Galileo Bocce League Rules

In addition to the U.S.B F. open tournament rules (provided) we agree to play by these house rules.

1. Teams will consist of 4 or more players with only 4 players allowed to play per game. If a player must leave, a substitute can replace him/her for the remaining portion of play from their team roster. If at that point team is short handed, they can select from available non-league substitutes for that night. Original player can not return to that game. A team with only 3 participants will roll 2 less balls.
2. League play will be 3 games for the scheduled teams.
3. Games will score to 10 points each.
4. League play must be completed in 90 minutes
5. Games will start at 7:00pm on both courts and end at 8:30pm sharp.
6. Practice of 10 minutes is allowed with out using the pallino.
7. Rest breaks are allowed between games only.
8. All players utilized for scheduled play will owe the Treasurer $5.00. Substitutes will also pay. Any team that is scheduled to play and fails to show, will owe $20.00. Monies collected will be used for awards and bocce court improvements. Treasurer is Ben Clow. Captains are responsible for collecting and receipting monies.
9. A selected person will officiate during league play. They can be from a non scheduled team for that night, They will act as score keeper.
10. Play will take place on lane #1 which has the sidewalk and railing along its left side and lane #2 lane with the wall on right
11. Players should rotate to opposite ends to start next games.
12. Score sheets will record wins, losses and points.
13. Play must stop after 90 minutes, any incomplete games will terminate and be recorded as is. Games will not be recorded as a Win unless completed within league time frame, only accumulated points will be awarded if time runs out. When time is called, play will be allowed to finish on that side, (all 8 balls shall be thrown).
14. Available substitutes who are not on a 2016 team, can put their names into drawing to help a team out that is short handed.