

Bocce Club of Las Vegas - OFFICIAL REGULATIONS – March 2018

1. **Team:** A team shall consist of a minimum of 4 players and alternate players. A team member/alternate must be on the current roster with a paid membership.
2. **3 Players:** If a team temporarily has only 3 players available to play, one team member will be designated as a “walker” which means that player will be allowed to act as the 4th player. The “Walker” will play 2 balls from each end. All players will alternate being walker for 3 games.
3. **2 Players:** If a team temporarily has 2 players available to play, rather than forfeiting the game, the 2 players will play on the same end of the court, alternating ends accordingly. A total of three (3) balls are thrown; player A will throw 2 balls & Player B will throw 1 ball. Then Player A will throw 1 ball and player B will throw 2 balls.
4. **Player Substitution:** A team member can be inserted into a game at any time after the completion of a round. However, the player replaced cannot re-enter until the next game. Only one substitution per team during a game.
5. **Start of Game:** The match shall begin with the flip of a coin between the Captains from each team. The winner of the coin flip may have the first toss of the pallino or choose the color of the balls. Games are played to 12 points.
6. **Late Arrivals or No-Show:** Matches begin at 7:00 p.m. A team that is not present within 15 minutes after the starting time forfeits 1 game; 7:30, forfeits second game; at 7:45 the team that is not present is considered a No-show and forfeits all three games.
7. **Pallino:** The starting team must toss the Pallino past the center and at least one bocce ball from the sidewall or back wall. If the pallino does not cross the centerline or hits the back wall or is less than the width of a bocce ball from the side or back wall on the first toss, the same player tosses the pallino again. If the player fails on the 2nd toss, the opposing team gains possession of the pallino. If this player fails to put the pallino in play tossing will alternate between teams until the pallino is in play. When the pallino has been properly put into play, the player who originally tossed the pallino will throw the first bocce ball. In the event the pallino is either bocced out of the court or comes back over the centerline, play will be terminated, and the starting team resumes play from the opposite end.
8. **Foul Line:** Players may step on but not over the foul line before releasing the pallino or bocce ball. Player will receive one warning. Subsequent foul will result in the opposing team taking possession of the pallino or removal of the thrown bocce ball from play.
9. **Bocce Ball:** If the first thrown ball of the starting team touches the backboard without first hitting the pallino the ball is dead and is removed from the court. The same team must roll again until they keep a ball in play. If a bocce ball that doesn't hit any ball on the court returns from the back wall into the field of play and hits another ball and/or the pallino, the thrown ball is out of play (dead) and the pallino and or other balls are placed back to the approximate original positions. If a bocce ball goes out of the court it is considered dead on and is removed from play.
10. **Bocce Ball Tossing:** Bocce balls must be tossed so that they hit the ground before the centerline. If not, the bocce ball is thrown out and any balls affected by the thrown ball will be replaced as close as possible to the original positions by the captains.
11. **Ball from Other Alley:** If a ball thrown from another alley disturbs any balls, replace disturbed balls to their original position and continue play.
12. **Wrong Color:** If a player throws the wrong color ball, it shall be replaced with the correct color and play shall continue.
13. **Rolling out of Turn:** If a team throws a ball out of turn, i.e. the team has the point and still rolls another ball; the ball will remain in play and play will continue.
14. **Confer:** Only the captain may walk past the center line to see a play or confer with their team. This must be done in a reasonable length of time preferably in less than a minute.
15. **Measuring:** Only one representative from each team is allowed on the court to measure. The captain may appoint a team member to measure. The bocce ball or pallino should not be touched when measuring.
16. **Scoring:** At the end of the frame the captain or the designate from each team will agree on the number of points scored.
17. **Tie Balls:** In the case of a tie in the distance from the pallino to 2 or more balls, the first ball holding the point is the winning point. There are no ties.
18. **Tie Games:** To determine a winner when two teams are tied for 1st, 2nd, 3rd, or 4th place, a tie breaker game will be played the last night of league play to determine the winner. One game will be played to 12 points.
19. **Rescheduling Games:** If your team is unable to play on the designated night you have two weeks to make-up your games with the opposing team. The team captains should make every attempt to reschedule. If a date cannot be decided then the original team will be forced to take 3 forfeits.
20. **Disputes:** Disputes must be resolved by the team captains. If unable to reach a resolution, the SGT. at Arms will make the final ruling. See Code of Conduct.