

JOHN PIRELLI LODGE NO. 1633 WOMEN'S BOCCE LEAGUE RULES
UPDATED APRIL 2026

Eligibility

1. To participate in the women's league, all regular team members must be members of the lodge and in good standing. A member of the lodge in good standing is defined as a member of at least 16 years of age with their own membership (cannot fall under parents' account) and whose dues are current. Members must be voted into the lodge at the general membership meeting before playing in any game, as an officially rostered team member.
2. Each team shall consist of a MINIMUM of four (4) regular players who are members of the lodge.
3. Subs for the league do not have to be lodge members, although the provided list of subs are members of John Pirelli.

Fees

An entry fee of \$20.00 is required for league play from each regular team member. The \$20.00 fee for each team member will be divided as follows:

- \$10.00 goes into the pot for prize money
- \$10.00 goes to the lodge for bocce court maintenance expenses

Prize Money

The amount of prize money is dependent on the number of paying team members. \$10.00 per paying member will be put into a pot and allocated as prize money (minus the fees for the previous year's winner's plaque engraving).

Each team will earn one point for winning a game and one point for scoring the most combined points in a match, allowing the possibility of scoring up to three points in a match. All teams will be awarded prize money based on the total points won for the season. Total prize money, divided by total allowable points, will determine per point award dollar amount.

- $\text{total cash value of prize pot} / \text{total possible score points} = \text{dollar value of 1 point}$

Schedule

1. League play will begin each year on a designated day in May at 6:30 p.m. for teams scheduled to play. If you are able, please come by 6:00. It allows for time to socialize and get some practice throws in before the match officially begins.
2. Matches start promptly at 6:30 PM.
3. Two (2) games will be played per match, each to 16 points.
4. If any team cannot field at least one (1) regular team member and two (2) subs by 6:45 PM, the team shall forfeit the first game by a score of 16-0. If the team is still unable to field at least one (1) regular team member and two (2) subs by 7:00 PM the team shall forfeit the second game by a score of 16-0.
5. All games shall be played on the courts shown on the league schedule — even makeup games!

Banquet

A banquet will be held at the end of the season. Details of the banquet will be distributed during the season. Normally the banquet is held the Thursday AFTER the Festa and is hosted by a volunteer team. The banquet is not funded by the regular dues. Subs are welcome to attend the banquet.

Ranking

Rank is determined first by the total number of games won, secondly by the accumulated points, and lastly by the accumulated score.

Cancellations

1. If play is cancelled due to weather, lodge crisis, or other reasons beyond our control, the canceled games must be made up before Festa. Call the lodge event scheduler (Laurie Hickey, 937-344-2910), to make sure the courts have not been scheduled for an event. You may make up games during our make-up weeks, or as otherwise scheduled between both team captains and Laurie.
2. Weather: Teams are not permitted to play during electrical storms or when thunder can be heard at the lodge. If thunder is heard or lightning is seen, all members must postpone play and take shelter in the lodge for 30 minutes.
3. If your game is interrupted by weather, it is the responsibility of the team captains to write down and verify with each other the scores at the time of interruption.
4. For the safety of all players, Caitlin reserves the right to cancel league play due to weather. See the addendum with the weather policy guidelines.

Make-up Games

1. If a team is unable to play on a scheduled date, the team captain must give the opposing team captain notice within 24 hours prior to the scheduled match. It is the responsibility of the rescheduling team to arrange a makeup date with the opposing team.
2. Rescheduled games must be made up before Festa!
3. If both teams are not interested in a make-up game, zero points will be given to both teams. There will be no splitting of points.
4. If both teams cannot agree on a make-up date after 3 attempts to reschedule, the team that originally asked to reschedule will forfeit the match and the opposing team will be given a score of 32 with 3 total extra points.

Rules of the Game

1. Captains or representatives will do a coin toss in center of the court to determine team ball color and which team throws first.
2. The initial throw of the pallino in each frame must cross the center line and NOT cross the line at the opposite side of the court. It must be between the two lines. The team possessing the pallino will have two attempts to accomplish this. If they fail after the second attempt, the

opposing team may throw the pallino. *However, the team originally possessing the pallino will not lose their advantage of throwing the first ball.

3. Team who had original possession throws the first colored ball.
4. The opposing team will then throw their first colored ball.
5. At this point, it is the turn of the team who is FARTHEST from the pallino. That team will continue to throw until they roll a ball that is closer to the pallino than the current pointing ball of the opposing team.
6. Each team throws all four balls, alternating as described above. When the frame has finished, ONE (1) PLAYER from EACH TEAM on the NON-THROWING SIDE will come to take score and measure if necessary. Throwers may not measure their own balls.
7. Points are accounted for, and the players on the other side of the courts pick up the balls and repeat play until a team has reached 16 points. It is possible to earn more than 16 points in a game.

Notes & Exceptions

1. If the pallino is knocked out of the court, the frame is considered void and the team that started the frame will begin again at the opposite end of the court.
2. If the pallino is knocked against the backboard during play, it remains valid.
3. No subs can join the game late. And substitutions may not be made once a game has started. Teams will need to play with three players for the rest of the game. The substitute can then join in at the start of game 2.
4. *BUT a late arriving regular teammate may join the game in progress at the beginning of the next frame if no substitute is playing. Their position will be the vacant position at the time of their arrival.
5. It is the responsibility of each team captain to verify the scores recorded for each game.
6. The bocce courts may not be occupied by anyone other than regular league players and subs during league play.
7. Each team will be provided a copy of the league rules, a copy of the sub list, and copies of the schedule and team roster. These will be distributed via email.
8. Measurements are to be made by one member of each team from the non-shooting end of the court. Other members of each team are not permitted to enter the court to assist with measurements or cross the center court line. The measuring tapes provided at the courts are to be used for measuring.
9. In accordance with the United States Bocce Federation, balls can be measured at any time.
10. Illegal Movement of a Ball Belonging to Your Own Team: If a player moves one or more of her team's balls "in contention", it or they are removed from the court and considered dead and play continues. Balls not immediately "in contention" may be replace as close as possible to their original position. "In contention" is herein defined as a ball(s) close enough to the pallino to require measurement to determine whether a point may be awarded.
11. Illegal Movement of an Opponent's Ball: If a player moves one or more of her opponent's balls "in contention", those balls will be awarded one point each and play continues. Only the team fouled against can be awarded points for that frame unless the penalty is declined.

12. If a team has only 3 members present at the time of scheduled play, only 1 person at a time may rotate play from each end of the court so that each team member will play only two 2 balls each frame.
13. Subs are permitted to rotate or “walk”.
14. If the pallino is knocked out of the court after ball is in play, the frame is dead with no points and the play goes to the opposite end of the court. The team who had possession of the pallino last keeps possession of the pallino and then tosses.
15. If one team has thrown all balls and it is not evident which team has the point, the team with remaining balls may request a measurement to determine who has the point. One non-shooting player from each team shall measure.
16. All balls shall be thrown in an underhand style. Balls may be painted in colors to be more visible.
17. Ties during the frame. If two opposing balls are equidistant from the pallino, the team that rolled last will continue to roll until the tie is broken.
18. Ties at the end of the frame If the two balls closest to the pallino belong to opposing teams and are at an equidistance from the pallino, no points will be awarded and the pallino returns to the team that initially threw the pallino for that frame.

Disputes

When a dispute, infraction, or disagreement between two teams cannot be resolved by the captains of the teams involved in the dispute, the teams shall consult a gathering of three (3) or more other surrounding team captains. This “captain council” will vote on a decision with the majority ruling. Decision of the “captain council” is final and cannot be appealed. The captain of the team, or teams, involved in the dispute will not be permitted to vote.

The chairperson will only get involved if a minimum of three (3) captains are not available at the time of the dispute. If the chairperson has to make a decision, the decision will stand and cannot be appealed.

Weather Policy

1. Always assume we are playing and come to the bocce courts. Your team is counting on you!
2. Unless your captain contacts you by 5:45, come to the lodge. Remember, weather at the lodge may be different than where you are. When in doubt, show up. Even if we end up canceling, you can enjoy a beverage and socialize with league members.
3. If severe weather is issued before 5:30 p.m., the chairperson will call or text all the team captains by that time or before. Captains are responsible for calling their team members and the scheduled subs.
4. If bocce is not canceled but your team does not feel comfortable playing due to the weather, the team captain must consult the other team captain and arrange a makeup date and time to make up the game. The 24-hour rule for make-ups does not apply in this situation, but please

make that decision with at least an hour's notice to avoid the other team traveling to the Lodge unnecessarily.

5. It can get hot — especially while we get into the height of summer. Please make sure you always bring some water and maybe even a little fan or a cooling towel for the really hot days.

****WEATHER CONDITIONS THAT WILL CANCEL BOCCE PLAY****

1. If lightning or thunder is present or pending at the Lodge. If we hear thunder at the lodge, we will suspend play and go into the building to determine whether to cancel for the night.
 - a. According to the National Weather Service, lightning can strike 10 to 15 miles from the area where it is raining. That's about the distance you can hear thunder. If you can hear thunder, you are within striking distance. Seek safe shelter in an enclosed building or a car (without touching metal).
 - b. The CDC (Center for Disease Control and Prevention) suggests following the 30-30 rule: After you see lightning, start counting to 30. If you hear thunder before you reach 30, go indoors. Suspend activities for at least 30 minutes after the last clap of thunder.
2. If a Severe Storm Warning or a Tornado Warning (tornado has been sighted) or Tornado Watch (conditions for possible tornados) is issued by the WHIO weather station or National Weather Service before 5:30 p.m. for the evening and is not expected to be lifted before 6:30.
3. If there is heavy rain at the Lodge that is not predicted to lessen. This includes snow on the courts.
4. If a Heat Advisory is issued by the National Weather Service before 5:30 p.m. and is expected to last into the evening.
 - a. A heat advisory is issued when the "heat index", how your body feels when the air temperature combined with the relative humidity, is expected to exceed 105 degrees Fahrenheit.
5. If an Excessive Heat Warning is issued by the National Weather Service before 5:30 p.m. and is expected to last into the evening. This occurs when the temperature is at least 90 and the heat index is 100–104 degrees F.