

Palazzo di Bocce League Rules:

All players should conduct themselves in a friendly sportsmanship like manner. These are leagues for competitive fun, not an international tournament. Let all have a good time.

Currently, all of our bocce leagues play using the Open Bocce Rules format which is amended by the Palazzo di Bocce League Rules.

***Please note that a league rule will always override the open bocce rules and individual league rules (last page) will override the regular league rules.**

***Rules apply to all leagues unless specifically denoted in the rules for a specific individual league.**

All players should ensure that their final scores are recorded within 15 minutes after each game.

If no score is recorded when the referee records the scores after league play, the final score will be 0-0 with both teams being considered to have lost. We may attempt to contact the players but don't count on it.

In any situation where there is a disagreement, a referee must be called to make the final determination. Contact the front desk for the official. All evidence of the dispute or balls should remain in place for the referee to examine. If any player should remove a ball or evidence, that evidence shall become void in the other team's favor.

Bye Weeks

If "BYE" weeks are assigned. This means there is an uneven number of teams for the season.

Bye game will be given a score of 12-0 for their BYE games. Additionally, some teams may or may not receive one or more Bye's giving a slight advantage to teams that get a bye. Bye weeks are assigned randomly by computer. This is just the way it is and is a "Just how the cookie crumbles" type of thing. Leagues should be fun and it's not the end of the world. Enjoy the game!

Policies:

- At the start of each league, we will attempt let all teams know whether we have courts booked afterwards.
- All teams will need to begin and end at their designated time. It is your responsibility to know these times.
- Watch the score clock and be aware of your start and end times.
- Teams must finish on a full inning. If a team has just thrown out the pallino and no bocces are in play...this qualifies as a full inning.
- When you finish, you don't have to leave the building, we would love for you to join us at the bar or in the dining room. You may stay to play for fun if the court lanes are available at no charge after league play.
- However, league play must end on time.

Skill Level:

In advanced league play...Intermediate to advanced skill level players please.

In intermediate league play...beginners and intermediate players can play.

In beginner league play...only beginner players can play.

Substitutes:

- Teams will be responsible to find their own substitution players.
- The referee will help if their time permits.
- Substitutes may be used at any time during regular season play; excluding position weeks (refer to the following rule).
- However, a substitute may be used in a position week game if they have played with that team at least once at any point during the current season.
- Substitutes picked to play for a team are eligible to play for another team in the league during regular league play.
- Regular team members are not allowed to sub for another team within the same league.
- A team is not allowed to use more than two substitutes at a time and must consist of two regular team members from the main roster. Players on the main roster are players who have paid or signed up before the league season started.
- It is not allowed for a sub to join during an active inning. The substitution must wait until the inning has been completed. Otherwise the opposing team has the right to kill all balls thrown by the illegal substitute.

SECTION 01 - MISSING OR EXTRA PLAYERS**Rule 1**

If a team only has three players there will be a two-point penalty. Play will continue as if there were still four players but with the following guidelines.

All three players will rotate so that there is a different single player after each round.

No player may roll more than two balls per round.

Rule 2

If a team only has two players playing there will be a 4-point penalty. Play will continue as if there were still four players but with the following guidelines.

No player may roll more than two balls per inning.

Rule 3

If a team only has one player playing, the entire game is forfeited. Scoring will be 12-0 in favor of the winning team or the current maximum score will be given to the winning team.

Rule 4

No show rule

If none of a team's players show up, the entire game is forfeited. Scoring will be 12-0 in favor of the winning team or the current maximum score will be given to the winning team.

Rule 5

If a team has more than 4 players...they may substitute a player once per inning at the end of an inning.

Rule 6

A team can have as many subs on a team as they want as long as they follow rule 5.

Rule 7

Make sure to record all the subs in our substitution players log in the pro shop.

Rule 8

If a player has to leave during the middle of a game, you will revert to play as stated in rules 1-4. If a player(s) does not arrive until mid-game, they may immediately join the game after the current inning. Any existing penalties will not be removed. You will not have the penalty at the start of the next inning.

SECTION 02 - LATE PLAYERS

Late Rule

The late rule applies if a team member or referee has been informed by the missing player or players that someone will be late. If it is unknown why a player or players are late it will be assumed that they will not be playing, and play will abide by the missing player rules and penalties.

If a complete team is not here on time, they will receive a 10-minute grace period. Both teams will however begin play with or without the missing players. This is due to the 2½ hour time slot you have to finish all three innings. A delay in game play is not allowed. When the missing player or players arrive, they will be able to join the game as soon as the current inning has completed.

If the team is not fully present 10 minutes after start time, 3 points will be given to their opponent. Every 5 minutes thereafter another 3 points will be given to the opponents. (This is different than the open bocce rule of 2 points)

Example:

6:10 PM: 3 points total

6:15 PM: 6 points total

6:20 PM: 9 points total

6:25 PM: 12 points total...forfeit inning 1

6:30 PM: 3 points total for inning 2

6:35 PM: 6 points total

6:40 PM: 9 points total

6:45 PM: 12 points total...forfeit inning 2 and inning 3

SECTION 03 - BALL PLAY

Rule 1

If team A has balls left in hand, and team B moves one or more balls on accident before the end of the inning ...team A gets 1 point per ball that they have in hand plus any points they had on the floor.

Rule 2

If team B has balls left in hand and team B moves one or more balls on accident before the end of the inning...whichever team had the points prior will receive them.

Rule 3

If a ball jumps and hits any concrete or fencing, that ball is considered dead and any ball it comes into contact with afterwards will be replaced as accurately as possible.

Rule 4

If a team throws the wrong colored ball...simply replace with the right colored ball.

Rule 5

If the pallino is hit out of play or before half court, the inning is to restart.

Rule 6

It is a team's responsibility to know whose turn it is...if a ball is played out of turn, that ball is to be taken out of play for the remainder of the inning. It is the player's duty to know which team is closer before a ball is rolled.

Rule 7

If a ball is played out of turn and is not taken out of play before the opposing team throws their next ball the ball that was played out of turn is then considered good and play continues as if the ball was played in turn.

SECTION 04 - THE PALLINO

Rule 1

When tossing the pallino, it has to cross both yellow lines and not roll past the last white line. If it lands on the line, it is not a valid toss. The pallino has to be 4 inches from the side wall to be a valid toss.

Rule 2

If the first toss is not valid, the opposing team will throw the pallino.

Rule 3

If the second toss is not valid, the original team will throw the pallino...and you will continue to alternate until in play.

Rule 4

The original team will throw first no matter which team tosses the pallino in play.

Rule 5

If a team tosses the pallino then proceeds to toss the ball before the pallino stops in play, that ball is to remain until the end of the inning.

Rule 6

Teams may decide however they wish to decide which team throws first. If the decision can't be made a coin will be tossed. The team on the left side of the scoresheet will be heads and the right side of the scoresheet will be tails. The coin must be tossed into the air and land on the ground. Both teams must observe the coin for the results. In all cases, the winner of the decision or coin toss will throw first for all three games for the sake of efficiency.

SECTION 05 - GAME PLAY

Rule 1

When measuring distances, it is appropriate to hold the tape on the face of the bocce, pull over top of the pallino and look straight down at the front edge for an accurate reading.

Rule 2

Anyone can measure or ask for a measurement at any time. It is common courtesy to let your teammates or opponents at the opposite end measure; just ask them. This will also save time and keep the flow of the game going.

Rule 3

If there is a tie, the team that had the point first does not have to roll until the opposing team gets closer.

Rule 4

If all the balls have been played and there is a tie, no point is awarded. The inning is a wash.

Rule 5

When throwing the pallino or bocce ball the back foot must be on or behind the throw line and not leave the surface before the ball is thrown. If the bocce ball is thrown afterward the bocce ball is considered dead and comes out of play for that inning. If the ball is the pallino the throw is considered no good and reverts to the other team.

Rule 6

If a player points what they believe is a faulty throw and grabs their ball before crossing the C line, the recovered ball may NOT be replayed.

Rule 7

Players are encouraged to make quick decisions in between shots to keep the flow of the game going.

Rule 8

Players should only need 20 seconds in between shots, along with three 90 second time-outs for the tougher decisions.

Rule 9

There is no penalty for crossing half court.

Rule 10

Any ball dropped on the court past the throw line is considered to be thrown and will be disqualified and removed from play and not counted for that inning.

Rule 11

Players are allowed to coach their teammates. If a player steps on to the court during their team's turn and points out a certain strategy they would like their partner to do, there is nothing wrong with this. In fact, it is encouraged to help move play along.

Rule 12

If the inning has finished and balls are moved causing a discrepancy in the determination of the final score, the team that moved the balls loses the ruling. If both teams moved the balls, then the inning is considered a wash.

Rule 13

If a team or player clears away the balls before the inning is finished, the team with points may lose some of their points or the inning if the other team still has balls left to be thrown. (see example)

Example: If team A were to clear the balls before the inning was finished and they had one point and no balls to throw but team B still had a ball left over to throw, not only would they lose the current inning but would forfeit their point and team B would be given a one-point win. The example chart below shows "1" as the example however the same principle would apply regardless of the number of points or balls.

SECTION 06 – MEASURING

Rule 1

When measuring to see which team has the closest bocce ball to the pallino, the actual space between the pallino and bocce ball should be measured from the closest point between the two balls.

Rule 2

If a ball that affects scoring is moved during measurement the point goes to the opposing team of the person measuring.

Rule 3

The person measuring should always measure the opponent's ball or the measurement should be done by an official.

Rule 4

Any player on a team can measure, but for the sake of efficiency players should measure the ball on their own side of the court. Both teams "MUST" observe the measurement and agree on the measurement. If balls measure an equal distance, the first ball will win the tie if it can't be determined as the last ball thrown must "beat" the previous ball to be closer to the pallino. If an agreement can't be made, an official or third party should be called in.

Rule 5

Any player that moves a ball before an agreement has been made will forfeit all advantaged balls that have been thrown.

SECTION 07 - MAKE UP GAMES & WEATHER

Your team is responsible for attending every league night. Substitutes are recommended in the event that a player cannot make it.

Failure of your team to show will result in a forfeit of the match.

If the weather causes the cancellation of the league, the league will be pushed back one week.

If the Lake Orion schools are closed, we will be cancelling the leagues. Check the school website for this information.

We will attempt to email and/or call players if this is the case. Depending on the weather the official may be calling you from their home number as time may be of essence in the morning.

SECTION 08 – HOUSE RULES

Rule 1

Nothing is written in stone. Including these rules. The house will make all final decisions to the best of our ability to benefit the majority.

Rule 2

The house makes the rules and they may be updated or changed.

Rule 3

Have fun!!!

Individual League Rules

Currently, all of our bocce leagues except Monday night play using the Open Bocce Rules format which is amended by the Palazzo di Bocce League Rules.

**Please note that a league rule will always override the open bocce rules.*

Monday Night League Rules (Advanced League - International Rules)

Tuesday Morning League Rules

No penalties for missing players

- All players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.
- Must have minimum of two players or forfeit of game.

Tuesday Night League Rules

SECTION 01 - MISSING OR EXTRA PLAYERS

Rule 1:

If a team only has three players there will be a two-point penalty. Play will continue as if there were still four players but with the following guidelines.

- All three players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.

Rule 2:

If a team only has two players playing there will be a 4-point penalty. Play will continue as if there were still four players but with the following guidelines.

- No player may roll more than two balls per inning.

Wednesday Night League Rules

No Special Rules for this league

Thursday Morning League Rules

No penalties for missing players

- All players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.
- Must have minimum of two players or forfeit of game.

Thursday Night League Rules

No penalties for missing players

- All three players will rotate so that there is a different single player after each round.
- No player may roll more than two balls per round.