

3-PLAYER GAME RULES

1. **TEAMS:** Triples, 12 balls are used instead of 8 (*6 per team*). Each team member throws 2 balls per frame. The frames alternate from one side of the court to the other side of the court.

2. **BALL SIZE:** Players are allowed to use their own balls as long as the specifications conform to USBF specifications for bocce ball size. The USBF and tournament official ball size is 107 mm Diameter and 920 grams (approximately 2 lbs.) in weight.

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 bocce ball.

4. **START THE GAME:** TWO GAMES TO 12 POINTS WILL BE PLAYED EACH NIGHT. Begin the game with a flip of a coin between the captain of each team.
 - a. Coin toss winner throws the pallino.
 - b. Toss is valid if the pallino is completely past the center line, and one ball width away from the side/end boards.
 - c. If the player fails to place the pallino in 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. Alternating 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 (winners of coin toss or previous frame).
 - 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. 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 a referee (EPBC Board member or agreed-upon neutral party; one may not always be available), the balls are returned to

approximate positions and the ref 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 ref is final.

g. Once a player has thrown both balls, he/she **MUST** walk to the opposite end of the court and stay off the court. He/she may step on the court to witness a measurement and to inform his/her teammate(s) of the current situation, but **MUST** be off the court prior to an opposing player rolling the next ball. Any (1) player may cross the center line to witness a measurement ONLY if no team member has played his/her quota of balls (2). Other players must remain at the playing end of the court.

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 positions.

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 is struck in a way that it bounces forward **in front of the center line**, the frame is considered void and the team that started the frame will begin again at *the OPPOSITE 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 12 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. If, prior to the end of a frame, a player moves a stationary ball, that ball should be placed in the original position as long as it doesn't affect the established point. If a player moves a stationary ball which is material to the scoring of the frame, the scoring will go in favor of the non-offending team. If the balls cannot be reasonably returned to their original positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, and the balls cannot be reasonably returned to their original positions, 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 permitted only with players already listed on the official team roster. Substituted players can enter the game at the beginning of a new game or a new frame. Once a player is substituted out, they cannot re-enter the same game
- b. If a player arrives late, the game will start with his/her team playing shorthanded and minus the appropriate number of balls. A late player(s) may enter a game at the start of a new frame.

11. 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 to see.
- g. Any rules controversy and unforeseen issues will be resolved by the available EPBC Board member if, at that time, that member feels qualified to do so.

12. SCORES: The scoresheet will be available in the SCORESHEET BINDER, as usual. It is the responsibility of the winning team to fill out the scoresheet binder after every match.

