

BOCCCE LEAGUES

*Let the Good
Times Roll...*

PALAZZO DI BOCCCE LEAGUE & OPEN RULES

Palazzo di Bocce uses the Open Rules format provided by the United States Bocce Federation and has added modification to suit league play as a standard. These rules will be modified over time and will always be available at palazzoleague.com

In the following pages you will find the following:

1. Palazzo di Bocce League Summary and Policies
2. Daily League Rules: A description of League Specific Rules for Each Individual League Day or Time Slot
3. Palazzo di Bocce Open Rules: Modified from United States Bocce Federation Open Rules Standard
4. Additional Rules, Clarification & Examples
5. Palazzo di Bocce Code of Conduct and Procedures for Disciplinary Action for Leagues and Tournaments



The Bocce Icon denotes Palazzo di Bocce rules that may differ from the United State Bocce Federation rules

Palazzo di Bocce League Summary and Policies

Palazzo di Bocce asks the following of all league players:

- Full name, phone number and email address as well as a signed liability waiver required by our insurance company. We will be asking for this information at the beginning of each league.

Why? To ensure everyone has the information they need.

- We may need to contact you regarding cancellations due to weather, team issues, upcoming league announcements, etc.
- We will only contact you regarding the leagues unless you have signed up for our other mailing lists, etc.
- We will never share your information with third parties.
- We may give your contact information to fellow team mates or another player if we deem there is a good and valid reason.

Please Note: If we do not have your contact information please do not complain you were not notified. We can't contact you if we don't have your contact information. It is your responsibility to keep your contact information updated.

League Rules Modify/Adjust the United State Bocce Federation (USBF) Open Rules for League Play at Palazzo di Bocce.

If a league rule differs from any of the open rules, the league rule trumps the open rule.

Terms:

- **Frame:** One time down the court in one direction
- **Game:** Any number of frames needed for a team to achieve enough points to win
- **Match:** The 3 completed games played during league play

Scoring:

- All players should ensure that their final scores are recorded as soon as possible after each game.
- If no score is recorded when the referee records the scores after league play, the final score will be 0-0 with both teams being considered to have lost. Teams have a grace period of one week to notify us of the correct score for it to be changed; after that time, the score will remain at 0-0. If it is the last week of play there will be no grace period.
- If time ends before a game is complete; the game will be recorded with the score "as-is" and the team with the most points wins.
- If the score is tied when time ends; players have a "lightning round" and will place the pallino at the far side of the court on the yellow dot and one member from each team will each throw a single bocce ball. The closer of the balls will be the tie breaker adding a single point to the existing score. Should the balls from the tie-breaker still tie, the process will repeat until the tie is broken.
- If time end before one or more games are started, the score will be 0-0 with both teams receiving a loss. Losses are given to entice team to play at an fast enough pace to prevent this from happening.

Disputes:

In any situation where there is a disagreement that cannot be resolved, an official should be called to make the final determination. Contact the front desk and ask for an official to be sent to your court. All evidence of the dispute or balls should remain in place for the official to examine. If any player should remove a ball or evidence, the decision will be in the opposing team's favor of the team that removed the evidence.

Bye Weeks:

- If "BYE" weeks are assigned. This means there is an uneven number of teams for the season. Leagues will be one extra week long.
- Teams that have BYE games will be given a win of 12-0 for their BYE games. Additionally, some teams may or may not receive one or more BYE's giving a slight advantage to teams that get a BYE. BYE weeks are assigned randomly by computer. This is just the way it is and is a "Just how the cookie crumbles" type of thing. Leagues should be fun and it's not the end of the world. Enjoy the game!
- Please know when your BYE week is. There will be schedules posted by the end of league play on the first day of each season. If your BYE week is the first week we will attempt to notify your team but would like your team to attend anyhow. No additional fee to practice on week one.
- Teams with a BYE week are welcome to come and practice pending lane availability, however there is no guarantee lanes will be available so please call in advance. Regular bocce rental rates apply to practice and/or play during your BYE week.
- Leagues schedules are available during league play and at palazzoaleagues.com and include BYE weeks. We will attempt to notify your team if you have a BYE the following week; however, it is your responsibility to know when your BYE week is.

Policies:

- At the start of each league, we will attempt to let all teams know whether we have courts booked afterwards.
- Please read any and all notes or flyers on your table. They are there for your benefit.
- All teams will need to begin and end at their designated time. It is your responsibility to know these times.
- Watch the score clock and be aware of your start and end times.
- Teams must finish on a full frame. If a team has just thrown out the pallino and no bocces are in play...this qualifies as a frame and the frame should be completed.
- A frame is one time down or back. Not both directions.
- When you finish, you don't have to leave the building, we would love for you to join us at the bar or in the dining room. You may stay to play for fun if the court lanes are available at no charge after league play.

Skill Level:

In advanced league play...Intermediate to advanced skill level players please (generally Monday)

In intermediate league play...beginners and intermediate players can play (generally Tuesday)

In beginner league play...only beginner players can play (generally Thursday)

Courtesy:

It is common courtesy to notify your team mates if you are unable to attend a play date.

Daily League Rules
League Specific Rules for Each Individual League Day or Time Slot

The rules on this page will override any other rules

Currently, all of our bocce leagues except Monday night play using the Palazzo di Bocce Open Rules modified from the United States Bocce Federation Open Bocce Rules format.

****Please note that a league rule will always override the open bocce rules.***

Monday Night League Rules (Advanced League - International Rules)

Tuesday Morning League Rules

No penalties for missing players

- All players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.
- Must have minimum of two players or forfeit of game.

Tuesday Night League Rules

Penalties for Missing Players:

Rule 1:

If a team only has three players there will be a two-point penalty. Play will continue as if there were still four players but with the following guidelines.

- All three players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.

Rule 2:

If a team only has two players playing there will be a 4-point penalty. Play will continue as if there were still four players but with the following guidelines.

- No player may roll more than two balls per frame.

Wednesday Night League Rules

Use the Palazzo di Bocce Open Rules

Thursday Morning League Rules

No penalties for missing players

- All players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.
- Must have minimum of two players or forfeit of game.

Thursday Night League Rules

No penalties for missing players

- All players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.
- Must have minimum of two players or forfeit of game.

Palazzo di Bocce Open Rules

Modified from United States Bocce Federation Open Rules Standard

Summary: The intent of the USBF Open Rules is to provide a guideline for playing a game of Bocce. These rules are used in all sanctioned USBF tournaments and are strongly recommended for any tournament at any level from social to competitive.

Who Can Play Bocce?


Everyone can play! There is no race, sex, or age discrimination in the sport of Bocce. It is played all over the world and is part of the International Special Olympics and the Senior Olympics. Please let us know in advance if you need a handicap ramp.

What Do You Need to Play?

You need two sets of 4 balls per team, four for each team, with different colors and a target ball called a "jack" or "pallino". It is also helpful to have some type of measuring device such as a tape measure. Soft soled shoes required. *House balls and measuring tape are provided by Palazzo di Bocce.*


How Many People on a Team?

Games can be played one-on-one (singles), pairs (doubles), triples, or foursomes. In USBF format, singles are played with each person throwing 4 balls and alternating use of each end of the court. In doubles (pairs), each team member throws 2 balls and again alternate use of each end of the court. Triples have become the newest format and 12 balls are used instead of 8. Play is the same as Doubles with each team member throwing 2 balls and alternating use of each end of the court. Foursomes should be played with 2 members of each team stationed at opposite ends of the court and playing 2 balls each. Variations to the foursome style are used in some regions of the USA and certainly are permissible and at the discretion of Tournament directors or organizers.

 *Palazzo di Bocce follows the foursome rule with 2 members of each team stationed at opposite ends of the court and playing 2 balls each. Half of each team play one frame down the court while the other half waits at the opposing end. When the frame is complete, the other half of the team play back while the other half of the team waits.*


Court Dimensions:

Official courts are 86.92' in length and 13.12' in width. Unofficial courts can be smaller. Court surface has the greatest variation found in the USA. Some examples are: carpet, crushed stone, dirt, oyster shells, clay, and most recently synthetic carpets and poured liquid creating a smooth, extremely fast surface.

 *Palazzo di Bocce court dimension are 86' in length and 12' in width in finished playing area not including walking ledges or boarder boards. Palazzo's bocce lanes are professional world class courts and are made from the finest synthetic surface available like no other in the world.*

Official Ball Sizes:

USBF Open Rules require that balls be 107 mm and 920 grams in size and weight. Women and children may use 106 mm and 900 grams in size and weight, but men must use the larger 107/920 balls.

 *Palazzo di Bocce does not have a hard rule on ball size as long as each players selection of balls to be used falls close to the general outline above.*

Foul Lines:

- Should be clearly marked both on court surface and side boards
- There should only be one line for pointing and shooting and the recommendation is 13' from the back wall.

Players may step on but not have their foot completely over the foul line before releasing the pallino or the bocce ball.

Team Captains:

Players from each team should decide before play begins who will be their authoritative member or "Captain" to represent and make decisions for their team.

Start the Game!

ALTERATION

- *Teams may decide however they wish to decide which teams throws first and for the remaining games as well.*
- *If the decision can't be made a coin will be tossed.*
- *The team on the left side of the scoresheet (where you record your game scores) will be heads and the right side of the scoresheet will be tails.*
- *The coin must be tossed into the air and land on the ground.*
- *Both teams must observe the coin for the results.*
- *In all cases, winner of the coin flip will determine the end from which play will start and also has control of the pallino (meaning they get to choose who throws first). The losing team chooses the color of balls and scoreboard color it wants to use at the beginning of the match.*
- *The first teams that throws the first ball of the match will throw the first ball of all 3 (three) games for the sake of efficiency.*
- *After the first frame begins, the winner of each frame will throw first on the next frame during the current game.*

Begin the game with a flip of a coin between the Captains of each team. The winner of the coin flip will determine the end from which play will start and also has control of the pallino. The losing team chooses the color of balls and scoreboard color it wants to use.

Throwing the Pallino:

- Toss is valid if the pallino passes both center lines and does not roll past the opposing throw line.
- If the player fails to place the pallino in valid area, the opposing team will put the pallino in play.
- If both players fail, the pallino returns to the original team for an additional attempt. Alternating process continues until pallino is in valid position.
- The team that originally tossed the pallino will play the first ball.
- The first ball may be rolled by ANY member of the team that originally threw the pallino.
- Should the rolled ball hit the backboard without touching the pallino or another ball first, it is a dead ball and removed from the court.
- The same team must throw again and continue rolling until a valid point is established.
- Once the point is established, the opposing team must point or shoot until they make a new (closer) point.
- Players may use side boards at any time.

Measuring:

- Balls can be measured at any time and, in case of doubt, an official referee or tournament official should be called. In the event a tie is determined, the last team to roll a ball must roll again until the tie is broken.
- If after all balls are played and there is still a tie, no points are awarded for the frame and play resumes with the team last scoring valid points in the previous frame tossing the pallino.
- In the event a ball/balls are moved during a measurement by an official, the balls are returned to approximate positions and official will still make the call. If, however; a member of a team currently playing measures and moves a ball, the point is awarded to the opposing team. In any case, the decision of a referee or official is final.

CLARIFICATION: MEASURING

- ❏ *One team Member can cross the centerline to measure balls and the captains from each team should observe. Other players need to remain at their respective end of the court.*
- ❏ *Anyone can measure plus the captain of both teams should observe the measurement and agree. If an agreement cannot be made between the captains; the frame will be a wash. If a ball is moved or another ball is thrown before an agreement is made see the appropriate rule in this guide. If no captains are observing; the players doing the measurement are to decide and agree using the same guidelines as the team captains would.*
- ❏ *When measuring distances, it is appropriate to hold the tape on the face of the bocce, pull over top of the pallino and look straight down at the front edge for an accurate reading. The actual space between the pallino and bocce ball should be measured from the closest point between the two balls.*
- ❏ *Anyone can measure or ask for a measurement at any time. It is common courtesy to let your teammates or opponents at the opposite end measure; just ask them to. This will also save time and keep the flow of the game going.*
- ❏ *If a ball that affects scoring is moved during measurement, the team that moved the ball loses the point that may have been gained by that ball.*
- ❏ *The team captain from each team may call a re-measure if they believe a mistake has been made during the initial measurement.*
- ❏ *Re-measures may be called up to 3 times per game for a total of up to 9 times per league match.*
- ❏ *All measurement should be done with a standard tape-measure with distance markings that are easily visible.*

CLARIFICATION: PALLINO

- ❏ *When tossing the pallino, it has to cross both yellow lines and not roll past the last white line. If it lands on the line, it is not a valid toss. The pallino has to be 4 inches from the side wall to be a valid toss.*
- ❏ *If a team tosses the pallino then proceeds to toss the ball before the pallino stops in play, that ball is to remain until the end of the frame.*

Backboard:

- If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court.
- The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If, however; the pallino is knocked out of the court or bounces back into play, the frame is considered void and the team that started the frame will begin again at the opposite end of the court.
- In the event ball/s resting against a backboard are moved as a result of a valid shot, they remain in their new position. If, however; they move as a result of an invalid shot (an invalid shot is one that hits the backboard before hitting another ball), they are returned to their approximate original positions. An example would be a thrown bocce hitting the backboard without hitting another ball first but then hitting or moving other balls due to a bounce.

Scoring:

- Only one team scores in a frame.
- Games are usually played to 12 points
- Tournament games are usually played to 15 points (USBF recommended)
- Tournament directors can decide any variation to game points but should do so prior to the start of the event.

❏ *All of the Palazzo di Bocce leagues and league tournaments play using 12 points*

Illegal Movement of Balls or the Pallino:

- Players should never touch or move any ball or the pallino until frame has ended. If a player moves a ball prior to the end of a frame (thinking play is over) and the balls cannot be accurately relocated to their positions, all remaining non-thrown balls of the non-offending team are counted as points and the frame is over. If the offense is committed by the playing team, all non-thrown balls of that team are void and the frame is over.



If the moved ball had a non-decided tie, then the offending team loses their ball that was in question and the non-offending team gets the point from the tied ball. Which ball was moved from the undecided tie does not matter. The preceding rule will also be used in deciding points.

- ALL non-throwing players should be “OFF THE COURT” area if possible. If not possible, they should be positioned at the opposite end of the court beyond the center line, that the current player is shooting from.
- If a player is on the court standing (In harm’s way or “downstream”) and is struck by a ball or pallino as a result of a raffa or volo shot, the opposing team receives the Rule of Advantage! The options are:
- Leave all balls and pallino in the new configuration.
- Remove the ball or pallino that struck their opponent from the court. If the pallino is removed from the court, the frame is over; and play begins from the opposite end.
- They can place the ball or pallino that struck their opponent anywhere on the court.

If, however; the player is standing between the shooter and the point balls or pallino (Out of Harm’s way or “upstream”) and is struck by a ball that moves backwards toward a player as the result of a raffa or volo shot, the ball remains in play because the player was in a valid position. In the event the pallino moves backward and touches a player, the frame is over, and play begins from the opposite end.

If a player is struck by a ball or pallino in a point attempt or lag, the Rule of Advantage applies no matter where the player was standing.



Palazzo di Bocce has a ledge on the sides of the court play area which is to be considered “OFF THE COURT”. Any and all players are legally allowed to be on the ledge at any time during play. The preceding Rule of Advantage applies if they are struck by a ball.



Any ball that is dropped or thrown on the court past the throw line is considered to be thrown.



If the frame has finished and balls are moved causing a discrepancy in the determination of the final score, the team that moved the balls loses any points gained from their own balls that were moved; additionally, any balls belonging to the opponent that are moved become points in favor of the opponent as if all moved balls were the closest to the pallino. Any remaining balls are to be thrown.



If both teams moved balls before the frame is finished, then the frame is considered a wash. It is encouraged that the final score of the frame should be recorded on the scoreboard before moving balls to help ensure accuracy.



CLARIFICATION & EXAMPLES

If team A has balls left in hand, and team B moves one or more balls on accident before the end of the frame ...team A gets 1 point per ball that they have in hand plus any points they had on the floor.

If team B has balls left in hand and team B moves one or more balls on accident before the end of the frame... whichever team had the points prior will receive them.

If a ball jumps and hits any concrete or fencing, that ball is considered dead and any ball it comes into contact with afterwards will be replaced as accurately as possible.

If a team throws the wrong colored ball...simply replace with the right colored ball.

If the pallino is hit out of play the frame is to restart.


It is a team's responsibility to know whose turn it is...if a ball is played out of turn, that ball is to be taken out of play for the remainder of the frame. It is the player's duty to know which team is closer before a ball is rolled.

If a ball is played out of turn and is not taken out of play before the opposing team throws their next ball the ball that was played out of turn is then considered good and play continues as if the ball was played in turn.

Shooting and Pointing Terms:

- **Punto or Pointing Shot:** the act of lightly tossing the bocce ball toward the pallino in an attempt to get close to the pallino or tossing the bocce ball in an attempt to move or reposition another bocce ball in your team's favor.
- **Raffa:** the act of shooting at a target either by releasing the ball at ground level, slightly lofting the ball or rolling the ball in a forceful manner. Shot must be released on or before the B line and land after the D line.
- **Volo:** the act of lofting the ball in the air attempting to hit the target. Tournament directors may for safety concerns determine that Volo shooting may not be allowed. If it is allowed the USBF uses the same foul line for both raffa and volo shooting. Shot must be released on or before the C line and land within a 40cm or 17inch radius of the target.

Volo shots must be called in advance and if the shooter misses, any balls that are moved must be replaced if the other team wishes.

 *Palazzo di Bocce does not allow Volo shooting except in leagues that use the International rules.*

Pointing or Punto shooting is done with either foot or both feet before or on the pointing line. A throw is valid as long as any part of the foot is on or behind the line.

When shooting (either style) the player is allowed to step on the line prior to releasing the ball. As long as even the heel is on the line, it is a valid shot.

Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid.

Substitutions:

- *In a tournament where substitutes are allowed, a team may substitute only once during a game and it must be announced to the opposing team before the start of the next frame.*
- *A substituted player may not return to that game.*
- *Teams will be responsible to find their own substitution players.*
- *The referee will help if their time permits.*
- *Substitutes may be used at any time during regular season play; however, a substitute may only be used in a position week game if they have played with that team at least once at any point during the current season.*
- *Substitutes picked to play for a team are eligible to play for another team in the league during regular league play.*
- *Regular team members (Declared players) are not allowed to sub for another team within the same league unless all players from both teams agree.*
- *A team is not allowed to use more than two substitutes at a time and must consist of two regular team members from the main roster. Players on the main roster are players who have paid or signed up before the league season started.*
- *It is not allowed for a sub to join during an active frame. The substitution must wait until the frame has been completed. Otherwise the opposing team has the right to void all balls thrown by the illegal substitute.*

Late Arrivals:

- *The late rules apply if a team member or referee has been informed by the missing player or players that someone will be late. If it is unknown why a player or players are late it will be assumed that they will not be playing, and play will abide by the missing player rules and penalties.*
- *If a player/s arrive late, the game will start with that team playing shorthanded and minus the appropriate penalties.*

- ⊗ *Late players may then enter the “shorthanded” game after frame is completed. In the event a player must leave a game in progress, an alternate may enter at the end of a frame and the player that leaves cannot return for remainder of the entire game. If no alternate is available, the game continues using the late arrival rule.*
- ⊗ *If a complete team is not here on time, they will receive a **10-minute grace period** before penalties apply.*
- ⊗ *If a complete team is not here on time, **play will begin with or without the missing players**. This is due to the 2½ hour time slot you have to finish all three frames. A delay in game play is not allowed. When the missing player or players arrive, they will be able to join the game as soon as the current frame has completed.*
- ⊗ *If the team is not fully present and not using the missing player rule then 10 minutes after start time, 3 points will be given to their opponent. Every 5 minutes thereafter another 3 points will be given to the opponents.*

Example:

6:10 PM: 3 points total

6:15 PM: 6 points total

6:20 PM: 9 points total

6:25 PM: 12 points total...forfeit game 1

6:30 PM: 3 points total for game 2

6:35 PM: 6 points total

6:40 PM: 9 points total

6:45 PM: 12 points total...forfeit game 2 and game 3

Missing Players:

One Player Missing

- ⊗ *If a team only has three players there will be a two-point penalty. Play will continue as if there were still four players but with the following guidelines.*
- ⊗ *All three players will rotate so that there is a different single player after each round.*
- ⊗ *No player may roll more than two balls per round.*

Two Players Missing

- ⊗ *If a team only has two players playing there will be a 4-point penalty. Play will continue as if there were still four players but with the following guidelines.*
- ⊗ *No player may roll more than two balls per frame.*

Three Players Missing

- ⊗ *If a team only has one player playing, the entire game is forfeited. Scoring will be 12-0 in favor of the other team.*
- ⊗

All Players Missing

- ⊗ **No show rule:** *If none of a team's players show up, the entire game is forfeited. Scoring will be 12-0 in favor of the other team.*
- ⊗ *A team not present within 15 minutes of scheduled start of the game will be considered a “No Show”.*

Extra Players:

- ⊗ *If a team has more than 4 players...they may substitute a player once per frame at the end of a frame.*
- ⊗ *A team can have as many subs on a team as they want as long as they follow the substitution rules.*

Time Delays:

- Repeated “conferences” or excessive back and forth decisions during a frame causing delays in the game are discouraged. If delays continue, a team Captain should notify an official to observe and give any necessary warnings.
- A bocce official will issue the one-minute rule to the offending team for the remainder of the match (meaning they now have only one-minute between shots); and if delays continue beyond one-minute, the “burned ball” rule will be placed in effect and one of the offending player’s balls will be removed from the court or each delay exceeding one-minute.



Please be aware that some senior players are slower than others; patience is a virtue. This is not to be confused with players taking excessive time delaying the game; see “time delays” for the appropriate rule.

Additional Rules, Clarification & Examples

Game Notes:

- Consecutive or alternating throws by teammates shall be at the option of the players.
- If a player plays the wrong color ball, simply replace it with the correct color when it comes to rest. Play then continues.
- If a player commits a foot foul while in the act of throwing a bocce ball, a warning is issued for the first offense. Should the same player foul again, the thrown ball is removed from play and not counted for the frame and all struck balls are returned to their approximate original positions. **USBF NOTE:** Unless there is a referee in the court, this would be a very difficult rule to enforce.
- If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team has two (2) options:
 1. Leave all balls as they rest
 2. Remove the illegally thrown ball from play and return all other ball/s to previous position/s

Make Up Game & Weather:

- Your team is responsible for attending every league night. Substitutes are recommended in the event that a player cannot make it.
- Failure of your team to show will result in a forfeit of the 3-game match.
- If the weather causes the cancellation of the league, the league will be pushed back one week.
- A good way to determine if leagues are cancelled due to weather is to check the Palazzo di Bocce websites.
 - palazzodibocce.com or palazzoleagues.com – If we are cancelling the leagues, the notice will be on the front page at the top by 8am that day for morning leagues or by 4pm for evening leagues.
- We will attempt to email and/or call players if this is the case. Depending on the weather the official may be calling you from their home number as time may be of essence in the morning.
- Keeping your phone number and email address updated with us is very important, we are sure you will want to know.

Payments (all leagues):

Paid once per season.

Payment is required before the league begins.

All payments must be made before week 2 at the latest. Players not paid by the beginning of week 2 will not be able to compete.

Teams consist of 4 (four) players with one payment per player. If your team has more than four players additional players are considered substitute players and do not need to pay as long as the first four players have paid.

Legal:

All players are required to sign a liability waiver.

House Rules:

Rule 1

Nothing is written in stone. Including these rules. The house will make all final decisions to the best of our ability to benefit the majority.

Rule 2

The rules may be updated or changed without notice. The most up to date version is always on the website.

Rule 3
Have fun!!!

Palazzo di Bocce Code of Conduct and Procedures for Disciplinary Action for Leagues and Tournaments

To promote good sportsmanship and exemplary conduct among all of us who engage in the sport of bocce, Palazzo di Bocce adopts this revised Code of Conduct that shall apply to all players and shall govern their conduct in connection with any bocce related events at Palazzo di Bocce, including by way of example but without limitation leagues, tournaments, club sponsored competitions and informal games.

Article 1

Unacceptable Behavior and Conduct Contrary to the Precepts of Good Sportsmanship

The following shall be deemed as examples of but not an inclusive list of unacceptable behavior and conduct under this Code of Conduct:

1. Behavior including words and gestures that offends others such as repeated swearing or using of foul language or epithets even if not directed at someone specific.
2. Slow play that is drawing out a game to gain advantage or to tire or influence opponents.
3. Players who agree among themselves contrary to the various regulations in force such as time of scheduled games, number of points for a game, time limits, etc.
4. Cheating such as mismarking the position of balls, using tampered balls, recording invalid scores or changing valid scores.
5. Players who continue to unduly argue with other players or officials.
6. Players who arrange the results of a game or retire from competition without an acceptable excuse.
7. Irregularly formed teams (teams formed with non-roster players) unless preapproved by the bocce director.
8. Other inappropriate behavior deemed to be inappropriate to the spirit of this code including but not limited to displays of poor sportsmanship such as defaulting a game without valid excuse, moving about or otherwise disturbing a player during his or her turn to play or insisting on nonexistent rules.
9. With respect to members who are spectators including players who are not then playing, engaging in conduct that disturbs or disrupts the game in progress including yelling, shouting or making loud comments about the play or the decision of the official. At the discretion of the official, the person engaging in such inappropriate conduct may be given a warning, although a warning is not required, and subsequently may be expelled from the premises by management personnel.

Article 2

Authority of Officials

Code of Conduct and Procedures for Disciplinary Action

Officials shall be regarded as fair and judicious and shall have a good knowledge of the rules of bocce (open, raffa and/or volo) and this code. They will have on hand copies of the applicable rules and this code and will make them available.

Article 3

Penalties for Violations

The official may summarily penalize an offending player, team manager or coach, or spectator as the case may be by one or more of the following actions:

- a. Giving a warning to the offending person (player, manager, coach, entire team or spectator).
- b. Voiding one or more balls.

- c. Permitting the aggrieved team to re-play one or more balls.
- d. Temporarily stopping the game.
- e. Excluding the offending player(s) and their balls from the remainder of the game or match.
- f. Declaring the game or match forfeited by the offending team.
- g. Dismissing the player, team manager, coach, entire team or spectator from the game, match or tournament.

In lieu or in addition to issuing penalties, the official may submit a complaint to the bocce director.

Palazzo di Bocce has a no tolerance rule where any conduct that creates “a scene”, involves profanity, fighting or un-necessary loud arguing or offense to other players and is not accepted or tolerated. Anyone deemed to be in violation will be asked to leave the building. Further violation of this policy will result in a permanent ban of that person to return to Palazzo di Bocce by management with no refunds given.