

# 2017 LAS VEGAS OPEN BOCCE TOURNAMENT

to be held at the fabulous

## SOUTH POINT HOTEL/CASINO

9777 Las Vegas Blvd. South, Las Vegas, NV 89183 in Exhibit Hall "D" on interior carpeted courts

**When:** Friday, March 24<sup>th</sup> : 9:00 a.m. - 11:00 a.m. **ALL** Teams Check-in & Practice  
 " " 11:00 a.m. - 1:00 p.m. No-host Lunch break  
 " " 1:00 p.m. - 6:00 p.m. Tournament Play begins for **ALL** teams  
 Saturday, March 25<sup>th</sup> : 9:00 a.m. - 6:00 p.m. Tournament Play continues  
 Sunday, March 26<sup>th</sup> : 9:00 a.m. - 6:00 p.m. Tournament Play & **2<sup>nd</sup> Chance Tournament**

**Entry Fee:** \$480 per team for 3-person teams. Prepaid substitutes welcome @ \$100 per player. Substitute players can enter at the beginning of any game or at the beginning of any frame within the game. A player who is substituted after the start of a game cannot re-enter the game from which he or she is substituted out.

**Includes LUNCH / BRUNCH BUFFET on Saturday & Sunday ONLY for players.**  
 No-host coffee, breakfast & dinner is available for purchase at all South Point restaurants.

**Room Block:** Available for you to reserve until February 28<sup>th</sup>. **Prices & availability not guaranteed after 2/28.** Rates per night are: \$80 Sun.-Thurs., \$150 Fri.&Sat. for single or double occupancy. Additional charges: \$20 per night for 3<sup>rd</sup> or 4<sup>th</sup> person, plus discounted resort fee of \$14 per night and taxes. Call the hotel at (866) 791-7626 & ask for Bocce Group Code "BOC0322", or reserve through this WebLink: <https://gc.synxis.com/rez.aspx?Hotel=11548&Chain=6903&arrive=3/22/2017&depart=3/23/2017&adult=1&child=0&group=BOC0322>

For hotel guests, a complimentary airport shuttle is also included in the resort fee.

**Style:** Open Rules, 3-Person Teams, Round Robin within multi-divisions pre-selected by blind draw. **Full payments must be received by FEB. 14, 2017. The first 40 teams to pay will be accepted.** No refunds unless 40 teams register and a paid replacement team is found. Tournament is open to the public and may include co-ed teams.



**NOTE:** The use of 107mm 920 gram bocce balls is required. Players should bring their own sets (2 BALLS PER PERSON, 6 BALLS PER TEAM) of same standard. A limited supply of new and used bocce sets will be available for sale. Team members and their substitute players should wear matching-colored non-souvenir shirts.

**Awards:** 1<sup>ST</sup> \$3,000 2<sup>nd</sup> \$1,800 3<sup>rd</sup> \$900 4<sup>th</sup> \$600 5<sup>th</sup> - 8<sup>th</sup> \$375 9<sup>th</sup> - 12<sup>th</sup> \$150

Teams *not* qualifying for the playoff rounds will automatically receive a **FREE ENTRY** into the **single elimination 2<sup>nd</sup> Chance Tournament**, with a *minimum* prize pool of \$500.

**ALL LISTED TEAM PRIZE MONEY IS BASED ON 40 ENTRIES. IF LESS TEAMS, PRIZES WILL BE ADJUSTED DOWNWARD ACCORDINGLY.**

**Contacts:** Frank De Santis (619) 520-6963 email: fdslaw@gmail.com or Guy De Santis (914) 310-8814 email: yonkersbocce@aol.com

Full team payments must be **received** by **FEBRUARY 14, 2017.** Make checks payable to "FRANK DE SANTIS", complete the Entry Form below, & mail to: **Law Offices of Frank De Santis, 298 Third Avenue, Chula Vista, CA 91910**

Let's all just **GET TO THE POINT:** **SOUTH POINT**, that is !!!

### 2017 LAS VEGAS OPEN BOCCE TOURNAMENT ENTRY FORM (please print and return with full payment)

Captains: ASK players for CORRECT size of souvenir t-shirt.

T-SHIRT SIZE					
<input checked="" type="checkbox"/> 1 per player					
S	M	L	XL	2X	

Team Name		Bocce Club (if applicable)			
1. Team Captain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Captain's Street Address			
2. Team Member	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	City	State	Zip Code	
3. Team Member	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Home Phone Number		Cell Phone Number	
4. (Prepaid Substitute)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E-Mail Address			

## 2017 Las Vegas Tournament Rules (*Tentative*)

1. **TEAMS:** Triples, 12 balls are used instead of 8 (*6 per team*). Each team member throws 2 balls, alternating at both ends of the court.
2. **BALL SIZE:** Players are allowed to use their own balls as long as 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.
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 throws the pallino.
  - b. Toss is valid if the pallino is on or passed 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. 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) are 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. 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 team mate(s) of the current situation, but MUST be off the court prior to a team mate 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. Any player violating this rule will be disqualified from further playing in that round and his/her unplayed balls will be forfeited.
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 are played to 11 points.

**8. ILLEGAL MOVEMENT OF BALLS OR THE PALLINO:**

- a. Players should never touch or move any ball or the pallino until frame has ended. If a player moves a ball prior to the end of a frame, 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, raffa or volo 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.
- d. If the pallino is removed from the court, the frame is over and play begins from the same end.

**9. SHOOTING AND POINTING:** Raffa and Volo shots are allowed.

- a. When shooting (either style), the player is allowed to step on the line prior to releasing the ball. As long as part of his/her planting foot is on the line, it is a valid shot.
- b. Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid.

**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 dues before the tournament starts, he/she is considered a member of his 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 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.
- 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 violation by the opposing team. 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 by 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 volo, raffa, or pointing and the "Advantage Rule" will apply (the opposing team may leave all balls or pallino as they rest, or remove the illegally thrown ball from play and return all other balls or pallino to their 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. Any controversy or unforeseen issue not covered by any of these rules will be resolved by the majority vote of the captains attending the tournament. If the captains' votes are deadlocked, the tournament coordinators have the tiebreaker vote and their decision is final.

**13. SCORES:** Both captains must report final scores to the scorer's table.