

La Nuova Aurora Society(LNAS) Mixed Bocce Rules (Effective Winter 2018/2019-Issued 9/6/18)

In event of play dispute, competing captains should agree in resolution or need be, a Club Committee member, or if not available a third captain, will assist in resolution. In any event of rules matters, please bring to attention of any Club Bocce Committee member for appropriate follow-up.

The following rules apply to all regular season, playoff, championship and tournament games, unless otherwise specified. Any player who violates any rule regarding proper conduct will be subject to suspension from the league as decided by league president, unless more immediate action is provided for in the following rules or by LNAS rules:

1. A team consists of 4 players: Less than 3 Players>Forfeit...3 Players>Regular Season>Play four balls with each player one game each throwing 1st and 4th ball and opposing team has option to "play down" each game...3 Players>Playoffs/Championships>Play three balls...No rescheduling of matches is permitted unless club is unexpectedly closed or in the event of an emergency, which must be approved, before the time of the match if possible, by a consensus of the bocce committee. No show means forfeit 0-3.
2. Each team captain must pay bar person at the beginning or end of each shift of play. Each team must pay for all weeks of the regular season scheduled to play regardless if games are played, forfeited or postponed. Both winning and losing team must record their own number of wins and/or losses immediately upon completion of match or their record for that match will be 0-3.
3. Shift starting times(play must not start until 10 minutes after courts have been prepared) and completion are as follows:
 - First shift starts promptly at 6:30>If not completed at 8:25, the teams will go up and back once.
 - Second shift begins at 8:45>If not complete by 10:40, the teams will go up and back once.
 - Regarding forfeiture for late starts>If a team is 10 minutes late they forfeit the first game. If they are 15 minutes late they forfeit games 1 and 2. If the team is 30 minutes late they forfeit all 3 games. In the event a match is started before "until 10 minutes after courts have been prepared"(dragged then most importantly watered), both teams will forfeit one game of the match and thus only one game will be played in the match. Additionally, if a match is agreed by both captains to start early after the 10 minutes has elapsed(i.e. before 6:30 or 8:45), the go up and back once time is adjusted accordingly(Example>if match starts at 8:30, then go up and back once is adjusted from 10:40 to 10:25).
4. In the event a player is substituted for in a game, the player leaving the game is not allowed back in that game & the substitute for that player will finish the game. Substitution is not permitted in any given frame after pallino thrown.
5. To start play, one Captain will toss a coin. At the toss the opposing Captain calls heads or tails. The winner of the toss chooses ball color and takes control of the pallino. Opposite gender alternating shots.
6. Pallino must totally pass the white center line and is not to totally pass the red foul line on the initial throw. The pallino does not have to be 1 (one) foot from the sideboards on the initial throw to be playable. If the pallino does not totally pass the white center line or totally passes the red foul line on the initial throw, the pallino will be thrown by opposing team.

7. **Pointing/Spocking(Shooting)**>As a result of throw, no part of front foot can be over white pointing line, except if starting with rear foot at back wall taking no more than three strides, the first stride being if both feet are not at the back wall.
8. If 2 balls are tied, the color of the ball that was last thrown must throw again. If there are no more balls to be thrown the next nearest ball is the point.
9. If a player throws out of turn, that ball is dead...any balls that move as result should be put back in place, noting if not possible by agreement, frame should be played over with offending team playing one ball short. In the event a player throws the wrong color ball, it will be replaced by a ball of the correct color.
10. Measurements may be called by any player and a player from each team must be present. In the event of a tie or dispute, if possible non-playing team members should be asked to measure and whatever those players determine should be final, unless team captains decide it necessary to have an available bocce committee member measure making final decision. If point is conceded, it should not be subsequently measured if the pallino or ball in question has not moved.
11. In the event of interference of a ball played by a member of the offensive team (throwing team), the ball is deemed dead. If the interference is made by the defensive team, the player throwing the ball has the option of replaying the ball.
12. If the ball or the pallino is thrown out of the court or hits the ceiling the ball is deemed dead. If the bocce ball or pallino hits the fence or anywhere inside the fence it is playable. If the pallino is hit outside the court, the opposite team receives the pallino and resumes play.
13. Game is over once the score has reached 12, or otherwise stated, an example being if a losing team member says anything to the effect "game over". A shutout is reached at 10 if one of the teams has a score of 0. When the game has ended, drop the balls, it is not necessary to throw them over the white line.
14. The losing team begins the next game.
15. **Playoffs/Championships**>>>Tie-breaker is head-to-head games played...All games to 12...Court selection by higher seed...All championship games on court one.
16. **Court Number Assignment**...Summer>Court 1 outside nearest bar, Court 2 outside nearest 16th Street, Court 3 downstairs nearest bar and Court 4 downstairs farthest from bar...Winter Court 1 nearest bar and Court 2 farthest from bar.
17. **Court Maintenance**...General and before leagues>bocce committee...After matches, by winning team. If it is determined that winning team did not maintenance court, their record for that match will be 0-3.
18. **Practice**>Must be concluded 30 minutes prior to shift...If courts have been "dragged/watered" prior, those practicing are required to redo for completion 15 minutes prior to shift start
19. Players are to be considerate and respectful at all times, noting Sportspersons' Code of Conduct. Please wear soft sole shoes as to keep our courts in good shape. Above all remember that this is a gentleman's game!
20. **Captains**...please keep your team ready to play so we can complete all 3 games!!

***Most recently bulletin board posted schedules/leagues rules over-ride earlier dated schedules/league rules.**