



RULES AND REGULATIONS BOCCE LEAGUE (Nov. 2022)

GENERAL

- 1) Players wishing to register for Bocce games must do so by completing the registration form for Members of the "Club Alouette". We suggest that anyone planning to be away for more than two weeks during the season, registers as a substitute. A person who is absent for more than two weeks may be denied a return to the game during this season or the following season.
- 2) All teams are formed at the beginning of the season randomly. Each team has a player in each of the classifications (A+, B-, C+ and D- or A-, B+, C- and D+). The classification of each player is assigned by the members of the classification committee before the teams are formed.
- 3) Any player who cannot be present for one or more games must notify Jean-Pierre Nicole at the latest Tuesday, 1 p.m. before the match, in order to allow him to find a replacement. Captains will be notified of the replacement, by telephone or by e-mail, as soon as possible. *
- 4) The captain of a team is normally the one with the **A classification**. On the other hand, if that person does not want or cannot assume the duties of captain, he/she will have to appoint a captain among the members of his/her team. It is understood that this person will lose his/her rights as captain.

The captain of each team is responsible for the presence of all his/her team's members at least twenty (20) minutes before the start of the game. He/she must notify the person in charge of the bocce before or at the time of the draw.

- 5) All team members must be present at least twenty (**20**) minutes before the scheduled time for the game. Any player absent at this time will be replaced by a substitute.

When a substitute is designated and the game has started (at least one ball has been thrown), the replaced player will not be able to participate in the game.

- 6) Replacement rule * :

An absent player is replaced by a player of the same classification: (A, B,C or D). Substitutes are first contacted and if none are available, and in order to avoid favouritism and discontent, the replacement is chosen in another section with the same team number, in the following order depending on the player's availability:

North is replaced by a player in the section :	1) East	2) West	3) South
South is replaced by a player in the section :	1) West	2) East	3) North
West is replaced by a player in the section :	1) South	2) North	3) East
East is replaced by a player in the section :	1) North	2) South	3) West

For example: A player on the team North 04 is replaced by a player from the team East 04, if not available by a player from team West 04 and otherwise available by a player from team South 04.

- 7) Section Winner:

- the winning team will be the team that has won the most games;
- if there is a tie, the winning team will be the one that has accumulated the highest number of points during the season;
- however, if more than one team have accumulated the same number of points, a game will be played between these teams and the winner will take the next step.

* Applies to Thursday's games only

Rules of the game (Nov 2022)

1. The toss of a coin will determine which team will start the game and the winner will also choose the color of the balls.
2. The team starting the game must throw the "pallino" in a valid position, beyond the center line and before the back line. If the "pallino" is less than twelve (12) inches from the side board, the referee will place it in a valid position. If after a first attempt the team that initiates the game fails to place the "pallino" in a valid position, the opposing team will throw the "pallino" and proceed with the game unless the "pallino" is thrown in an invalid position. In this case the referee will place it in a valid position and the initial team will proceed with the game.
3. The "pallino" remains in play unless it leaves the court. In this case, the sequence ends and the game resumes at the other end of the court. The same team launches the valid "pallino".
4. A ball that hits the backboard of the court is dead unless it hits a side board or another ball before hitting the backboard. In this case, all the balls are valid. A ball that comes out of the court is also dead.
5. If the first ball thrown by the first team hits the backboard without first touching the "pallino" or side board, the ball is out of play and the team must throw a new ball until an initial point is scored.
6. A ball that does not touch another ball or side board, returns from the backboard and hits another ball or "pallino", is out of play. The "pallino" and the ball(s) that were struck are placed approximately at their original position.
7. Players must not touch the fire line when throwing the "pallino" or their ball. When the "pallino" is involved, this one must be thrown by the other team. When a ball is involved, it is considered dead and the ball is removed from the game. The ball(s) that were struck are placed approximately at their original position.
8. Players can use the side board at any time.
9. The organization will decide how many points it needs to win a game. However, they should not exceed twelve (12) points.
10. All players must remain outside the court when members of the opposing team take their shots.
11. The "volo" shot consists of shooting the ball high, beyond the center of the court. This shot is not allowed, and the ball thrown is declared dead, if there are displaced balls, they are therefore replaced approximately to their original position.
12. When there is a tie between two balls, the prevailing ball (or the first ball) has to be beaten. If the sequence ends in a tie, no points are awarded and play resumes at the other end of the court. The team that launches the "pallino" is the same one that started the previous sequence.
13. When a player throws a ball of the wrong color, he simply has to replace it with the ball of the right color where the ball stops.
14. If a player plays before his turn two (2) possibilities exist: if the referee made a wrong call, the ball is returned to the team only if the ball was thrown to preserve the existing layout of the balls (chicken shot). In all other cases the opposing team can leave the whole thing as is, including the ball thrown, or replace any ball moved approximately to its original position and remove the ball thrown.
15. When a player throws more balls than is allowed, the opposing team can accept the result of the illegal roll or remove the illegal ball and return all scattered balls to their original position.
16. Team captains must appoint an assistant captain at the opposite end of the court to request that the distance of any ball be measured at any time. Only these two individuals can demand action. However, if a team requires more than three (3) measurements without success during a game, the team loses its right to use a measurement for the rest of the game.

Note: The players must return to their seat when the referee proceeds to a measurement.

17. Only one player from each team must proceed to recover the balls at each end of the court. The referee must not touch the balls unless one or more balls interfere with the measurement.
18. Players of the opposing team should not disturb the player who is in a position to throw his ball with words or noises. If this happens the team will receive a warning from the referee. Upon a second warning from the referee one (1) point will be taken away from the team at fault.
19. During the game, the only person admitted to the court is the referee. However, captains or their assistant captains at the other end of the court may advance onto the court in order to ask the referee to measure the distance between the balls.
20. Any dispute over the interpretation of the rules will be resolved by the Chief referee.

Recommendation

In order to avoid accidents, it is recommended that each player wear closed flat shoes, such as sneakers.