

# CLUB MOLISANI CHARITIES OPEN BOCCE TOURNAMENT

## OFFICIAL TOURNAMENT RULES AND REGULATIONS

### 1. TOURNAMENT PLAY

- 1.1 **Registration:** No team can participate in the tournament unless they are officially registered and the fee paid in full by the time of their first match. No team, nor any one player, may enter the tournament more than one time.
- 1.2 **# of players:** A team will consist of four (4) regular members and one (1) substitute. Only four players may start and complete any one game. The substitute may play for a regular member but must start and complete the entire game. There will be no substitutions during a game. Tournament officials will determine variations/exceptions to this rule, e.g., medical emergency, etc.
- 1.3 **Starting play:** A team must enter the court and begin play no later than 15 minutes from the scheduled and posted start time, or announced start time, whichever is later.
- 1.4 **Official balls:** All matches will be played with official balls (107mm) supplied by the tournament officials. Personal sets of balls are also permitted (107mm only).
- 1.5 **Double elimination:** The tournament will be a double elimination tournament. Four teams from the Winner's Bracket and eight teams from the Loser's Bracket will advance to play on Sunday. The championship match will place the winner of the Winner's Bracket against the winner of the Loser's Bracket. The champion will be the team that has not been eliminated from the tournament.
- 1.6 **Keeping score:** All game scores, except the championship match, will be kept by the team captains using the Scoreholio Tablets provided at each court.
- 1.7 **Captain's responsibilities:** Team captains will be responsible for making sure all players follow the rules. Their decisions will be final in all measurements and fouls which may occur. A team captain must notify a tournament official if a decision is required. Good sportsmanship is expected.

## 2. USAGE OF COURT

- 2.1 **Court lines:** The point line shall be 5 feet from the backboard. The spock line shall be 10 feet from the backboard. The center line shall be 41 feet from the backboard (the further of the two lines midway down the court).
- 2.2 **Practice/Start of Play:** The players on each team may have two practice innings, one up the court and one back down the court. After the practice innings, the captains will flip a coin. The winner will select their preferred color of ball and have the pallino advantage during the first inning. The first ball must be rolled by the player who put the pallino in play.
- 2.3 **Pallino in play:** To begin a subsequent inning, the previous inning's winner will toss the pallino to a "legal spot" past the 41-foot center line, and before the far 5-foot point line. There is no requirement for the pallino off of the side wall. In other words, the pallino must come to rest between the 41-foot center line and back 5-foot point line. No part of the pallino when viewed above can hover over the line. Should the pallino come backwards as the result of a spock shot, it shall be a dead frame if it comes to rest on the 41-foot line or before it. The frame will be restarted with the same team who initially possessed the pallino.
- 2.4 **Pallino in play:** The team possessing the pallino will have one attempt to legally place the pallino on the court. If unsuccessful, the other team must legally place the pallino on the court in one attempt. If team B is also unsuccessful, team A gets to roll the pallino again. Alternation continues until the pallino is legally placed. The previous inning's winner will always roll first. After the pallino has been rolled and both teams have rolled one ball, the position of the pallino will stand.
- 2.5 **Where to stand:** All players who have not delivered a ball must position themselves before the center line and should not be in the court. Only players who have delivered their ball are permitted beyond the center line. A player who has delivered his ball may return to the near end of the court to talk to his teammates. If a player is in the court standing behind the point balls and pallino (in harm's way or "downstream") and is struck by a ball or pallino as a result of a spock or otherwise, the opposing team receives the "Rule of Advantage", which are as follows:
- leave the balls and pallino as they lay; or
  - remove the ball or pallino that struck their opponent from the court. If the pallino is removed from the court, the frame is over and play begins from the opposite end: or
  - they can place the ball or pallino that struck their opponent anywhere on the court.
- 2.6 **Player rotation:** The players of each team may elect to play their ball in any rotation. The rotation may vary from inning to inning, provided the first ball must be rolled by the player who put the pallino in play. Each player may deliver only one ball.
- 2.7 **Legal delivery of a ball:** A player's back foot must be on or behind the point line when rolling his ball. A player's back foot must be on or behind the spock line when the ball leaves his hand while spocking.

- 2.8 **Location of pallino:** Should the pallino come to rest under or on top of the backboard, or before the center line due to ricochet, or fly out of the court, play will be suspended and no points will be awarded. For this rule, any portion of the pallino under the backboard constitutes the inning being replayed. The inning must be replayed from the same end of the court.
- 2.9 **Ball in play:** Should a large ball fly out of the court or come to rest on the backboard or side rail, that ball will be a dead ball and be disqualified from that particular inning. Should a large ball contact any foreign object not permanent in nature (bottle, tape measure, antennae, etc.) that ball will be a dead ball and be disqualified from that particular inning. Any valid balls or pallino that are contacted by disqualified ball shall be put back to their best approximate location (just as when balls are moved as a result of a dead ball that contacted the back wall first). A ball is considered "in play" if it hits or rolls into/on any side wall or back wall, and falls back into the court, provided it did not touch any player, spectator, or any foreign object.
- 2.10 **Ball in play between the point lines:** A ball that hits the fence and ricochets back onto the court will be in play, provided it does not come back before the near point line. If a large ball moves backwards as a result of a spock and rolls before the near point line, it will be considered out of the court and must be removed. In other words, any large ball must come to rest beyond the near point line to be legal, whether from ricochet back or by a player rolling forward.
- 2.11 **Wrong ball rolled:** If the wrong-colored ball is rolled, the ball cannot be touched until it has stopped. At that time, the ball can be replaced by the team captains with a correct ball in the exact same spot. If a player interferes with his team's ball while in motion, the team automatically forfeits the ball and play continues.
- 2.12 **Backboard dead:** A ball hitting the backboard is dead and must be removed from play unless it first hits another ball or the pallino, in which case all balls are valid. In the event a ball(s) or pallino is resting along the backboard and is moved as a result of a valid shot, they remain in their new position. If a thrown ball does not first touch another ball or the pallino but hits the backboard and then moves a stationary ball(s) or pallino, the stationary ball(s) or pallino shall be replaced to its original position. The thrown ball is removed from play.

### 3. SCORING AND MEASURING

- 3.1 **Game score:** All games will be played to 15 points. The first team to reach 15 points is declared the winner.
- 3.2 **Posting points:** Only one team can receive points at the conclusion of an inning. If the winning team has one, two, three, or four balls closer to the pallino than the other team's best ball, the winning team will receive one, two, three, or four points respectively. Points shall be posted at the end of each inning to avoid confusion. The team that scored also receives the pallino advantage for the subsequent inning.
- 3.3 **Measurement:** A measurement can be called for at any time. After "Team A" has thrown the pallino and/or first ball, one "Team Member" can cross the center line to assess the validity of a thrown pallino or to determine the distance of the opposing team's ball. Other players need to remain at their respective end of the court. Only

players who have delivered their balls may take part in the measurement. If players disagree on the measurement, they must obtain a tournament official who will complete the measurement and make a decision. In the event a ball/balls are moved during a measurement by a tournament official, the balls are returned to their approximate positions and the tournament official will still make the call.

- 3.4 **Measurement:** If players visually agree as to who has the point without a measurement and a subsequent ball or balls are played, all balls will stand as played. A measurement can still be requested to determine which team has the point.
- 3.5 **Playing out of turn:** If a player delivers his ball out of turn or plays more balls than allowed, the opposing team has the following two options (Rule of Advantage):
- Leave all balls as they rest; or
  - Remove the illegally thrown ball from play and return all other ball(s)/ pallino to the previous approximate position(s).
- 3.6 **Ties:** In the event of a tie during an inning, the last team rolling must continue to roll because they did not beat the other team's point. In the event of a tie at the end of an inning, the inning will be declared a draw. No points will be awarded, and play will resume at the other end of the court. The pallino returns to the team which delivered it in the inning that was tied.

#### 4. FOULING

- 4.1 **Moving a non-point ball:** If a ball that is not a point is moved illegally, the ball will be replaced as close as possible to its original position by the team captains. Play will then resume accordingly.
- 4.2 **Moving a point ball or pallino:** If a point ball or the pallino is moved illegally, the ball or pallino will be replaced as close as possible to its original position by the team captains. Play will then resume accordingly. In the rare case that the ball(s)/ pallino cannot be accurately relocated (as determined by a referee, if one, or team captains), the team that fouled will have their ball placed one inch further away from the pallino than the ball of the team fouled against. If the large balls are in such a position that they cannot be moved, then the pallino will be moved so that it is one inch closer to the team that was fouled against. **In other words, the team that committed the foul will never be rewarded by having their ball placed closer than the other team's ball.**
- 4.3 **Going over the line(s):** In both pointing and spocking, when a player's entire back foot goes over the line prior to releasing the ball, one of the following two options shall result (Rule of Advantage):
- Leave all balls as they rest; or
  - Remove the illegally thrown ball from play and return all other ball(s)/ pallino to the previous approximate position(s).

***NOTE: All fouls pertaining to 4.3 must be called by a referee as a result of witnessing the foul. One official warning may be granted to each team after which penalties will be prescribed.***

- 4.4 **Sportsmanship:** Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship, insulting language or gestures, or actions/words which engender ill-will, may result in disqualification by the Tournament Director and/or the Club Molisani Charities Bocce Committee.
- 4.5 **Final decision on rules:** For conditions not specifically covered in these Official Rules, the Tournament Director and/or Club Molisani Charities Bocce Committee shall make a decisive and final ruling.

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