

2023 HGBA Rules & Points to Consider

1. The team captains will assign 1 person to each end of the court to check and measure closeness of balls to the pallino. This person should also ensure that scores are posted on the scoreboard. Players throwing are not allowed to measure their thrown balls or come across the mid-line.

2. Any player picking up or kicking any ball before all 8 balls are thrown will be liable for a penalty of one point given to the opposing team. The captain of the affected team must request the penalty. The ball picked up or kicked will be returned to its original placement as close as possible by the team/end captains.

3. During the match, all balls must remain in the rack until it is your turn to throw. This is important and prevents confusion. The toe of either foot of a player throwing the ball cannot go past the foul line. Players stepping past the foul line the first time will receive a warning. A second and any further times will be determined to be illegal and the thrown ball will be taken out of play.

4. Coaching by teammates is discouraged in order to expedite playing time. A player may receive brief instruction only before he/she steps onto the court.

5. Substitutions must come from the approved sub list. Anyone can join the sub list but must be a member of the HGBA. A player must arrange for a substitute as soon as they are aware they cannot play that week. They must notify their team captain. Less than 3 team players on a team constitutes a forfeit and the opposing team will be granted a 16-0 win. The two teams can still play the match if they choose, but the score will not count. When playing with 3 members, players must rotate so that 2 players from each side is maintained. A sub can play more than once a day. The opposing team captain will select the sub if more than one possible sub is available at game time. There are no subs in the playoffs.

6. A coin flip between the team captains at the start of the match shall determine which team puts the first pallino in play. The winner of the coin flip can either choose to throw the pallino first or pick the ball color. The pallino must land on or past the midpoint line, on or short of the opposite foul line and at least one foot from the side board. The teams will have one chance to place the pallino in play. If unsuccessful after each team has tried, the pallino will be placed center court on the foul line. Who puts the pallino in play does not change who throws the first ball.

7. Each player must throw 2 balls. The shots can be consecutive or alternated, as decided by the members of the team. This decision can be made each time it is the pairs' turn to roll.

8. In order to participate, a team has to be made up of at least 3 team players. While a team can play with only 3 players, it is encouraged to obtain subs either before game day or, if available, at the courts on game day.

9. After all 8 balls are thrown, balls not in point consideration can be picked up while any measuring is done by team/end captains. If a ball in point consideration is moved by an opposing team member before it is measured, the ball is automatically considered to be closer to the pallino. If a ball in point consideration is moved by that team's member before it is measured, the ball is automatically taken out of play and point consideration.

NOTES:

- a. The first team to 16 points wins the match. The team does not have to win by any margin of victory. However, all eight balls must be played before the match can be called over. Each match will be limited to 1 hour and 15 minutes. The score at the end of the time limit will determine the winner of the match.
- b. All disputes should be brought to the attention of the coordinator at the courts. The coordinator's decision is final.
- c. Scores and standings will be published weekly at the court and on the website.
- d. Rules can be modified for disabled players.