

2017  
MAR-JCC  
MACCABI GAMES  
RULE BOOK



ARGENTINA • COLLEGE • COLOMBIA • ISRAEL • MEXICO • PERU • USA • VENEZUELA • YOUNG MACCABIM

XXXVI ANNUAL MACCABI GAMES  
TO LIFE

All rules and guidelines in this rulebook are subject to change based on extenuating circumstances. All rules and guidelines made by the Maccabi Games main office are final.



## **Maccabi Games 10 Commandments**

### **1- Sportsmanship is the first priority of the Maccabi games.**

We expect any athlete, volunteer, parent, coach, captain and staff to have as a priority the sportsmanship spirit of the Maccabi Games.

### **2- Friendship and Tolerance amongst participants.**

We are only competing in the fields. The Maccabi games are an opportunity to unite our community and to develop new friends. Any behavior that is deemed unsportsmanlike is unacceptable.

### **3- Every athlete should have at all times his/her ID, bracelet, and the appropriate uniform to participate in any game.**

There is a zero tolerance policy for trying to alter any form of identification of any participant.

### **4- Show respect to referees, volunteers, staff, coaches, captains and site directors.**

We are leading by example and as a principle we should respect any participant during the Maccabi games.

### **5- The Maccabi games are under the rule of conducts of the JCC.**

Everyone should follow the rule of conduct and regulations of the JCC.

### **6- Equal opportunity to every athlete.**

Coaches are encouraged to be mindful and fair about playing time. Not everyone has the same level of skills but everyone has the right to enjoy the games.

### **7- Respect and care of premises and installations.**

We have the privilege to enjoy the resources provided by JCC, Sinai, and Hillel. Everyone should make sure that proper care is given to the fields and other sports equipment during the games.

### **8- No athlete can participate on another team other than the one selected.**

The selection process is random and changes are not allowed.

### **9- Jewish self-identification: All participants in the Maccabi Games must be Jewish (as defined by Maccabi World Union)**

### **10- Enjoy the games! Take the opportunity to share time with family and friends**



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### GENERAL RULES

The **TEAM/COUNTRY** you enter this year to play, that is the **TEAM/COUNTRY** that you will play with until a change of category.

**EXAMPLE:**

If you are in CHILD C and in 3<sup>rd</sup> grade this year and sign up to play with Peru you will remain with Peru (or chosen team) until you complete your category CHILD C – this is just an example – this applies to all teams and all categories.

All final disciplinary issues will be resolved by the Maccabi Games Discipline Committee and Games Directors. The Team Captains will be involved in the conflict resolution.

Once the game begins the REFEREE is the sole arbiter of the game in play. Under no circumstance is any play or call that he/she makes to be questioned or argued by coach/parent/spectator.

The purpose of the Site Director is to maintain the integrity of the games and its venue. The Site Directors will make sure that the games begin and end on time and that if there is any incident he/she will be involved in conflict resolution and make sure the incident is reported to the Maccabi Games Office.

Any player that enrolls in the incorrect category knowingly, will be automatically Expelled from the games. The games that the player participated in will be considered a “forfeit”.

Any parent/assistant coach or player that has a fight or is verbally/physically abusive to another parent/assistant coach or player will be reprimanded and will not be allowed to continue to participate in said position for the remainder of the games or may be expelled from the games. All matters are to be discussed with Site Directors and they will bring matter to the Maccabi Games Directors/Committee.

**NO CATEGORY** unless it is a Veteran to Adult category you cannot go up or down a level. Meaning if you play in Child D – you may not go to Child E or go down to Child C or to any other category. IF a player is caught switching categories in the middle of the Games he/she will be expelled from games and that one game where they were caught switching categories will be a forfeit.

Veterans will be permitted to have 2 adults (35 and older) on the roster for Mini Soccer, 1 Adult (35 and older) on the roster for Volleyball and Basketball.

#### **Tie Breaker Rules-**

In the event there is a tie within group play between 2 teams in any sports. Here is the tie breaker order

1. Head to Head, if applicable
2. Point/Goal/Run/Set Differential
3. Point/Goal/Run/Set Scored For
4. Point/Goal/Run/Set Scored Against
5. If tie remains Maccabi Games Officials will attempt to schedule a modified game between tied teams. If not possible, coin toss will be used as the method to break remaining ties.

Now in the event there is 3 or more teams tied. Here is the tie breaker order.

1. Head to Head (if one team beat the other two teams, the team that won both game is top seed among group).
2. Point/Goal/Run/Set Differential
3. Point/Goal/Run/Set Scored For
4. Point/Goal/Run/Set Scored Against
5. If tie remains Maccabi Games Officials will attempt to schedule a modified game between tied teams. If not possible, coin toss will be used as the method to break remaining ties.

Once the tie-breaker eliminates teams and there are two teams left, then go to 2-team tie-breakers.

**RACHMANUS** plays a key role in athletics and the Maccabi Games. The level of competition at the Games varies considerably due to delegations from varying size. Although several sports have mercy rules, blowing out a much weaker team for the sake of scoring points or getting runs across the plate is contrary to the spirit of the Games and shows a lack of RACHMANUS. Rachmanus includes displaying good sportsmanship, respecting your opponents and the officials, and exhibiting appropriate behavior are also important components of RACHMANUS.



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### Rachmanus Rule

1.5 Rachmanus Rule—Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field.

1.5.1 Treat others as you would like to be treated. Lashon Harah (trash talking, taunting, gossiping and making fun of a weaker team) by any participant or spectator shall not occur.

1.5.2 Be a good loser and gracious winner. The losing team shall not express negative remarks or actions toward their opponents, nor shall the winning team tease or mock their opponents.

1.5.3 Make a positive difference on the playing field. Along with competition, compassion is very important to maintain on the field. All athletes must be encouraging to their teammates during time of play. Rather than expressing negative remarks for performing a mistake, athletes should encourage teammates with tips of what they can do in the future to better their performance.

1.5.4 Refrain from actions that may cause injury to others. Being over aggressive and “out of control” on the playing field shall not occur as it can lead to serious injury of ones self as well as to other participating athletes.

1.5.5 Lead by example. All members participating in the JCC Maccabi games should come into the event with open arms.

1.5.5.1 Help guide an athlete if you see him or her having trouble with a skill, and encourage athletes when they have done something good to raise their motivation.

1.5.5.2 Coaches should also demonstrate kind behavior by being equally caring and fair to all of his or her athletes. If a team is being “blown out” the coach of the winning team should slow his team down from scoring points. Coaches must also give each member of his or her team a chance to play in each game.

1.5.6 Project a sense of pride. The Maccabi games are a place to show one’s pride as an athlete and as a strong Jewish person. Showing pride does not consist of arrogance or superiority over any other individual, but rather pride as a whole group. Athletes are encouraged to create a bond where they will express their sense of pride in both of these areas with fellow teammates and opponents.

1.5.7 Respect teammates, opponents, coaches, officials and spectators.

1.5.7.1 Officials have the final say during a sporting event. There shall be no arguing between officials, coaches and athletes who are unsatisfied with a call made by an official.

1.5.7.2 Teammates must work together as one and be respectful of one another on their own team. Teams shall also be respectful and caring toward opposing teams, as well.

1.5.7.3 Spectators must not negatively interact with athletes, coaches, or officials before, after, and during a game.

Rachmanus Maximum Points-

In order for teams to show Rachmanus and not blow out other teams, the maximum point differential a winning team will receive shall be:

Basketball – 15 points

Flag football – 21 points

Kickball – 5 runs

Mini soccer – 3 goals

### Forfeits-

If a team forfeits a game within a tournament, that team will receive a -2 point score. The winning team will receive the following total score per sport

Basketball – 15-0

Flag football – 21-0

Kickball – 5-0

Mini soccer – 3-0

Newcomb – 15-0, 15-0

Volleyball – 21-0 21-0

Dodgeball – 2-0

**NO PLAYER** will be allowed to switch teams in the middle of the Games – Under no circumstance is this allowed. You may switch teams up until the last Wednesday before the beginning of the games and with the permission and consent of both participating team captains and the Maccabi Games Directors.

All players must have their Maccabi Games **BRACELET and CREDENTIAL** for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches’ responsibility to retrieve all ID’s from the Site Directors after each game and return to the players.

**NO BRACELET / CREDENTIAL NO PLAY**



## Dodgeball Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
  - Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
  - The Site Director/Games Director will handle all situations concerning extenuating circumstances
  - Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension
1. Number of players: Minimum of 4 to start a game. Maximum of 11 on the court/field. There can be a maximum player differential of 2.
    - Team A only has 6 eligible players. Team B has 11. The game will be played 6 vs. 8.
  2. Divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.
  3. The official ball used in tournament play will be a soft ball.
  4. The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by: Hitting an opposing player with a LIVE thrown ball at or below the shoulders. Catching a LIVE ball thrown by your opponent before it touches the ground.
  5. *Definition: LIVE: A ball that has been thrown and has not touched anything, besides the players or another ball.*
  6. Hit and Catch: A player from team A throws a ball to a player from team B. The ball hits the player below the shoulders. Before hitting anything else (besides another player or another ball), that ball is caught (either by the player or a teammate). The player who threw the ball is the only one out.
  7. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end line. Any player who leaves the boundaries to retrieve a ball, can still be thrown out.
  8. A player who has been warned to stay in bounds more than once is eliminated.



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9. A legal hit is anything at or below the shoulder. If a player lowers his/ her head and gets hit in the head, they are eliminated. This is up to the discretion of the official.
10. Any parent who enters the playing boundaries, will be asked to leave and a player from that team will be taken out. 2 coaches can retrieve balls for Children C Participants.
11. Game begins by placing the dodge balls along the centerline – minimum of 2 on one side of the center hash and minimum of 2 on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
12. The first team to legally eliminate all opposing players will be declared the winner. A 7-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 7 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.
13. All divisions are best 2 out of 3 games.
14. 5-SECOND VIOLATION -In order to reduce stalling, a violation will be called if a team in the lead controls all balls on their side of the court for more than 5 seconds.
15. RULE ENFORCEMENT -During pool play, rules will be enforced primarily by the "honor system" although there will be 2 officials on the court at a time. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. A site director will supervise all contests. **THE REFEREE'S DECISION IS FINAL – NO EXCEPTIONS.**



## Kickball Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
  - Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
  - The Site Director/Games Director will handle all situations concerning extenuating circumstances
  - Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension
1. Number of players: Minimum of 7 to start a game. Maximum of 10 on the field.
    - a. Children A and B must have at least 2 girls on the field during an inning on defense.
    - b. If both coaches agree to a larger number of players on the field, the referee will approve.
  2. Use of an ineligible player will result in a forfeit for that team.
  3. Games shall consist of the **5 innings MAX**, with a game won by the team which scores the most after a **45 min. time limit** whichever comes first. If an inning has not been completed it must be completed unless the home team is in the lead.
    - a. The bottom of the inning will be played if the time limit expires while in the top half of the inning.
  4. Substitutions can be made at any half inning. All players on the bench will be entered into the game (based on the rotation system) to play in the field. No substitution can be made while the ball is in play.
  5. There can be no more than 7 infielders, which includes the catcher against anyone, batter.
  6. Outfielders are not permitted in the infield. They must play 10 feet beyond the baseline.
  7. Continuous kicking order. All players on the roster must kick. A batting lineup must be filled out (see below).
  8. Kicker will see 4 pitches. Official will judge if the pitch is legal or not.
  9. For Children's A and B: Coach will pitch to own team. For all other divisions, a standard pitcher will be used.
  10. If a team scores 5 or more runs during an at bat. The half inning will end and the teams will change sides.
  11. Overthrow Rules: if a kicked ball remains in the infield and is fielded and overthrown to any base, and the ball crosses the foul line, the runner(s), including the batter runner CANNOT advance past the base they were running to at the time the ball crosses the foul line (one base on an overthrow).



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12. No bunting, base stealing or leading off bases.
13. Any runner interfering with a player fielding a ball will be called out.
14. Base runner can tag up and advance on a fly ball caught by an outfielder.
15. A coin flip will determine who will bat first.
16. For a standings tiebreaker we will first go head to head then the average run difference.
17. Team will go into extra innings if there is a tied game at the end of 5 innings or the 45 minute time limit expires.

### **Scorecard:**

JCC MACCABI GAMES BATTING ORDER CARD		
		
Team: _____		
Captain or Coach: _____		
	Player Name	Position
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		



### **Flag Football Rules**

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
- Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
- The Site Director/Games Director will handle all situations concerning extenuating circumstances
- Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension

### **Time**

1. The Game consists of two twenty-minute halves. Clock will stop for injury time-outs only in the first 38 minutes of the game. The clock will stop on discussion of penalties among referees.
2. Each team receives two time-outs per half. Officials may call time-outs at any time.
3. The clock will stop in the last two minutes of the game on incomplete passes, out-of-bounds play, time-outs, first downs, and change of possession and score.
4. If the score is tied at the end of 40-minute regulation, teams move directly into overtime. The official system for overtime is the Kansas Tie Breaker (referees will review rules before overtime).
5. Each time the ball is spotted, a team has 30 seconds to snap the ball.

### **The Game**

1. A coin toss determines choice. Teams whom elect to defer to the second half will have the choice of receiving or defending the opening possession in the second half.
2. No intentional contact of any kind is allowed.
3. The offense will receive the ball on the 5-yard line.
4. Each team will have four downs to cross a mid-field line.
5. On fourth down teams may go for a conversion or may decide to punt the ball which automatically brings the ball to the opposing teams' 5 yard line.
  - 5.1.1. If fourth down conversion fails, the opposing team receives possession of the ball at the line of scrimmage.
6. The ball will be spotted where the ball is when the flag is pulled.
7. If a player's flag falls off during a play, the defenders must touch the ball carrier to make the play dead.
8. Game format:
  - 8.1. All children's divisions will be played 6 on 6. Teams must field a minimum of 5 players to begin a game. After an injury, a team may play with 4.
  - 8.2. Juniors and Adults will be played 5 on 5. Teams must field a minimum of 4 players to begin a game. A game cannot be played with less than 4 players.
9. A play is ruled dead when: Ball carrier's flag is pulled or is touched (no flag), Ball carrier steps out-of-bounds, Touchdown is scored, Ball carriers knee hits the



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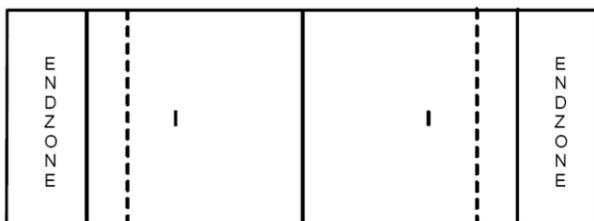
ground, Ball touches the ground, Fumbles: Ball is placed where the ball lands unless ball goes forward.

10. For the college division, playoffs will take place on the MAR-JCC fields.

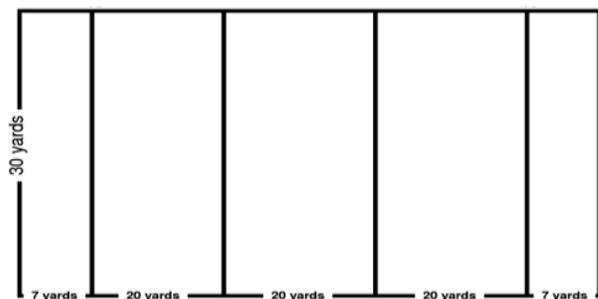
10.1. Instead of 1 mid field line, there are 2 mid field lines. See diagram below.

Field Diagram:

Hillel (all games for all divisions with the exception of the college division playoffs)



JCC FIELD (Playoffs for College Division)



### Offense

1. The quarterback may not cross the line of scrimmage while having the ball.
2. Laterals and pitches are allowed.
3. The player who takes the hand-off can throw as long as he does not pass the line of scrimmage.
4. All offensive players with the exception of the ball carrier must stand still once a reception has occurred. Players must remain in that position until the play is whistled dead.
5. All players are eligible to receive passes including the original quarterback if the ball has been handed off behind the line of scrimmage.
6. As in tackle football, only one player is allowed in motion at a time.
7. Players must have at least one foot in bounds when making a catch. Offensive players must line up at least three steps from the sidelines.
8. Balls must be snapped between the legs to start a play.
9. The center is not eligible to receive hand-offs at the line of scrimmage.
10. If not rushed, the quarterback has seven seconds to release the ball from his hands.
11. The seven-second restriction will be lifted if: Rusher passes the line of scrimmage or the ball has been handed off.
12. Failure to release the ball within the allotted time will result in a dead play.



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13. Only one forward pass is allowed per play.

### **Defense**

1. Interceptions may be run back from anywhere on the field of play, including the end zone.
2. All players that rush the passer must be a minimum of 7 yards from the line of scrimmage when the ball is snapped. Any number of players may rush the quarterback.
3. Player's not rushing the quarterback may defend the line of scrimmage with allowing an 1 yard neutral zone.
4. Once the ball has been handed off, the 1 yard rush rule is no longer in effect. All defenders may go behind the line of scrimmage to make a play on the ball.
5. When the offense has the ball inside 7 yards from the goal line, the rush line is the goal line for the defense. Rusher must start from behind the goal line itself

### **Penalties and scoring**

The referee(s) will call all Penalties. For a list of penalties and yardage penalty, see the Head Official and/or Site Director. For any questions on scoring, see Head Official (i.e. Touchdown, Safety and Extra Point).



## Basketball Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
  - Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
  - The Site Director/Games Director will handle all situations concerning extenuating circumstances
  - Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension
1. A team must have 5 players on the court ready to play at game time (5-minute grace period. Unless approved by the site director.) . If not the game will be a forfeit
  2. Games will consist of 2, 18-minute halves, with a running clock until the last 2:00 of the game. The rest will be regulation clock. If a team has a 20 point lead at any point with 2 minutes or less remaining in the game. The clock will run.
  3. If tied at the end of regulation, an overtime quarter of 2 minutes will be played, regulation clock.
  4. Substitutions can be made at anytime the ball is not in play. No substitution can be made while the ball is in play.
  5. Each team has 2 timeouts per half. Each team receives 1 timeout for overtime. Time outs will not carry over.
  6. A player will be disqualified on the 6 personal fouls.
  7. The bonus will be shot on the 7<sup>th</sup> team foul of each half. The double bonus (two shots) will begin on the teams 10<sup>th</sup> foul of each half.
  8. Defense
    - a.Children C, D, E and Juniors: Team may play any type defense. Man to man or zone. Children A and B must play man to man.
    - b. **For Children A, B, C, D, and E** A team may press only during the **last minute of the game and the overtime quarter**. (No press if a team is winning by 8 or more points). In all other situations, once the defensive team has gained control of the ball, the opposing team must retreat to their end of the court. A team may start guarding the opposing team once the ball is at half court. (**Adult Females and Juniors** cannot press until the last 2 minutes of the game) (**Adult Male and Juniors** can press at anytime during the game).
  9. A jump ball will be used to start the game as well as any overtime quarter. The alternate possession rule will be in effect during the game.
  10. If a player received 2 technical fouls, that player will be ejected.



## Volleyball Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
- Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
- The Site Director/Games Director will handle all situations concerning extenuating circumstances
- Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension
  1. Number of players: There must be a minimum of 4 players on the court to start. (5-minute grace period. Unless approved by the site director.) If not the game will be a forfeit. Use of an ineligible player will result in a forfeit for that team.
  2. Game is complete when one team reaches 21 points and is ahead by at least 2 points. If team is not ahead by 2 points, play continues until one team reaches a 25-point limit. Scoring is on a rally point system.
  3. Best 2 out of 3 games will win the match. The third set is up to 14 points with a 2-point advantage requirement or up to 18-point limit.
  4. Substitutions can be made at any time the ball is not in play. No substitution can be made while the ball is in play.
  5. A coin flip will determine who will begin with the ball first. To begin the second game the opposing team will begin with the ball.
  6. Play will be governed by FHSAA official Volleyball rules, which will include the rules and guidelines for serving and rotation. Head official will explain in detail.



### Mini-Soccer Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
- Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
- The Site Director/Games Director will handle all situations concerning extenuating circumstances
- Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension

1. Games will consist of two 20 -minute halves.
2. Number of players: Must have a minimum of 5 players to start a game. See chart below for the number of players needed to play.

Division	Min Players	Player on Field
A , B, C, D & E	6	8 (7 and goal keeper)
JUNIORS	5	7 (6 and goal keeper)
ADULTS & VETERANS	5	7 (6 and goal keeper)

3. Any overtime will result in direct penalty kicks except for Adult Male, Veterans, (1) 5 minute time period. In the event of a tie the game will conclude with penalty kicks to determine a winner.
4. For Children A and Children B any tie game, at the end of regulation, will remain a tie except for semifinals or finals.
5. Substitutions can be made at any time the ball is not in play. No substitution can be made while the ball is in play.
6. A coin flip will determine who will begin with the ball first. To begin the second half the opposing team will begin with the ball.
7. All players on the bench must remain seated.
8. Maximum goal differential is 3.
9. Play will be governed by FIFA Soccer rules.



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### Tennis Rules

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
  - Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
  - The Site Director/Games Director will handle all situations concerning extenuating circumstances
  - Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension
1. Tennis tournament will be governed by USTA rules.
  2. All tournaments will be a round robin format based on the amount of players that enter each category.
  3. **Adult Male and Females** will be in a Team format. Each country will form a minimum of 1 team (1 Male and 1 Female) and will compete in 1 singles match and 1 mixed doubles match. Round Robin format. Winners will advance based on the wins and losses. If a tiebreak is necessary then it will be based on total number of games won in both matches.
  4. Children "A" will be a forehand/backhand game.

### Table Tennis Rules

1. All tournaments will be a round robin format based on the amount of players that enter each category.



### **Bocce Rules/ Bolas Criollas**

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches' responsibility to retrieve all ID's from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
- Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
- The Site Director/Games Director will handle all situations concerning extenuating circumstances
- Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension

### **Part 1 Getting Started.**

1. **Gather your bocce ball set.** Standard bocce sets contain 8 colored balls — 4 balls each to a color, typically green and red — and one smaller ball, called the **JACK**.
2. **Get your team together.** Bocce ball can be played by 2-4 players per team.
3. There will be a regulator peg in the exact center of the court. This is the point beyond which the jack must pass when it is thrown out at the beginning of the game.

### **Part 2: Playing**

1. **Flip a coin or randomly decide which team gets to throw out the jack.** It doesn't much matter who gets to go first, as teams alternate throwing out the jack at the beginning of each new frame.
2. **Throw out the jack into a prescribed zone.** The team that won the coin toss or was randomly selected to start gets two opportunities to throw the jack. If the team that first throws the jack fails to get the jack past the regulator peg, the second team gets to throw out the jack.
3. **After the jack is successfully thrown, throw out the first bocce ball.** The team that threw out the jack is responsible for throwing out the first bocce ball. The aim is to get the bocce ball as close to the jack as possible. Players who throw out the bocce ball must stand behind the fault line.
4. **Let the second team bowl their bocce ball.** The team that hasn't bowled yet gets a chance to bowl now. One player from their team bowls, trying to get the ball as close to the jack as possible.
5. The team whose bocce ball is farthest away from the jack now gets to bowl its remaining three-bocce balls in succession, each time trying to get as close to the jack as possible.



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- It is acceptable to hit the jack when bowling with a bocce. The only practical effect of hitting the jack is that it readjusts the nucleus of where you want to aim.
  - If the bocce ball is touching the jack, it's typically called a "kiss". This throw is usually worth two points if the bocce ball remains touching the jack at the end of the frame.
6. **Allow the team who hasn't completed their throws to bowl out.** At the end of the frame, all 8 bocce balls should be clustered at various distances around the jack.

### **Part 3: Scoring and Continuation**

1. **Measure which team's bocce is closest to the jack.** After everyone is done tossing, the team that collects points is the team whose ball is closest to the jack. This team will collect one or more points, depending on the position of their other balls, while the other team won't score any.
2. **Score one point for each ball from the winning team that is closer than the closest ball of the other team.** Depending on the rules you choose to use, bocce balls that are touching or "kissing" the jack at the end of play count as two points instead of one.
3. If the two teams balls are equal distance away from the jack, no points are awarded and another frame is played.
4. **Switch ends on the bocce court and play another frame.** At the end of each frame, tally the points. Start the next frame at the opposite end of the bocce court.
5. **Continue playing until a team gets 12 points**



**Youth Newcomb Rules**

- All players must have their Maccabi Games BRACELET and CREDENTIAL for participation in any game. All players must check in with the site director prior to any game. If a player arrives late they still must check in with the site director prior to entering the game. It will be the coaches’ responsibility to retrieve all ID’s from the Site Directors after each game and return to the players. NO BRACELET/CREDENTIAL NO PLAY
- Team uniforms must be worn on game days. A player will lose his/her eligibility to play in a game for not wearing a uniform
- The Site Director/Games Director will handle all situations concerning extenuating circumstances
- Profanity, flagrant fouls and fighting or any other unsportsmanlike act will cause automatic expulsion from the game and possible suspension

**Object of the game**

Offensive team attempts to score a point by throwing the ball into the opponent’s court (over the net) in such a manner that the ball is not caught and touches the floor or is mishandled. Anyone on the defensive team can catch the ball, but the ball has to be caught before it touches the ground

**Action**

- Ball is given to one team to start play. Ball is served by throwing it over the net from the marked baseline.
- Teams throw ball back and forth until ball hits floor or is mishandled. If serving team causes opponent to make a mistake, a point is awarded. Ball is served again. Play continues.
- If opponent causes serving team to make a mistake, ball is awarded to opponent who then becomes the new serving team. **A point will be awarded.** Team rotates (clockwise) thus allowing a different player to serve.
- Scoring is on a rally point system. A point will be awarded on every point.
- Game is complete when one team reaches 21 points and is ahead by at least 2 points. If team is not ahead by 2 points, play continues until one team reaches a 25-point limit. Best 2 out of 3 games will win the match. The third set is up to 14 points with a 2-point advantage requirement or up to 18-point limit.
- Players:

Division	Min Players	Player on Court
A	6	12
B	6	12
C	6	9
D	6	9

- There are 9 or 12 players on the court at a time per team based on age group (see above). Substitute players should be standing on the sideline in a straight line and will rotated in after each change of possession of serve. Teams MUST



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play with 9 or 12 (according to age group) if those players are present. Minimum of 6 players must be present to start the game.

- If a team has a minimum of 2 girls on the roster, they must be on the court.
- A coin flip will determine who will begin with the ball first.
- To begin the second game the opposing team will begin with the ball.

### Rules

- Volleyball rules apply. Students throw and catch ball rather than actually using volleyball skills.
- Boundary lines (which are marked) are considered "good" (ball is in bounds if ball touches the line).
- Server does not put ball into play until referee blows whistle and motions for the serve. Violation = loss of serve. Ball is awarded to the opponent who will then serve.
- At no time can any player touch net during play. Violation = point awarded or loss of serve.
- Ball cannot touch net on a serve. Violation = loss of serve and point is awarded to the opponent.
- Ball can touch net during play with exception to the serve.
- An offensive player with the ball cannot move with the ball other than taking 1 step. The player with the ball cannot hold the ball for longer than 5 seconds.
- The offensive team may pass the ball up to 3 times before passing the ball over the net.
- Serving the ball: may be a traditional volleyball serve or may be thrown over from the end line.
- In children's A and B: The server can take 3 steps from the baseline forward before serving the ball over the net.
- In children's C and D: The server can take 3 steps from the baseline forward before serving the ball over the net.

