

Port Colborne Bocce Club

Rules – C.O.C. – Policies - Procedures

Mar 25th, 2025

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Club Rules

- Club Hours during League Play: Club opens at 6pm. Last call is 10pm. If games are still being played club will remain open till all games are completed.
- Spectators should be aware of the limited space for each court and the players. Please be conscious of this.
- Children under thirteen are not allowed on the patio during league play.
- A member who pays an annual prescribed fee to play in any of the organized leagues (Men's League, Women's League, or Mixed League). A member who wishes to join a second organized league will pay an extra \$25.
- A player must be nineteen years of age or older to play.

Bocce Playing Rules

All rules apply to all leagues, regular season, and playoffs except when specified.

1. Court maintenance is only done by court keeping staff, no one else is to brush, scrape, roll and never dig courts. Anyone breaking this rule will cause their team to give up all 4 games for that night.

2. A team may pickup new players anytime during the regular season but not during playoffs. If a team falls below the minimum number of players, they must pickup a player before the playoffs.

3. As a Captain you cannot remove someone from your team. You must find another team for the person to play on. You can trade players with another team if the other captain agrees.

4. The decision to make the call on whether the courts are playable or not must be done by 5:15pm as we have members from out of town and food is ordered. An email will be sent out to members. If the weather conditions in Port Colborne before game time is steady rain or worse, you do not need to show up and the game will go in as a tie. If the condition of all courts is playable and one team shows up and the other does not, then the team that shows up will receive a 4-0 win. If there are puddles on the courts, no game is to be played on the court. When the courts are too wet, playing and walking the courts damages them.

5. Once a match has started on a court you cannot switch courts because a team does not like the court surface. You must finish the match on the same court you start on.

6. A match consists of 4 games to 12 points. Each ball counts for 1 point. If for any reason (weather, lighting, etc.) all games of the match cannot be completed, and you have played 2 or more games the match will be considered complete, and the games played will count.

7. Teams must rotate all attending team members to play an equal number of games as possible. A player should not sit two games in a row unless injured, or games are balanced. This means the player(s) that has played the most games can only play 1 game more the player(s) with the least games played.

8. When one team has 3 players they will play with 3 balls for all four games. If both teams have less than 3 players both teams get 2 games each and it's a tie. As a Captain or team representative you must **not** ask the opposing team if you can play 4 balls when you are short handed. As the opposition you should not allow the team to play 4 balls.

9. Substitution of players while game is in progress is allowed where there is an injury, ailment or player must leave. A substituted player may not return to that game. When a player is present but not feeling well or leaving early, they must report to their captain or team representative and in turn the opposing captain must be notified. Before play starts the captains will come to an agreement as to how they will play.

10. If a scoresheet is submitted and a team has not played each player evenly, the offending team will forfeit the game that caused imbalance. It is the captain's responsibility to let the opposing team know of imbalance.

11. If 1 or more courts are unplayable, then all games will go in as a 2-2 tie. A designated member of the club will make the decision which is final.

12. Courts are maintained Monday through Friday and Weekends are used for rentals. There are no makeup games except for playoffs.

Teams & Players

13. If you cannot field a team on the day you are scheduled, you must notify the opposing team by 5:15pm when possible, out of common courtesy for the opposing team and travel requirements just as we do for weather. The opposing team will receive a 4-0 win.

14. A team must be registered with a minimum of 6 players for men's and women's league and 8 players for mixed league.

15. All games for all leagues start at 6:30pm. Please try to arrive at least 5-10 minutes before game time so the score sheets can be filled out. Teams have a 15-minute grace period to field 3 or more players. At 6:45 pm if a team does not have at least 3 players they forfeit all 4 games. If you have 3 players, you must start the match by 6:45pm with 3 balls.

16. When you are not playing, you are not to be on the court.

17. The captain or team representative must fill in the score sheet and set the lineup for each game. The home team gets the clipboard and score sheet and fills their information in. Then the away team fills in their information. You put an X in the square when a player has played. If a player is absent, it is not necessary to put their name on the sheet. When the game is complete, you must sign and complete the score sheet by entering games won then return it to the bar. Both teams are responsible for the score sheet. The opposing team has no say whatsoever in the decisions of the opposing team unless they are breaking any rules.

18. If no score sheet is submitted, the game is scored as a 2-2 tie.

19. Repeated "conferences" during a frame/end causing delays in the game are discouraged. If delays continue, the team captain or team representative should notify the opposing captain. If this continues, please submit an email to bocce exec at portbocce@gmail.com

20. (Mixed League Only) When possible, there must be an equal number of women and men on the court for each team.

- If 4 or more present for the match: team plays 4 balls, 1 ball per player.
- If 3 or more men or women and only 1 woman or man: 2 men and 1 woman play, 3 balls, 1 per player.

For any other scenario refer to normal playing rules.

Playing the Game

- # 21. Home team throws the pallino to start of the first game. After the first game, the team that won the previous game starts with the pallino.
- # 22. At the beginning of each play, the pallino must be played past the centre line but not past the opposing 7-foot black point line and must be at least 1 foot from the side rails. The Pallino cannot hit the end board and come back into play. If a player cannot put the ball in play after 2 attempts, the pallino is turned over to the other team. Alternating process continues until pallino is in a valid position.
- # 23. When a player is preparing to throw, the opposing team must not talk to or shout at the player to distract them.
- # 24. Once a player has released the ball, he/she must continue forward up the court. The lead should do this quickly to be in position to measure the next throw.
- # 25. 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/end. If, however the pallino is knocked out of the court or bounces back in front of the center line, the frame/end is considered void (no points counted) and the team that started the frame/end will begin the end again.
- # 26. If a ball from a neighbouring court comes into play and moves any balls that affect scoring, no points are counted and you start the end over, pallino stay with same team that threw it in that frame/end.
- # 27. When a player releases the pallino or bocce, both feet must be on the court or one foot in the air, but you cannot have one foot touching the sidewalk when throwing unless the player has a significant physical impairment.
- # 28. Foul lines are marked on side boards. There should only be one line for pointing (7-foot black line) and shooting (14-foot red line) from the back wall.
- # 29. Players must have their foot completely behind the foul line before releasing the pallino or the bocce ball. If a player commits a foot foul while in the act of shooting (shooting or pointing), a warning is issued for the first offense. Should the same player foul again, the thrown ball is removed from play and all struck balls returned to their approximate original positions. The captain should notify the league convenor of the repeated occurrence.
- # 30. A player who has not thrown their ball cannot pass the 14-foot red shooting line to see what the position of the balls in or to talk to other players. Team captains or team representative are to ensure this does not occur.
- # 31. Any time a player is in action, all opposing players must be off the court.
- # 32. At no time are you to mark the ground with your foot (toe or heel) or hands.
- # 33. Once the point is established, the opposing team must point or shoot until they make a new (closer) point.

- # 34. Any team can measure balls at any time unless the point was already agreed to by both teams earlier in the play and the 2 balls in question were not touched. Reason you cannot re-measure is game play would have changed if other ball was closer.
- # 35. Both teams must agree on final points awarded. If a team does not agree on points and wants to measure but before measuring a player kicks away balls to be measured the point or extra point are given to the team that did not kick balls away.
- # 36. In the event a tie is decided by both teams, the last team to roll a ball must roll again until the tie is broken. If the 2 balls remain in place after all balls have been played, they cannot be re-measured as both teams agreed on the tie. Reason being game play would have changed if one team was closer. No points are awarded and play resumes with the team that last scoring control of the pallino.
- # 37. When measuring for point, 1 player from each team will verify the measurement. All other players should stay away from immediate area. Laser measuring device are to be used not measuring tapes. A player from a neighbouring court can be called in to verify the measurement if there is a disagreement. Any ball can be measured even if you want to measure for second, third point while there are still balls to be played.
- # 38. Please use common sense when measuring balls are at distance over 4',
- # 39. Home team captain or team representative handles getting the bocce set. Winning team handles bringing them back into the hall. If the winning team does not put their bocce set back, they will give up 1 of their wins.
- # 40. At the end of the season, if teams are tied with same games won after the final standing the tie breakers are: 1 - head-to-head, 2 - matches won, 3 – differential in points. If still tied, then the year ends with both teams in first. For playoff purposes for seeding, we will have a coin toss to decide first seed.
- # 41. (Playoffs Elimination Style) Your team lineup for the evening must consider the possibility of playing 5 games. Players that are present must play as balanced a number of games as possible. At the end of 3 games there can be an imbalance but there must be the possibility of all players playing an equal/balanced number of games.
- # 42. Playoff makeup games will be played the next available free day even if it is not the normal league night.

Scoring

- # 43. Only one team can score points in a frame/end (unless there is a tie in measuring).
- # 44. The scores must be marked only when you return to the patio then both ends are marked at one time. The scoreboard must never be marked without all players from both team's present.

- # 45. The person marking the score must verify points with opposing team and announce the score when the board has been updated.

Shooting and Pointing

- # 46. Pointing: is done with either foot or both feet behind the point line (7-foot black line). A throw in which you are trying to get close to the pallino.
- # 47. Shooting/Volo: the act of lofting the ball in the air attempting to hit the target in a forceful manner. 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. When shooting you cannot stand still at the 14-foot shooting line, you must have a walking/running motion to the line. If you choose to shoot standing still, you must be behind the 7-foot point line.

Illegal Movement of Balls or Pallino

- # 48. If a player throws the wrong color ball, replace it with the correct color when it comes to rest. Do not stop the ball to re-throw.
- # 49. If a team rolls/shoots out of turn, the ball may be stopped before it contacts any balls. Otherwise, the opposing team will score 2 points.
- # 50. In the event a ball or balls are moved during a measurement, the point is awarded to the opposing team of that who committed the foul.
- # 51. Players should never touch or move any ball or the pallino until frame/end has ended. If a player moves a ball prior to the end of a frame/end (thinking play is over) and the balls cannot be accurately moved to their positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided, and the frame/end is over. If a team's ball is still rolling and kicked away by the same team that ball is dead, and play continues.
- # 52. If a player is standing on the court and is struck by a ball or pallino because of a shot, the opposing team receives the advantage. The options are:
- Leave all balls and pallino in the new configuration.
 - Remove the ball that struck their opponent from the court.
 - If the pallino is removed from the court, the frame/end is over, and the non-offending team will receive 2 points.
- # 53. Once game is complete, the winning team places all balls in the bags and returns the bag to the hall and the laser measure and scoresheet to the bar.

Using the Laser Measuring Device

The device is easy very easy to use. Here are the basic steps:

1. Press the Red Pointer button to turn on the device. The red laser will go on.
2. Put the device flat on the ground by the palino and aim the laser to the middle (horizontal) of the ball.
3. Press the Red Pointer button to hold the number (it will store the number).
4. Now press the Red Pointer button again and aim it at the second ball again aiming at the middle (horizontal) of the ball.
5. Press the Red Pointer button and the second number will be stored. The units are in Meters/Millimeters. The lower of the 2 numbers is the closest.
6. Press and hold the Red Pointer button for 2 seconds to power it off.
7. If you must measure 3 or more balls just remember the lowest number that has been measured.
8. The device is not a high-power laser, regardless of you should not point it at anyone's eyes.
9. Please do not leave the laser measuring device on the ground, one of the 2 leads should keep it in their pocket.

Code of Conduct and Etiquette

Bocce-related behavior deemed to be inappropriate and adverse to the spirit of the rules, code of conduct, By-Laws or Articles of incorporation are subject to disciplinary actions.

If you have any concerns or questions about anything, send them to pcbocce@gmail.com

Examples of Acceptable and Unacceptable Behavior by Members:

- a) Good sportsmanship shall always be displayed. Any violations will result in disqualification of players involved per the Port Colborne Bocce Club By-Laws. Members and Board agree that rules and regulations must be enforced by Board regarding any member who violates common respect in case of physical contact, bullying or threats. An act of this serious nature is to be reviewed by the board members. Penalty can result in suspension or expulsion from the club with no refund of dues paid.
- b) Behavior that disrupts or reasonably offends others, such as repeated shouting, bullying, intimidation, arguing, slander, defamation, libel, poor sportsmanship, making your own rules, swearing or name calling.
- c) Slow play, drawing out a game to gain advantage or tire or influence the opponents.
- d) Stopping or moving a ball or pallino before both teams have agreed that the point(s) have been ascertained, and the frame/end is over. This includes kicking the balls and stopping balls or the pallino as they get close to the side or back boards but are not yet out of play. Each team must verbally agree to the result before moving the balls.
- e) Continual cheating, including miss-marking the scoreboard or when measuring distance.

- f) Captains who ask players not to attend to gain an advantage is unacceptable especially during playoffs.
- g) Members who are spectators (including players who are not then playing) may not engage in conduct that disturbs or disrupts a player or game. This includes yelling, shouting, or making loud comments about the play or the decisions. The board may warn the person(s) and subsequently may be expelled from the premises.
- h) All beverages must remain on the patio area and not be brought down the courts.
- i) Smoking (By-Law # 112-2013 per the Regional Municipality of Niagara), urinating (Bylaw 5256/11/09 of the City of Port Colborne) or spitting (Bylaw 5256/11/09 of the City of Port Colborne) is unacceptable and against City and Regional By-Laws.
- j) Throw all garbage including gum into a garbage can. All alcohol cans and bottles must be brought back to the bar. Do not throw cans with liquid in garbage. Bring it to the bar to be emptied in the sink.

Incident Reporting Procedure

All incidents alleging a violation of the letter or spirit of the rules, code of conduct, by-laws or articles of incorporation should be reported to the members of the board. The incident form must be completed and must be made in good faith. Incidents not made in good faith (e.g. to intentionally cause trouble for another member) will subject the complaining person to penalties under the rules. All complaints will be documented and kept on record.

Incidents regarding the violations of the Port Colborne Bocce By-Laws, Club Code of Conduct or rules must follow the appropriate steps:

Step 1 - The complainant must fill out the Incident Form available which will be available on the web site or hard copy at the bar.

Step 2 - Completed form sent to pcboce@gmail.com or hard copy left in sealed envelope left at bar for attention League Convenor.

Step 3 - Once the League Convenor receives the completed Incident form, they will review it with the Secretary.

Step 4 - League Convenor and Secretary will proceed with an investigation, documenting the results on the Incident Form.

Step 5 - The completed Incident Form will be reviewed with the entire PCBC Board within 15 days from receipt of completed Incident Form.

Step 6 - The Board will decide regarding discipline and get back to parties involved.

Incident Report Form

Name:	Date:
Email:	Phone #:
Date of Occurrence:	Where was occurrence:

Witnesses:
Who was Involved:

Describe in as much detail what occurred:

[illegible]

Fire Safety Plan

The fire escape plan is an important step in ensuring the safety of the members of the Port Colborne Bocce Club. Here's is the fire escape plan that considers there are three doors in the Bocce Club Hall:

1. In case of a fire, sound the fire alarm, call 911 and evacuate the building at once using the nearest exit.
2. If one exit is blocked or inaccessible, use one of the other exits.
3. If there is smoke in the air, crawl on your hands and knees to avoid inhaling smoke.
4. Once outside, gather at the designated meeting point and account for everyone who was in the building.
5. Do not re-enter the building until given permission by the fire department.
6. Remember, fire safety is a team effort. Everyone in the Port Colborne Bocce Club should work together to ensure the safety of all members and guests.

Board

Position	Name	Phone #
President	Tony Grano	(905) 834-0548
Vice-President	Mauro Nuccitelli	(905) 834-0526
Treasurer	Taylor Gagnon	(905) 401-0772
Secretary	Mike Sieber	(905) 651-4208
Trustee	Dino Sicoli	(905) 835-8177

Contact Information

Port Colborne Bocce Club Inc

550 Elizabeth St. #6

Port Colborne, On, Canada

L3K 5W3

Phone: (289) 836-8182

Email: pcbocce@gmail.com

Website: www.portbocce.com