the season – top four teams are invited to the Playoffs unless schedule is adjusted, depending on number of teams in the division.
3. There will be no time limit on the championship game
4. The home team for playoff and championship games is the highest seeded team from the regular season.

PLAYER MISCONDUCT

1. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning.
2. Any player ejected from a game for any reason will automatically be suspended from their team's next game with the possibility of an extended suspension upon the League Director's review.
3. An individual ejected from a game must leave the field, bleachers and facility.
4. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
5. The City of Foster City Recreation Department and the League Director have the final authority to make decisions on penalties imposed to players for violations of the S.A.N.C.R.A Player Code of Conduct.

MANAGERS-CAPTAINS

The manager shall be the representative of his/her team unless he/she designates a player on his/her roster as the team captain prior to the start of the game. Only the team representative is permitted to raise a question concerning a rule interpretation.

2. The team Manager is responsible for the conduct of his/her players and spectators at all times and may be held responsible for their actions. It is the Managers responsibility to make sure all players become familiar with the S.A.N.C.R.A "Player Code of Conduct."

BLOOD BORNE PATHOGEN PARTICIPANT COMPLIANCE

Any bleeding participant must stop bleeding before continuing play. No participant may continue play until all exposed blood on the body and clothing is removed and/or properly bandaged.

FORFEITS

1. Forfeit time is game time. A team that cannot field one player at game time will forfeit to the opposing team with the exception of the 6:30 weeknight game. The 6:30 weeknight game has a 10-minute grace period. Games will start on schedule if one player is present.
3. In the event of a double forfeit, both teams receive a loss.
4. Courts may be used for a practice game in the event a game is forfeited due to lack of players. The game area must be vacated 10 minutes prior to the next scheduled game.
5. A team that forfeits more than one game in a season will pay a \$25 forfeit fee on their 2nd and 3rd forfeits unless they give 24 hour notice to the Recreation Department of their intent to forfeit.
6. This fee must be paid in cash to the Recreation Department by 5pm on the day before their next scheduled game. Failure to do so will result in forfeiture of their next scheduled game.

Any team forfeiting three (3) times in a season, even if notice is given, will automatically be dropped from the league and given low priority for upcoming seasons until all fees (if any) are paid.

PROTESTS

Protests shall not be reviewed if they are based solely on a decision involving the accuracy of judgment on the part of an official. Protests that will be received and considered, concern matters of the following type:

GAME RULES AND INTERPRETATIONS

Protests must be stated at the point of contention (before the ball is put back into play or before all players have walked off the playing field, if the final play is the play being protested). The manager must notify the opposing team manager of their intent to protest.

PROTEST PROCEDURES

1. All protests must be filed with the scorekeeper on an official protest form at the time of protest.
2. All protests must be accompanied by a \$50 protest fee (which will be returned if the protest is upheld) and a letter outlining the situation being protested. Protest fee and letter must be turned into the Library Community Center, 1000 E. Hillsdale Blvd., Foster City within one working day of the protest.

PROTEST LETTER MUST CONTAIN THE FOLLOWING INFORMATION

1. Names of teams involved
2. Date, and time of incident
4. Rule and section of the official rules or local rules under which the protest is made
5. The decision and condition surrounding the making of the decision
6. All details involved in the matter protested

Failure to follow the protest procedures outlined above will void protest. On upheld protests, the League Director will decide the outcome or whether the game will be continued or replayed.

MISCELLANEOUS INFORMATION

1. Games that have to be made up due to weather, unforeseen conflict, power failure or other circumstances will be rescheduled in the order that they occur immediately following the completion of all scheduled games. If the games cannot be played, the win-loss record will be computed on games actually played.
2. Call the Field Condition Line at 286-3393 if you are in doubt as to the status of the game. Call between 4:00-5:00 PM. If the games are not canceled by 5:00 PM, teams must report to the field to see if the games can be played. After 5:00 PM it is the umpire's decision to cancel a game due to rain.
4. No schedule changes are allowed. Teams must play when scheduled.
5. League standings can be found on the official City of Foster City website. The address is <http://www.fostercity.org/sports>

INSURANCE

Persons or players participating in activities sponsored by the Foster City Parks & Recreation Department are not covered in any way for personal liability or property damage. There is a liability waiver on the roster that is signed by all participants. Players, coaches, managers and team scorekeepers all participate at their own risk.



SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES

PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by all municipal softball directors within S.A.N.C.R.A. and will be strictly enforced. Individual League Directors have the final decision on any situation. A suspension in one city is recognized as a suspension in all cities. PLEASE READ IT CAREFULLY.

A. **NO PERSON SHALL**: At any time lay a hand upon, shove, strike, spit upon or threaten an official, player or spectator.

PENALTY: Suspension for life/and or assault charges filed. A California Law states that anyone who is found guilty can be fined \$2,000.00 and sentenced to jail for up to one year.

B. **NO PERSON SHALL**: Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games, and placed on probation for remainder of season.

C. **NO PERSON SHALL**: Be guilty of objectionable demonstrations of dissent at official's decision. Discuss with an Official, in any manner the decision reached by such official, except the team manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game, and one additional complete league game.

D. **NO PERSON SHALL**: Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games and placed on probation for remainder of season.

E. **NO PERSON SHALL**: Use profane, obscene or vulgar language in any instance at any time.

MINIMUM PENALTY: Warning by official

MAXIMUM PENALTY: Removal from game

F. **NO PERSON SHALL**: Have in his/her possession or consume an alcoholic beverage, illegal substance or be under the influence while on the field of play or during his/her scheduled game. Officials are required to immediately suspend the player from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.

G. **NO PERSON SHALL**: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

MINIMUM PENALTY: Warning by official.

MAXIMUM PENALTY: Removal from the game.

H. **NO PERSON SHALL**: Be guilty of intentionally throwing his/her bat.

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspension from two league games.

I. **NO PERSON SHALL**: Be guilty of using altered equipment. Which means doctoring equipment to improve performance of sports equipment (bats, balls, gloves)

MINIMUM PENALTY: 2 year suspension.

MAXIMUM PENALTY: 3 year suspension for not giving possession of possible Altered equipment to municipal softball directors within S.A.N.C.R.A.

Appeal Process: Suspension of 2 or fewer games may be appealed to the League Director in your city. Suspensions of more than 2 games can be appealed to the SANCRA Board of Directors.