



Holy Redeemer Bocce

Men's League

Information Packet

2022

Revision A

Commissioner: Nick DiDona

Assistant Commissioner: Mario DiLillo

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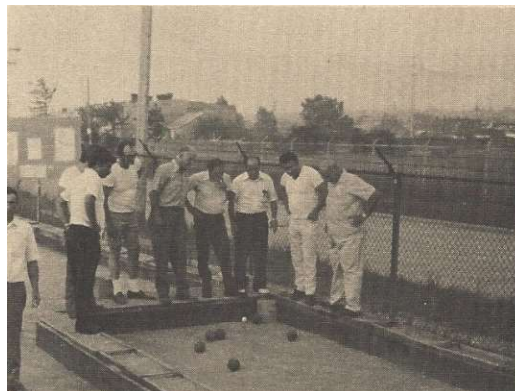
Revision history

- Initial release – April 11th, 2022
- [Revision A – April 16th, 2022](#)
 - [Payments and accounting updated](#)
 - [Clarification added to rule 8 regarding foreign objects](#)
 - [Explanation for league dues increase added to meeting agenda on page 3](#)
 - [Updated court assignments included for post season tournaments on pages 14 and 15](#)

Meeting agenda – Monday April 11th, 2022

- State of Holy Redeemer Bocce League
 - All teams back from 2021
 - No major schedule changes – please review to confirm!
 - Three Tuesday match-ups
 - League Championships and Banquet will be held at the I&A club on the last week of the year, which will be Monday September 12th
 - Any ideas or discussion of other banquet options should be raised ASAP
- League insurance renewed again in 2022
- Signed league participation waiver **REQUIRED** to play
- Weekly clean-up/closing responsibilities will be spread among all teams, please take this seriously!
- Understand roster requirement, plan properly, submit roster on time, take responsibility!
- League regulation clarification (7, 9, 11)
- Proposal for playoffs – seeded teams select court for matchups?
- Many requests for league expansion – wait list grows
- Discuss any other issues and/or rule change proposals for 2022
- Questions/comments/concerns
- Collect money, adjourn

League Play Begins Monday April 18th at 7PM. See You There!



League regulations and rules of the game

The following is meant to address league regulations and many but not all of the rules that may apply during game play. Any rules not specifically addressed within this document will be submitted to the league commissioner and put up for a vote of the league captains. If a majority vote cannot be established or another circumstance does not allow for a formal vote, the league commissioner and/or the assistant commissioner will make the final decision.

Team captains are responsible for the enforcement of the rules during play and for communicating all league rules and regulations to team members. This document can be referred to for any rule disputes or play calls in question. If there are still disputes between captains, the league commissioner and/or the assistant commissioner will be called upon to make the final decision.

Regulations

1. League play will begin in late April and continue for 20 weeks into mid-September. The regular season will be 17 weeks following with the Championship and Loser Bracket tournament playoff competition in weeks 18-20.
2. **Weekly regular season games will begin sharply at 7 PM** and will consist of teams playing three games up to 13 points each. There are 18 teams utilizing 9 bocce courts. The setup and timeline will allow for each team to compete against each other exactly one time during the regular season.
3. At the end of the regular season, the top 8 teams in the standings will compete in the championship playoff tournament, and the bottom ten will compete in the losers tournament. The seeding for these tournaments will be decided by the league standings after week 17.
4. The order in the league standings will be determined by winning percentage.
5. In the event of a tie (identical winning percentage) for seeding or entry into the championship round of the playoffs, the following will be used by the commissioner to decide the tie breaker
 - a. **If the tie is between two teams, the result will be decided by**
 - i. better record in head to head competition
 - b. **If the tie is between three or more teams, the result will be decided by**
 - i. most weeks of winning all three games (3-0 sweep)
 - ii. least weeks of losing all three games (being swept 0-3)
 - iii. If after (i) and (ii) are evaluated and two teams are still tied, then the team with better head to head record will be chosen between those two
 - iv. If three or more teams are still tied after (i) and (ii), seeding order is picked out of a hat with team captains and league commissioner present
6. **The league fee is \$300 per team. Captains are responsible to get the fee to the commissioner at the Captains meeting or before the first week of the season.**

7. Under normal circumstances and for all championship (top 8) playoff matchups, each team will have four players, rolling one ball each per frame. **The first frame of the first game starts promptly at 7 PM.**
8. In the case of only three players being present in the regular season, a team will use four balls; each man rolls one ball and the fourth ball is alternated between players each frame. **The same player may not roll two balls in a row in a single frame.**
9. In the case of only three players being present in a championship (top 8) round playoff game, that team may elect to play the game rolling only three balls. **A team cannot roll four balls with three players in a championship round playoff game.**
10. In the case of only two players being present in the regular season, a team will use three balls; each man rolls one ball and the third ball is alternated between players each frame.
11. In the case of only two players being present in a championship (top 8) round playoff game, that team may elect to play the game rolling two balls. **A team cannot roll three balls with two players in a championship round playoff game.**
12. Any game that cannot be played with two or more players on one team will result in a forfeit unless the team captains agree to complete make up games at a later date. This must be reported to the commissioner beforehand or on that same evening.
 - a. In the case where a team is waiting for the third member to arrive, game 1 will be forfeited at 7:15 PM, game 2 and 3 will be forfeited at 7:30 PM.
 - b. A late arriving team member can join a game any time before a frame is started.
 - c. All make up games need to be completed before the second to last week of the regular season or the forfeitures will stand.
13. A team can have up to nine players on the roster. The final roster is to be handed in to the commissioner no later than the seventh (7) week of the season.
 - a. The commissioner will have a copy of every set roster on hand after week six if any questions arise regarding eligibility
 - b. Rosters may be reviewed prior to all playoff games. Players are eligible to participate in playoff games if they are on the roster and have played in at least 6 weeks of games
 - c. There may be extenuating circumstances (e.g. sickness, injuries, etc) that may leave teams with less than four team members. Requesting to make a roster change after the first seven weeks will be reviewed as needed and any changes will be decided upon by the commissioner and the assistant commissioner.
 - d. **There are no guarantees that a new team member may be added for the playoffs. Resulting in the possibility of a forfeit. Please plan your rosters accordingly.**
 - e. Any questions concerning a team utilizing a non-rostered player for a playoff game must be brought to the attention of the commissioner or assistant commissioner as soon as possible, and no later than the end of the best of three game series. Below is a summary of consequences the violating team could face:
 - i. If a team utilizes a non-rostered player for a playoff game and the opposing team brings this to the attention of the commissioner or assistant commissioner **after that player has rolled a ball during the first frame and has not yet rolled in the second frame**, and subsequent roster review proves

the player to be ineligible, **then the playoff SERIES is forfeited by the team that violated the roster rule.**

- ii. If a team utilizes a non-rostered player for a playoff game(s) and the opposing team brings this to the attention of the commissioner or assistant commissioner **any time after the second frame of the first game has started**, and subsequent roster review proves the player to be ineligible, then **the player will be removed and the team forfeits the CURRENT GAME being played.**
 - iii. No change to the results will be made after a playoff series has concluded.
14. During the playoffs, captains have full discretion for player participation, but must follow all roster regulations as stated above.

Rules

1. The first line is the boundary for rolling points and the second line is the boundary when attempting to shoot or spock.
 - a. As the ball is released, as long as any part of your body is on or before the line, it is a valid roll/throw.
 - b. If there are disputes between two teams regarding line faults, please work them out in a gentlemanly fashion. The lines are guides and only blatant, consistent abuse of line encroachment will be cause for resolution by the commissioner. Please do not abuse this rule!
2. Prior to the start of the first game of the evening, the winner of a coin flip will select their color of choice and start game play by throwing out the pallino. **This team will control the pallino for the beginning of all three games regardless of each individual game outcome.**
 - a. **The team that wins the coin toss is responsible for placing bocce balls, measuring device, pallino, and score markers into the crate and returning the crate to the storage shed after the games have ended.**
3. The pallino must be thrown so that it lands 12 inches or greater from the side boards and in between the half court line and the last line at the opposite end of the court.
 - a. **If it lands in line with any of these boundaries it is in a legal position**
4. The team that wins the toss and rolls the pallino (team A) will have one attempt to put it in play legally. If after the first attempt the pallino has not landed in a legal position, the team will forfeit the pallino roll to the other team (team B). Team B will roll the pallino to any legal position they desire, and then team A will start play of that frame by following the pallino with their first ball. If team B does not roll the pallino to a legal position, they forfeit the pallino roll back to team A. This sequence repeats until the pallino is rolled to a legal position.
5. The same player that throws out the pallino must follow with his own ball, except in the case noted in rule 4 when the pallino roll is forfeited to the other team.
6. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted all of their balls. The nearest ball rule governs the sequence of thrown balls.

7. Anytime the pallino is deflected out of the court, behind or under the swinging backboard, or in front of the half court mark, the frame is ended and restarted from the original throwing side with the original team taking control of the pallino.
8. If a bocce ball deflects out of the court, or remains on top of the side board or swinging back board, the ball is considered dead and taken out of play. If the ball falls back in after hitting the fence or the top side of the back/side boards without hitting a foreign object, play ~~continues~~continues, and the ball remains in play. Typically, if a ball strikes a foreign object, it is considered dead and should be removed from the frame. Any disputes relating to foreign objects should be consulted with the commissioner/assistant commissioner for a ruling.
9. No player can attempt to play a shot directly off the fence.
10. **At any point in an inning, if a player wishes to attempt an “air shot” he must stop the game and inform all players playing on the court, as well as the players on directly adjacent courts, so that all players in the vicinity are aware of a ball that will be thrown at chest-level or above!**
 - a. An “air shot” can be loosely defined as any ball thrown at or above chest level such as a volo shot (shooting at the point ball through the air), or an attempt to throw a ball in the air over other balls for a play onto the backboard.
 - b. Wait for suitable stoppage of play on the directly adjacent courts to inform them of your intent to perform an “air shot”. This is no time to be in a hurry, a serious injury could result if proper steps are not taken!
 - c. The same rule applies to all players at any point while playing the game during practice, league play, or pick-up games afterwards.
 - d. **This is NOT a courtesy request, this is a hard and fast rule that will be followed for the safety of all players! If you are found to be in violation of this rule, the commissioner or assistant commissioner will expel you from the league!**
11. Bocce balls do not always remain inside the court even when being shot (low to the ground) raffa style. Please be courteous and make players on adjacent courts aware when you are taking a low to the ground raffa shot when the target ball is close to the board. Pay attention to your surroundings!
12. All children should be kept outside the bocce courts behind the fences at all times.
13. If the wrong color bocce ball is rolled, the incorrect ball is simply replaced with the correct ball where it has come to rest.
14. If a team throws out of order, there are NO take backs allowed. Play continues and the ball remains in play.
15. **Measurements are allowed at any point in a frame, there is no restriction on point measurements.**
16. **Captains are allowed anywhere on the court at any time. Other players are only allowed beyond the half court mark after they have thrown their ball. Once a player has thrown his ball he can go anywhere on the court.**
17. In the event that the two balls challenging for the point are equidistant from the pallino (tied), the team that rolled last will continue to roll until the tie is broken. In the event of

- ties at the end of a frame, no points will be awarded, and the pallino returns to the team which delivered the first ball.
18. If the pallino or point ball is moved by a player and there is confusion about exactly where the ball should be returned to, the opposite team has the option to be awarded as many points as the number of live balls that they have already played and the frame will end. Alternatively, they can decline the penalty, place the ball as close as possible to where it was and continue the frame.
 19. Accidental movement of a non-point ball will be replaced as close as possible to its original position.
 20. Once a point is conceded by a team and the balls in question have not moved during the balance of a frame, no additional measurements are allowed. **WHEN IN DOUBT, MEASURE!**



Team Pino Rosati – 2021 Champions



Team Joe Gibson – 2021 Runner-Up



Team Bob Giebel -- 2021 Best of the Worst

Notes from the commissioner

Please put your bocce balls, pallino, point markers and measuring device back in the crate and leave them in the shed after your game. Remember, if you win the coin toss, you put the crate away!

Every team should be entering and confirming the win/loss results on the scoresheet at the end of each match. **It is the captain's responsibility to review the score sheet before you leave each night.** I should not be forced to reach you the next day to find out the results!

Remember to scan your court area before you leave and dispose of all litter into the trash cans. You are responsible for your court area! **Every week a different team will be responsible for clean-up and closing.** Let's do our best to help keep the Wickliffe I & A beautiful and they will continue to welcome us back year after year.

Please be sportsmanlike and respectful to your opponent and those around you. BE SAFE and practice caution when shooting! Rules are created for a reason, let's abide by them and understand that these rules don't just affect your team - a decision by a single team not to follow the rules can and will affect other teams in the league!

Captains, please help disseminate the rules and regulations down to your team so we can hit the ground running on week 1!

And above all, remember we are here to have fun, join in fellowship and enjoy the game.

Thanks, and let's have a great season!

-Nick and Mario



Payments and accounting

Team roster sheet

HOLY REDEEMER BOCCE MENS BOCCE LEAGUE - ROSTER SHEET

Commissioner: Nick DiDona
Cell 440-289-2687

Team Number	<input type="text"/>	Date Submitted	<input type="text"/>
	Name	Phone Number	
Team Captain	<input type="text"/>	<input type="text"/>	
Player 2	<input type="text"/>	<input type="text"/>	
Player 3	<input type="text"/>	<input type="text"/>	
Player 4	<input type="text"/>	<input type="text"/>	
Player 5	<input type="text"/>	<input type="text"/>	
Player 6	<input type="text"/>	<input type="text"/>	
Player 7	<input type="text"/>	<input type="text"/>	
Player 8	<input type="text"/>	<input type="text"/>	
Player 9	<input type="text"/>	<input type="text"/>	
Signed By:	<input type="text"/>		
Approved By:	<input type="text"/>		

****FINAL ROSTERS ARE DUE BY THE DAY AFTER MEMORIAL DAY****

THE COMMISSIONER WILL HAVE A PRINTED COPY OF EVERY SET ROSTER ON HAND AFTER THIS DATE IF ANY QUESTIONS ARISE REGARDING ELIGIBILITY

ROSTERS WILL BE REVIEWED PRIOR TO ALL PLAYOFF GAMES. PLAYERS ARE ELIGIBLE TO PARTICIPATE IN PLAYOFF GAMES IF THEY ARE ON THE ROSTER AND HAVE PLAYED FOR AT LEAST 6 WEEKS OF GAMES

****THE EXCEPTION TO THIS RULE IS IF THERE IS AN INJURY TO A PLAYER OR PLAYERS THAT LEAVES A TEAM WITH LESS THAN FOUR (4) TEAM MEMBERS. ALL CHANGES OF THIS NATURE WILL BE DISCUSSED AND DECIDED UPON BY THE COMMISSIONER AND ASSISTANT COMMISSIONER. THERE ARE NO GUARANTEES THAT A NEW TEAM MEMBER MAY BE ADDED FOR THE PLAYOFFS, RESULTING IN THE POSSIBILITY OF A FORFEIT. PLEASE PLAN YOUR ROSTER ACCORDINGLY****

Schedule

Week	Date		1	2	3	4	COURT 5	6	7	8	9
1	18-Apr		1 v 18	2 v 17	3 v 16	4 v 15	5 v 14	6 v 13	7 v 12	8 v 11	9 v 10
2	25-Apr		2 v 15	18 v 16	17 v 1	3 v 14	4 v 13	8 v 9	6 v 11	7 v 10	5 v 12
3	2-May		3 v 12	4 v 11	18 v 14	1 v 16	17 v 15	5 v 10	2 v 13	6 v 9	7 v 8
4	9-May		16 v 14	15 v 1	2 v 11	17 v 13	18 v 12	4 v 9	3 v 10	5 v 8	6 v 7
5	16-May		17 v 11	3 v 8	15 v 13	18 v 10	2 v 9	5 v 6	4 v 7	16 v 12	1 v 14
6	23-May		18 v 8	14 v 12	3 v 6	2 v 7	16 v 10	15 v 11	17 v 9	13 v 1	4 v 5
7	31-May	Tuesday	13 v 11	14 v 10	15 v 9	18 v 6	17 v 7	16 v 8	2 v 5	3 v 4	1 v 12
8	6-Jun		15 v 7	13 v 9	12 v 10	16 v 6	11 v 1	18 v 4	14 v 8	17 v 5	2 v 3
9	13-Jun		1 v 10	13 v 7	12 v 8	11 v 9	14 v 6	17 v 3	15 v 5	18 v 2	16 v 4
10	20-Jun		12 v 6	17 v 18	11 v 7	10 v 8	13 v 5	16 v 2	9 v 1	14 v 4	15 v 3
11	27-Jun		9 v 7	10 v 6	16 v 17	11 v 5	1 v 8	13 v 3	12 v 4	15 v 18	14 v 2
12	5-Jul	Tuesday	8 v 6	15 v 16	10 v 4	12 v 2	11 v 3	7 v 1	14 v 17	9 v 5	13 v 18
13	11-Jul		9 v 3	1 v 6	7 v 5	8 v 4	10 v 2	14 v 15	11 v 18	13 v 16	12 v 17
14	18-Jul		10 v 17	7 v 3	5 v 1	9 v 18	6 v 4	8 v 2	12 v 15	13 v 14	11 v 16
15	25-Jul		1 v 4	8 v 17	10 v 15	12 v 13	7 v 18	11 v 14	9 v 16	5 v 3	6 v 2
16	1-Aug		4 v 2	5 v 18	9 v 14	7 v 16	8 v 15	6 v 17	3 v 1	11 v 12	10 v 13
17	8-Aug		5 v 16	6 v 15	3 v 18	4 v 17	9 v 12	10 v 11	8 v 13	1 v 2	7 v 14
18	15-Aug		First Round of Playoffs (18)								
	22-Aug		NO GAMES WICKLIFFE I&A BOCCE TOURNAMENT								
	29-Aug		NO GAMES WICKLIFFE I&A BOCCE TOURNAMENT								
19	6-Sep	Tuesday	Second Round of Playoffs								
20	12-Sep		Championship Game								

All games are on Monday unless otherwise noted

All games will start at 7:00 PM sharp

Team responsible for clean-up/closing in **BOLD** for each week

Team	Captain	Phone Number
1	Sal DiGiorgi	440-488-7741
2	Nick DiDona	440-289-2687
3	Chuck Britton	440-289-0612
4	Nick Fatica	440-669-2346
5	Judge Joe Gibson	440-289-7001
6	Pino Rosati	440-487-0421
7	Silvano Ferenac	440-286-1390
8	Angelo Oriani	440-729-7440
9	Alesci's	440-943-4233

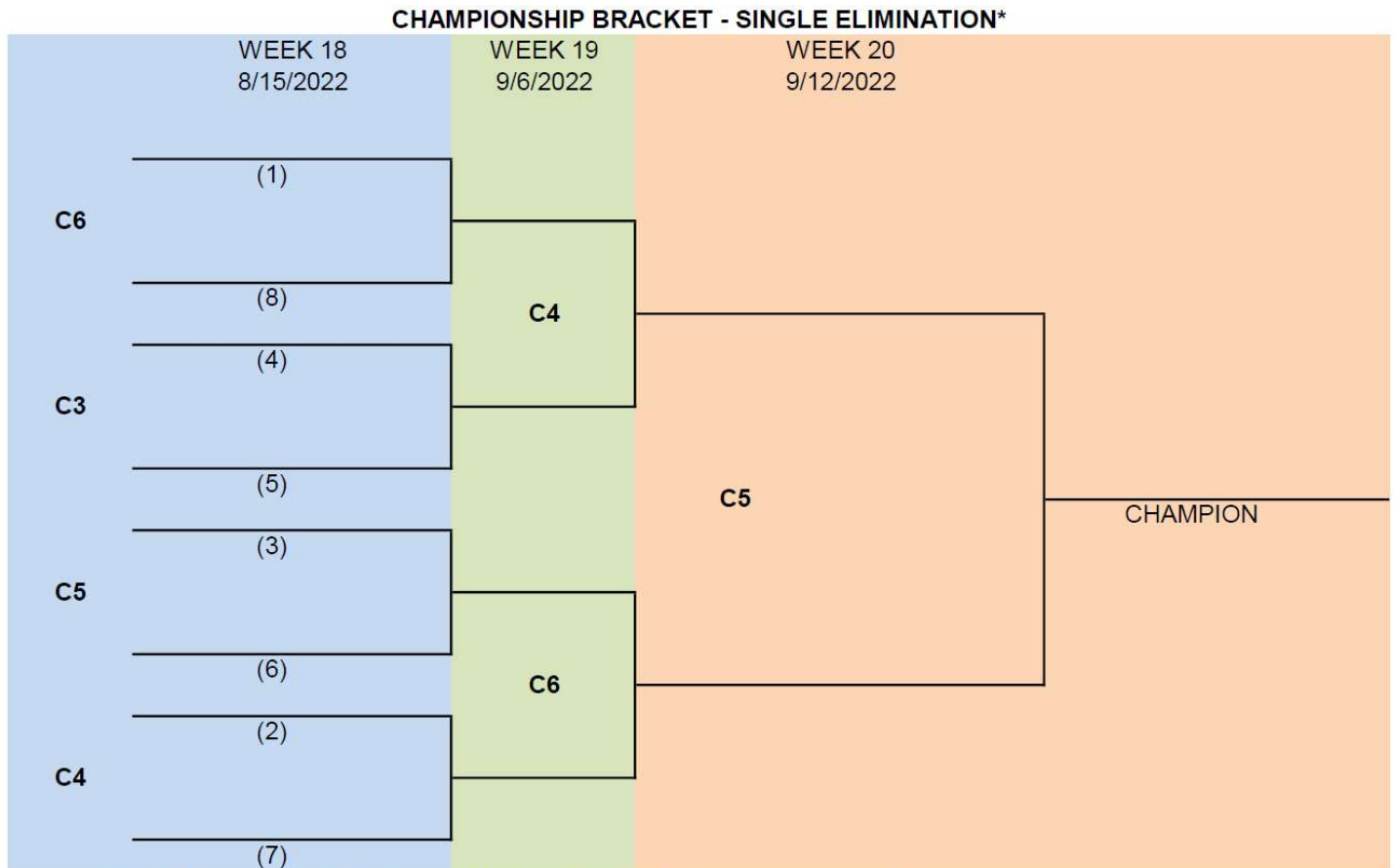
Team	Captain	Phone Number
10	Brian Polantz	440-773-0140
11	Armando Giancola	216-374-1979
12	Bob Giebel	440-796-3494
13	Kevin Delsanter	440-488-6798
14	Claudio Berardinelli	440-346-2129
15	Lou Fatica	440-376-0493
16	Oliver Markon	216-767-3041
17	Mario DiLillo	440-669-6566
18	Rick Lee	216-210-0167

Commissioner: Nick DiDona

Assistant Commissioner: Mario DiLillo

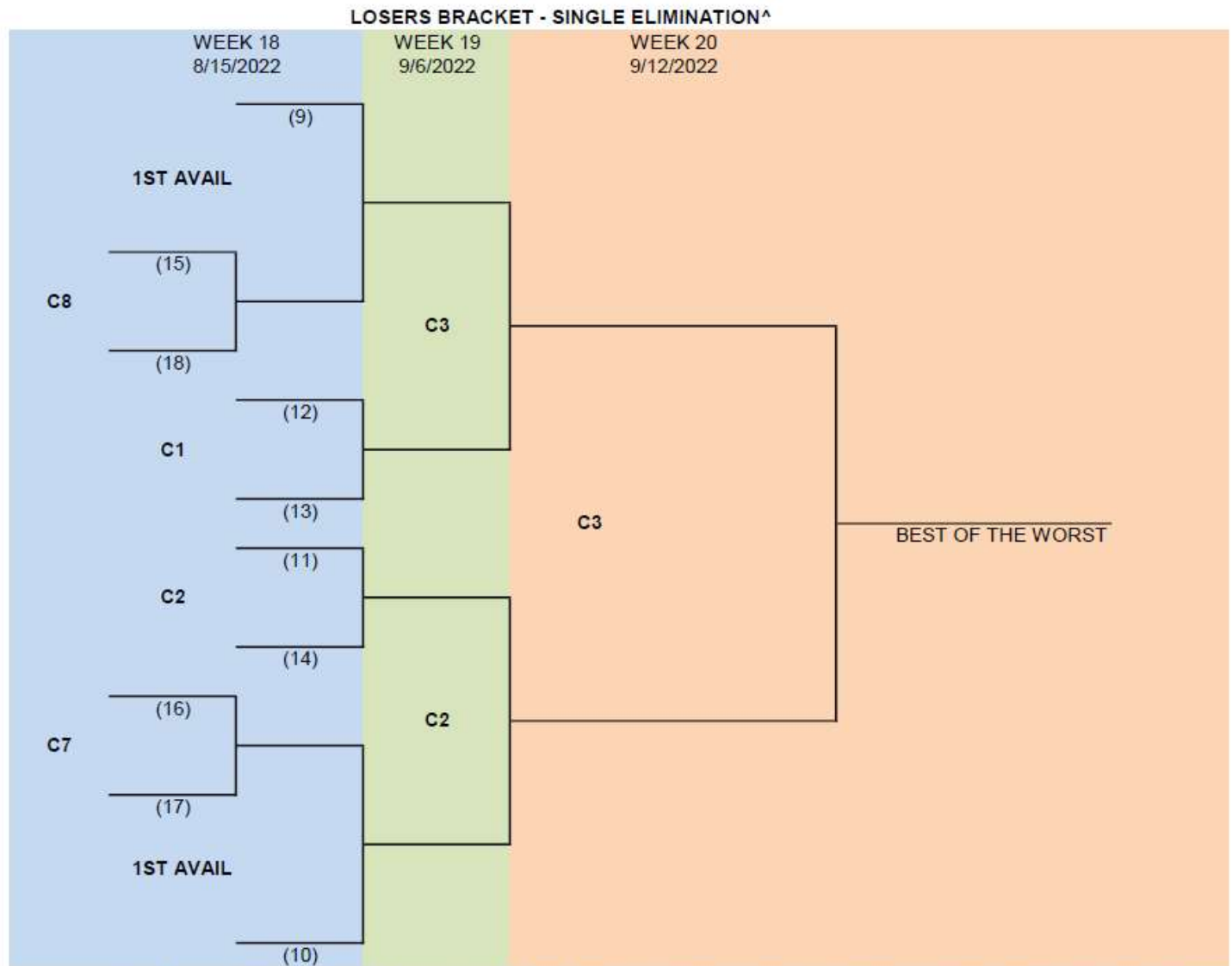
Spring/Summer 2022

Championship tournament bracket



*- Each match up will be decided by best two out of three games up to 13

Loser tournament bracket



[^]- Play in match ups (seeds 15 -18) in week 18 will be decided by one game up to 13. All others will be best two out of three