

Each Team Captain and all team members are expected to know and follow the following rules and regulations:

1. Each team will select a “captain” to determine the flip of the coin, or call odd/even on a cellular device, for possession of the palino.
2. The palino must be thrown past the center line to be ruled a legal throw, otherwise it must be re-thrown. If the palino is not completely past the center line, the throw is deemed illegal. If a second throw is also illegal, the palino will be given to the opposing team.
3. If one team knocks the palino out of the court the round will be re-started and all balls and the palino will be sent back to same side it was thrown out from in that frame.
4. If a player comes into contact with a ball on the court of play before the frame is over, the opposing team has the option to remove the ball that was touched or leave it as it lay.
5. Any ball(s) that lands (or is struck) out of bounds will not count in the round. This includes people on sidelines, once a ball strikes anything outside the court, the ball is considered dead.
6. Any ball(s) that come into contact with the fence, and then lands in the court of play is considered a legal ball and remains in play. Any ball struck by a ball hitting the fence will also remain where it comes to rest.
7. If a wrong ball is tossed, the ball will remain in play (court). The referee will place the proper color ball in the exact location of the wrong color ball. Make sure it’s your team’s turn to throw a ball.
8. All tournament games in the winner bracket will be up to fourteen (14) points. All games in the loser bracket will be up to twelve (12) points. League play is to 16.
9. In case of a tie in measuring for a point, the team that rolled the ball last creating the tie will continue to roll until the original point is beat.
10. Players must have one foot behind the white line prior to releasing the ball. The player may run beyond the might line but the ball must be released with reasonable belief that the players foot was behind the line. The markers are eight (8) feet from the end boards. If the referee judges “intentional,” the ball will be removed from the court and any balls affected by the violation will be placed in their previous approximate location.
11. Game substitution can be done anytime during a game but once you exit a game you may not re-enter.
12. Each team must have at least four (4) players from the team roster in order to play a legal game; if not the team must forfeit the game. Each player will throw one ball.

-Tourney Play: A team must have four roster players to begin a game once their team’s game is called.

-League Play: Teams with games scheduled at 6:00 p.m. will be given a 15 minute grace period. Teams with only three (3) players may begin a game with only three (3) balls until the fourth player arrives, then the fourth ball is activated.

13. Players with ball in hand may only walk up to the half court line. After your shot, you must step off the court, the only person permitted on the court is the referee for measuring. If these rules are violated we will give a verbal warning first. If the problem persists the ball(s) in measurement of the team violating the rules will be considered dead and taken off the court.

14. There is to be no standing in the fenced in portions of the opposite end of play while balls are still to be thrown.
15. Teammates may step onto the court to show a spot or location for the next play, but MUST exit the court before the ball is thrown.
16. Referees upon request will measure any and all balls from inside the palino to inside the questioned ball. The call made by the referee is the final call.
17. Measurements can only be made once both teams have thrown all their balls.