



RULES AND REGULATIONS BOCCE LEAGUE

GENERAL RULES (January 2024)

- 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. **Unless for medical reasons a person who is absent for more than two weeks may be denied a return to the game during this season and/or the following season. The same thing applies to players who refuse to play after the teams have been formed.**
- 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 Claude Chayer (954-512-7008, 400-217, chayerclaud7@gmail.com) 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 email, 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
- 5) All team members must be present at least twenty (**20**) minutes before the scheduled time for 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 is available the replacement is chosen among the regular players.
- 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;
 - if there is still a tie, the winning team will be the one that allowed less points.
 - if the tie persists, a game will be played between these teams and the winner will take the next step.

* Applies to Thursday's games only

PLAYING REGULATIONS (January 2024)

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. A ball that comes out of the court is dead. The "pallino" and the ball(s) that were struck are placed approximately at their original position.
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. Players must not touch the foul 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.
7. Players can use the side board at any time.
8. The organization will decide how many points it needs to win a game. However, they should not exceed twelve (12) points.
9. All players must remain outside the court when a player take his shot. The same rule applies to the referees whenever possible.
10. The "volo" shot consists of shooting the ball high. 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.
11. 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.
12. 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.
13. If a player plays before his turn or throws more balls than is allowed, the captain of 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.
14. Players who recover the balls, usually the captain and his assistant who is at the other end of the court, can ask for a measurement at any time. 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.
15. Players who recover the balls can do it only after the referee has given his final decision.
16. 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.
17. 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.