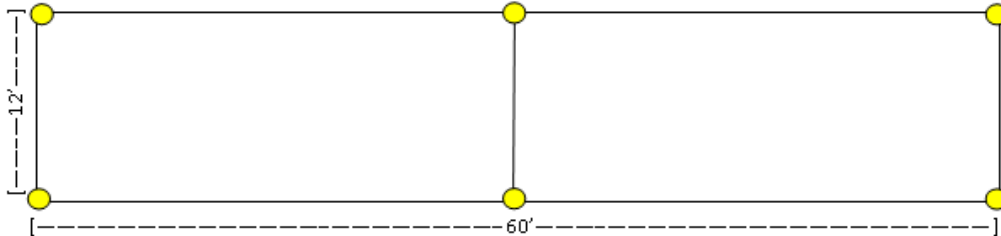


# STONENWALL BOCCE

CHICAGO, IL

## The Field

Six cones will determine the boundaries for the playing field, one at each of the four corners and two at the halfway point on each side (a giant rectangle). All play takes place within these boundaries. The length of the playing field will be approximately 25 paces (60 ft) and the width will be approximately 5 paces (12 ft). Teams assigned as set up crew are responsible for setting the playing field and each captain must agree on field size before play begins. Fields will be placed 6 Ft apart.



## How to Play

### Balls

Each team consists of a minimum of 4 players and will have four balls to play in each frame. Each team will have their own color balls. Begin the match by playing rock, paper, scissors. The winner of the RPS may have the first toss of the pallina (small target ball), or choose the color of the balls for their team.

### Frames

One frame consists of the pallina and all eight balls being thrown. The object of the game is to get as many of your team's balls closer to the pallina than the other team's balls.

### Game Play

The starting team must throw the pallina between the halfway point and one pace from the end line of the playing field. If necessary, the pallina can be marked using an orange flag to ensure visibility. The same player who threw the pallina then throws one of their balls and steps aside until the opposing team has either rolled one of its bocce balls closer to the pallina, or has thrown all off its balls.

If during play, the pallina is knocked out of the playing field or is hit in front of the halfway line, that frame is re-started on the opposite end of the court by the team who originally threw out the pallina in that frame.

### Alternating Play

Whenever a team gets a ball closer than the opposing team, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have used all their balls, at which point the frame is finished. The team who scored last throws the pallina to begin the next frame.

### Fouls and Dead Balls

- If the starting team fails to throw the pallina between the halfway point and one pace from the end line in two consecutive attempts per frame, the other team gets to throw the pallina.
- If a ball is thrown in bounds and bounces out of bounds, without touching any other balls, the ball is considered in play.
- If a ball that is thrown in bounds and bounces out of bounds is knocked by another ball, both balls are still in play.
- If a ball is knocked out of bounds by another ball, the ball out of bounds is considered dead and is taken out of the field of play.
- A ball that lands on the boundary line is considered in play.
- If the pallina is knocked out off the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallina as the previous frame.
- A player cannot step into the court when throwing the ball. If they do the other team determines if the frame is reset or if the ball is dead.
- No dead ball can count in scoring

## Scoring

Only one team scores per frame. A maximum of four points are possible per frame (since a team has four balls, they can't score more than four points in a frame). *For example, if at the end of a frame there are three green balls closer to the pallina than the next closest red ball, the green team receives three points.*

If at the end of any frame the closest ball of each team is equidistant from the pallina, no points are awarded to either team and a new frame begins, with the same team tossing the pallina, as the previous frame.

No team can score more than fifteen points in a match. Matches are never "win by two".

A forfeited match results in a score of 15-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

A scorekeeper should be determined before the start the game and should read off the score before the start of each frame

## Regulation Games

A regulation game lasts 45 minutes from the designated start time of 7 pm (unless announced otherwise) and is played to fifteen points. The first team to reach that score wins. If no team has reached that score within the allotted time, the match is over and the team with the highest score wins. Once time has expired no additional frames may begin. If time expires during a frame, the teams will complete the frame. Once the frame is completed, the match is over.

***In the event that a match is tied when time has expired***, the match will be decided by a one-ball sudden death. To determine which team throws first in the sudden death round, the teams will play rock, paper, scissors again. The winner of the RPS chooses whether to toss the pallina and have the first throw or to defer to the other team and throw second. Each team chooses one player to throw one ball. The team whose ball is closer to the pallina receives one point and the match is over. ***A match may not end in a tie.***

A record will be kept of all team's wins to determine the overall league standings and eventual playoff seeding.

Seasons consists of seven weeks: six weeks of regular season matches and one week of playoffs. All teams advance to the playoffs and will be placed into brackets based on the season's standing.

The playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on Facebook. In the Playoffs, if your team loses but the winning team fails to show up for their next-round game, your team is allowed to take their place as if you never lost.

## Throwing Order & Etiquette

Teammates shall alternate throws to ensure as many players as possible participate in each frame. Team splits are allowed. Below are some examples of appropriate split configurations:

- In a team of 4 or 6, 2 people throw in the first frame. A different set of 2 people throw in the next. etc
- In a team of 5, 2 people throw in the first frame. A different set of two people throw in the next. The 5th member throws in the next frame.

No individual player may throw a ball before another member of their team has had a chance to throw.

Players are required to wear face coverings all times when in close proximity to each other and can't maintain 6 ft distance.

Teams should stand on separate sides of the field and avoid congregating on the end of the field currently in play.

## Measuring and Disputes

Only team captains (or their representatives) may measure any disputed balls or request assistance from the Head Ref. No other team members can be present while measuring is taking place. Final calls are made by the Head Ref.

## Player Eligibility

All players must be 21 years of age or older All players must be properly registered through League Apps and must sign the COVID-19 waiver.

Players have to RSVP before the start of the game to receive their wristband. Wristbands have to be worn at all times and denote that you are cleared to play. Players that have not RSVP by the start of the game **cannot** play and there will be **no** exceptions. Every time you RSVP you certify that you're not showing symptoms of COVID-19 that include but are not limited to:

- Unexplained Fever
- Unexplained cough
- New or worsening sore throat
- Shortness of breath
- Loss of smell or taste

Any player that does not RSVP but still joins an ongoing game will automatically be **suspended for the rest of the season.**

## Equipment

All equipment will be provided by Stonewall Bocce. The bocce ball set includes: eight balls, one pallina, six cones, one measuring tape, and one bottle of hand sanitizer.

All shared equipment will be wiped down / sanitized in between games.

## Teams, Forfeits, and Substitutions

Teams will consist of at least 6 players. A match will be forfeited if a team fails to have at least four RSVP'd players appear at the designated start of the match. For the playoffs, a minimum of 4 players are required.

Each team must designate a captain (and a co-captain if they wish) who are responsible for the team. Players can be substituted only between frames, unless due to injury or illness. If a team has more than 4 players, the team may substitute any additional players after each frame.

## Game Changes

Any schedule change (weather or otherwise) will be e-mailed to the captains and posted on Facebook no later than 5:00PM on game day. If cancellation has not been announced by 5:00PM on game day, you must show up for your scheduled game or risk a forfeit. The league reserves the right to make cancellations or changes after 5:00PM.

Make-up matches will be determined on a case by case basis

## Positive COVID-19 Case Handling

In the eventuality of a player testing positive for COVID-19, the following shall be done:

- The player should immediately notify the commissioner at [chicago.bocce@stonewallsports.org](mailto:chicago.bocce@stonewallsports.org) in order to protect the players identity.
- The commissioner will reach out the entirety of the affected team members and the opposing team from the previous week.
- We will advise the team to self isolate for two weeks
- The isolated teams will receive a forfeit of 15-0

**All Bocce Commissioner decisions are final.  
All Chicago Park District rules apply.  
Any rule changes will be sent to each captain**