

2025 PEPPERMILL BOCCE TOURNAMENT RULES^{rev11/5/25}

1. **TEAMS:** 4 players per team, 8 balls are used (*4 per team*). Each team member throws 4 balls, alternating at both ends of the court.
2. **BALL SIZE:** Players are allowed to use their own balls (must be of the same set) as long the specifications are approved prior to the start of the games. The USBF and tournament official ball size is 107 mm Diameter and 920 grams (approximately 2 lbs.) in weight. Balls will be provided if needed.
3. **FOUL LINES:** Are clearly marked on both ends of the court. There is only one line for pointing and shooting. Players may step **on** but not have their foot completely over the foul line before releasing the pallino or a ball.
4. **START THE GAME:** Begin the game with a flip of a coin between the captains of each team.
 - a. Coin toss winner will decide which team throws the pallino.
 - b. Toss is valid if the pallino is past the center line, and one ball width away from the side/end boards.
 - c. If the player fails to place the pallino in a valid area, the opposing team will put the pallino in play.
 - d. If both players fail, the pallino returns to the original team for an additional attempt. The alternate process continues until pallino is in valid position.
 - e. The Team that originally tossed the pallino will play the first ball.
5. **THE GAME:** The first ball may be rolled by ANY member of the team that originally threw the pallino.
 - a. Should the rolled ball hit the backboard without touching the pallino, it is a dead ball and removed from the court.
 - b. The same team must throw again and continue rolling until a valid point is established.
 - c. Players may use side boards at any time.
 - d. Balls can be measured at any time. A referee from another court will assist if necessary. In the event a tie is determined, the last team to roll a ball must roll again until the tie is broken.
 - e. If, after all balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the pallino from the opposite end of the court.
 - f. In the event a ball(s) is moved during a measurement by an official, the balls are returned to approximate positions and the official will make the final call. If a member of a team currently playing measures and moves a ball, the point is awarded to the opposing team. In any case, the decision of a referee or official is final.
 - g. A player may step on the court to witness a measurement and to inform his/her teammate(s) from the opposite side of the current situation but **MUST** be off the court prior to a teammate rolling the next ball. Player(s) may **NOT** cross the center line. Players must remain at their playing end of the court. Any player violating this rule will receive one warning, and his/her team will be disqualified one ball for any subsequent violation. If there is more than one ball left to play in the frame, the offended team decides which of its remaining players will lose the disqualified ball.
6. **BACKBOARD:**
 - a. If a ball hits the backboard without first touching another ball or pallino, it is a dead ball and removed from the court.

- b. If a ball is shot and hits the backboard illegally and then strikes a stationary ball(s), the shot ball is removed from the court and the stationary ball(s) are placed in their approximate original position(s) according to the official.
- c. The pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If the pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the team that started the frame will begin again at *the same end of the court*.
- d. In the event ball(s) resting against a backboard are moved as a result of a valid shot, they remain in their new position.

7. SCORING: **ALL** games will be played to **10 points**.

8. ILLEGAL MOVEMENT OF BALLS OR THE PALLINO:

- a. Players should never touch or move any ball or the pallino until the frame has ended by the referee's decision. If, prior to the end of a frame, a player moves a ball which is material to the scoring of the frame (as determined by the referee), all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided and the frame is over.
- b. ALL players must be out of the court. If a player is in the court and is struck by a ball or pallino as a result of a pointing attempt or raffa shot, the opposing team receives the ***Rule of Advantage!*** The options are:
 - i) Leave all balls and pallino in the new configuration; or
 - ii) Remove the ball or pallino that struck their opponent from the court.
- c. If the pallino is removed from the court, the frame is over and play begins from the same end.

9. SHOOTING AND POINTING:

- a. For safety reasons, volo shots are **not** allowed.
- b. When shooting, the player is allowed to step on the line prior to releasing the ball. As long as a part of his/her planting foot is on the line, it is a valid shot.
- c. Once a player has released the ball, he/she is allowed to continue to take steps up to the center line. This is considered valid.
- d. For safety reasons, when shooting - the ball ***cannot*** land after the center line of the court. If that occurs, the opposing team receives the ***Rule of Advantage!*** The options are:
 - i) Leave the thrown and all struck balls and/or pallino in the new configuration; or
 - ii) Remove the thrown ball and replace the struck balls or pallino in their original approximate location.

10. SUBSTITUTIONS, ALTERNATES, DELAYS, ETC:

- a. Substitutions are allowed ONLY if listed on the team roster and may enter at the start of a new game or frame.
- b. If an alternate player has been listed on the team roster and paid his/her due before the tournament starts, he/she is considered a member of his/her team during the entire tournament. As such, he/she is allowed to coach at the other end of the court and be involved in measurements, as long as no other team member is doing the same. The rule that only one player from each team is allowed in the court during a measurement is strictly enforced.

- c. If a player arrives late, the game will start with his/her team playing shorthanded and minus the appropriate number of balls (2 per each missing player). A late player(s) may enter a game at the start of a new frame.
- d. Repeated “conferences” during a frame causing delays in the game are discouraged. The offended team captain should notify an official of excessive delays.

11. ONLY REFEREE CAN CALL FOULS AND VIOLATIONS: Teams or spectators have no power to call a foul or rule a violation. Only the referee can do so and issue the proper penalty as a result. Teams can, however, alert the referee that there has been a foul or violation and ask the referee, who has not seen the alleged foul, to pay attention to future violations, or get a lines person to assist him/her in the case of a line foul. We ask the players to be courteous and respectful of the referees, remembering that they are volunteers and are doing their best. Finally, the referee has the last word on rules enforcement and only he/she can ask for clarification or assistance from the tournament committee.

12. GAME NOTES:

- a. Consecutive or alternating throws by teammates shall be at the option of their team/players.
- b. Any time a player is in action, opposing players should be off the court or far behind the player.
- c. If a player plays the wrong color ball, simply replace it with the correct color when it comes to rest and play continues.
- d. There are **NO WARNINGS** for rules violations or foot fouls while a player is in the act of shooting or pointing, and the **“Advantage Rule”** will apply (the opposing team may leave all balls or pallino as they come to rest, or remove the illegally thrown ball from play and return all other balls or pallino to their approximate previous positions).
- e. If a player rolls/shoots out of turn or plays more balls than allowed, the opposing team can apply the **“Advantage Rule”** [Leave all balls as they rest or remove the illegally thrown ball from play and return all other ball(s) to previous position(s)].
- f. Remaining non-played balls should be in plain sight for the opposing team and referee to see. Players should not hold any balls in their hands until they are actively playing them. Warnings will be issued, and repeated violations may result in disqualifying a non-played ball of the offending team.
- g. While warnings are given for rules violations which do not affect the outcome of the frame or game, **there are NO WARNINGS for violating any rule that may affect the outcome of the frame or game** (such as stepping over the shooting line when lagging or shooting).

h. Delay of Games:

This year we have 67 teams in our tournament. This resulted in scheduling 266 (most ever) in two days. Regardless, we will try avoiding the “dreaded game timer” to stop games before they are fully completed. However, we need all players cooperation in avoiding unnecessary and unreasonable delays.

Thus, teams’ conferences are to be held at mid-court and limited to 3 per game at a maximum time of 1 minute per conference. Players should do their best to be ready to play their balls expeditiously, when is their team’s turn to play. Please do not confer on every ball that is played. And, don’t be offended if the referee stops your conferences, whether at mid court or otherwise. He/she is doing his/her job to make sure that the games time estimates are followed.

- I. Any rules controversy and unforeseen issues will be resolved by the tournament directors, or by the majority vote of the rules committee when the issue involves the directors' team.

13. SCORES: The scoresheet must be signed by both teams and returned to the scorer's table.