

ARTICLE I
pertaining to the particulars of the Field of Play

Section 1. All events shall be played on a regulation-size boccéism pitch. The field should be laid out as follows: 45 feet from endline to endline and 10 feet from sideline to sideline; fault lines set in 4.5 feet from each endline, 36 feet from each other; two target boxes centered between the sidelines and the front edge each box coinciding with the respective fault lines; midfield stripe equidistant from the endlines (22.5 feet), with a 3-inch pallina circle centered on the stripe.

All lines should be marked, preferably with white chalk, with solid lines for the endlines, sidelines, target boxes and midfield stripe; the fault lines may be either solid or dashed. A placement dot or circle may be added inside the target box to indicate the precise placement for the large bucket.

Section 2. The judge's chair shall be placed within 5 feet of the sideline, straddling midfield; if at all possible the chair should be elevated 4 to 8 feet from the ground, but if expediency dictates otherwise this provision may be ignored.

Ballstops may be placed anywhere between 2 to 6 feet behind the endlines, but each ballstop must be placed at the same position on both sides of the field, and they must be of equal sizes and made from the same materials.

All seating or standing room for spectators shall stop behind the judges' positions on the sidelines and 3 feet behind the ballstops in the endzones. The buffer area between the public seating or standing area and the sideline is reserved for photographers and audio/video personnel with proper media credentials, provided that such persons remain between the fault lines; also, members of the media must take care not to block the judge's view with their bodies or equipment, and must obey any request by a judge to move. Except for the players themselves, any person who violates the sideline area between the fault lines and end lines, or the endzone, shall be subject to immediate ejection from the premises.

Section 3. Each target is the combination of two metal buckets 10 quarts and 5 quarts in size, respectively. The small bucket is placed inside the target box, lying sideways on the ground with the open end facing the far end of the field, with the front edge of the bucket even with the fault line. The large bucket is placed upright in the target box with the side of the bucket touching the bottom of the small bucket.

The handle of the large bucket should be set so that it is laying flat on the rim, with the bucket oriented such that the axis between the attachment points of the handle is parallel with the sidelines. The handle of the small bucket should be draped across the top side of the bucket, with the bucket oriented such that the axis between the attachment points of the handle is parallel with the ground.

All the buckets at the start of an event should be in good enough condition to last the duration of the event. However, APB officials may elect to replace buckets between cases if necessary; in such an event, if one small bucket is unusable, both small buckets must be replaced, regardless of their condition. Likewise, large buckets must be replaced in pairs.

After a case has begun, the targets may be replaced if and only if one of the buckets has split completely into two or more pieces, excluding the handle, a decision that may only be made by the judge. In the event of extreme, unusual damage to a bucket that does not result in fragmentation, the judge may appeal directly to APB officials for new targets, who have sole authority for taking such extraordinary action.

Section 4. All tournament events shall be contested using regulation-weight, 110-millimeter diameter boccéism balls. Two sets of four balls are to be used for each case, one set for each player or doubles team; the sets should be colored dark red and dark green, respectively.

A white, 50-millimeter diameter ball shall be used as the pallina, and placed in the pallina circle at midfield.

Should any of the tossing balls or the pallina become seriously damaged during a case, beyond the normal wear and tear, they shall be replaced immediately.

ARTICLE II
pertaining to the Rules of Play

Section 1. Prior to every case played in the tournament the players shall cork to determine the order of tossing. The player tossing closest to the pallina initiates each quarry in the first and all subsequent odd-numbered dalrymples. The player who loses the cork tosses first in the second and all subsequent even-numbered dalrymples.

Any toss which strikes the pallina is nullified, and the cork is awarded to the other player. Should Player A's ball knock Player B's ball into the pallina, that is considered the same as if Player B's ball had struck the pallina on its own momentum, and Player A wins the cork.

If both players' balls strike the pallina, the pallina is replaced at its proper position, and the players must toss again, using the opposite hand that they used on the first toss. If both players' balls strike the pallina a second time, the judge shall choose the winner based on any criteria or method at his disposal.

Proper corking requires the players to toss simultaneously with one another, and each player's toss must meet the same standard of a legal toss as any other toss during the case. Any foot fault or other tossing violation called by the judge is the equivalent to striking the pallina with a toss, with identical ramifications.

If the tosses, as best as the judge can determine, are equidistant from the pallina, the players retoss, but still have the privilege of using their dominant hand.

Section 2. All cases played in the tournament shall consist of eight dalrymples, with four quarries in each dalrymple. After each end, the players switch sides of the field. If any case is tied after eight dalrymples, play proceeds to Sudden Death Extra Quarries.

In Extra Quarries, the players recork, tossing from the same sides of the field they were on during the second end. All rules governing the cork at the start of the case apply to the recork, *except* that the winner has the option of choosing either to toss first or which side to toss from. The loser of the recork can choose which side to toss from if the winner opts to toss first.

Once the tossing order and choice of sides is decided, the same player initiates each quarry, and the players do not change sides of the field, regardless of the number of extra quarries tossed. The players toss one quarry at a time until one player outscores the other in a given quarry. There are no boccs, and therefore no boccéd points in extra quarries.

Section 3. All tossing must be done with an underhand motion, with the tossing hand lower than the elbow at the point of release. If the judge detects an illegal toss, he is first to issue a warning to the offending player; at the second illegal toss by that player the judge is to loudly declare a Tossing Foul, nullifying the results of the toss. Judges shall interpret this provision strictly, issuing warnings and calling fouls on any questionable motion.

Legal tossing requires that players release the ball with at least one foot touching the ground inside the box formed by the endline, the sidelines and the fault line, and no part of the body touching the ground outside that box. Players may begin a run-up in the buffer areas outside the sidelines and/or behind the endline, so long as they are inside the box at release. If the judge detects a violation, he is first to issue a warning to the player; at the second violation the judge is to loudly declare a Foot Foul, nullifying the results of the toss.

A tossing player may not touch his own targets with any part of his body. Any contact shall be treated the same as a Foot Foul. A tossing player's own target must be in its proper position before tossing; if it has been struck and dislodged by the opposing player on the previous toss, the tossing player must reset the target before tossing.

A player may not run or jump backwards across the fault line before tossing, thereby making a mockery of the competition. Such action may result in an unsportsmanlike conduct violation.

Section 4. A toss which strikes the pallina is immediately dead, and any subsequent contact with the target is ignored. If the pallina is hit and dislodged, it must be replaced to its position in the pallina circle on the midfield stripe before the next toss.

A toss which strikes the player's own target is immediately dead, and any subsequent contact with the proper target is ignored. The target must be reset before the next toss.

A toss which touches the ground outside the boundary lines before reaching the target is dead at the moment it goes out of bounds, and any subsequent contact with the target is ignored. A toss which strikes any object or structure above ground which is outside the boundary lines shall be treated the same as if it touched the ground.

A toss which strikes any object or structure above the field of play is still a live throw, and any subsequent contact with the target shall be scored in the normal fashion. Examples of obstructions include but are not limited to tree limbs, birds, electrical transmission lines, and lighting instruments and support poles. The judge may consider the interaction with any obstructions in deciding whether to award a discretionary bonus point.

Section 5. When an opponent is tossing, the player or players receiving the toss should be standing in the buffer area to the side and behind the endline. Should a tossed ball and/or the buckets approach a player standing properly out of bounds, the player must make a reasonable effort to avoid contact. Any contact with a player outside the boundaries that is unavoidable or accidental is simply part of the game, and draws no warnings or penalties.

Should a tossed ball and/or buckets approach a player standing in the field of play, the player must make every effort to avoid contact. If there is contact but the judge determines that it was not intentional, the judge shall declare a Minor Interference Foul. A minor foul is also a warning; a second interference incident in the field of play, even if unintentional, shall be declared a Major Interference Foul.

If a player, whether in the field of play or in the buffer area, intentionally acts to disrupt the approach of the toss or ball/bucket action after a hit, or by willfully making no effort to avoid the ball and/or buckets comes into contact with them, the judge shall declare a Major Interference Foul. Such an incident may also result in an unsportsmanlike conduct violation.

If a registered member of the same team or chapter as the receiving player comes onto the field of play or buffer area and attempts to disrupt the toss or the ball/bucket action after a hit, the judge shall declare a Major Interference Foul and also call an unsportsmanlike conduct violation on the offending person.

If any other non-participant, whether intentionally or not, interferes with a toss or with the ball/bucket action after a hit, the judge shall declare Minor Interference. This provision does not apply once the ball and/or buckets have crossed the boundary between the buffer zone and the public seating or standing area, nor does it apply to any contact with credentialed media personnel in the side buffer area, as long as they are on the proper side of the fault line.

Section 6. Players must appear promptly at the scheduled starting time of a case, must not, without approval from the judge, absent themselves from the pitch during the case, must make any approved absence as brief as possible, and must proceed through the case with all deliberate speed.

If the judge determines that a player is not acting with sufficient swiftness, he shall issue a Case Delay warning at the first instance. A second instance shall draw an unsportsmanlike conduct warning. If there are any further delays, the judge may declare an unsportsmanlike conduct violation.

Section 7. Each player must properly reset their own target after a hit by their opponent. The opposing player may, prior to his next toss, appeal to the judge for relief if he feels the buckets are aligned or oriented improperly. If the judge concurs, he shall instruct the other player to make the necessary adjustments. Once a player has tossed at a target, he may not appeal for a reset until the target has been struck again.

When resetting a target, a player must adjust a damaged bucket so as to be as close to its original shape as possible, and if necessary reattach or place a handle in as normal a position as is practical. The judge, on his own initiative, may at any time request a player to reset a target or reshape a deformed bucket. Players must reset the targets promptly; if a player fails to do so, the judge shall issue a Case Delay warning.

Section 8. Every player must toss accompanied by an alcoholic beverage of some kind. After every cork and at the end of each dalrymple, each player is required to take a drink of their respective beverages. Failure to do so may result in conduct warnings by the judge. A player must refresh or replace their beverage during the case as necessary.

Any player unable or unwilling to meet the alcoholic beverage requirement must declare their status prior to the start of an event. Such players will be issued powder blue armbands marked in gold with the initials "C.A.", for Conscientious Abstainer, and must wear them for the duration of the event. Players with the C.A. designation must still toss accompanied by beverages, and follow all other drinking rules.

Any designated C.A. player who is found in the possession of alcohol at any time after an event has begun shall forfeit any cases played up to that point, and their scoring in those cases shall not be included in the final individual statistics. Such a player must be stripped of their armband, and must compete with an alcoholic beverage for the remainder of the event.

Any player who did not apply for C.A. status that is found to have been tossing with a non-alcoholic beverage shall forfeit all cases played up to that point and shall be disqualified for the remainder of the event.

Section 9. When Minor Interference has been declared, the judge shall score the toss based on what he believes would have resulted without the interference, with a bias in favor of the player whose toss was the object of the interference.

When Major Interference has been declared, the judge shall score the toss based on what he believes would have resulted without the interference, with a bias in favor of the player whose toss was the object of the interference. The targets shall then be reset, if necessary, and the fouled player shall make a Penalty Toss, and any hit and bonus points scored shall be included in the tally for the quarry. The fouling player shall forfeit the chance to answer if tossing second in the quarry, and the judge shall award the quarry point to the disrupted player.

If , having already issued a Case Delay warning to a player, the judge detects later stalling, and decides that such stalling is an intentional attempt to disrupt the opponent's tosses, he shall call for a Penalty Toss by the disrupted player. Any hit and bonus points scored shall be included in the tally for the quarry. All Penalty Tosses are in addition to, not a substitution for, any conduct warnings or violations issued by the judge.

Section 10. A player who is trailing in the score going into his final quarry may elect to attempt an Hail Ganesha shot. The player must openly declare the attempt by loudly announcing "Hail Ganesha" and bowing towards the target.

The only way to successfully complete an Hail Ganesha is by throwing a bust. If a player makes the shot, he is awarded as many points as necessary to tie the case, and play proceeds to Extra Quarries. If the attempt is unsuccessful the case is over. If the player attempting the Ganesha is initiating the final quarry, his opponent's last toss is pre-empted.

During all APB events there shall be no so-called Quick, Forced, or Judge's Ganeshas. All cases must be played for the full eight dalrymples.

ARTICLE III pertaining to Judging and Scoring rules

Section 1. Every case played in an APB event must be officiated by a judge. APB will fill as many judging assignments as possible with certified members of the International Brotherhood of Boccélism Arbiters (henceforth either "IBBA" or "the Brotherhood"). Should there be insufficient numbers of IBBA judges available, all remaining assignments shall be filled as follows: Firstly, with prominent figures in the national boccélism community who are not competing in the APB season; secondly, with players who are competing in the regular season with amateur status, provided that they may not judge cases in events in which they are competing; thirdly, with players who are competing in the regular season as professionals, provided that they may not judge cases in events in which they are competing.

Section 2. Prior to every case the judge shall inspect the field to make sure that all boundary lines are clearly and properly marked, the targets are correctly positioned, and the pallina is centered at midfield. The judge shall then check the players' credentials and confirm that the players present are those scheduled to appear. The judge shall then climb into the judge's chair and declare "Case On", indicating that the players may proceed with the cork.

The commission shall designate an official scorekeeper for each case, who shall be responsible for entering all scoring information onto the official scoresheet, and shall obey all decisions and instructions from the judge. If a shortage of personnel requires it, the judge shall also serve as scorekeeper.

The scorekeeper shall loudly announce the score at the end of each dalrymple, prior to the final quarry of the eighth dalrymple, and at the conclusion of the case. The players may request score updates at any time, but the scorekeeper should always announce any mid-dalrymple score as being provisional.

After each case is completed, the scorekeeper shall tally and balance the scoresheet, confirming the proper final score. The players shall initial the scoresheet, the judge and the scorekeeper shall sign it, and the judge shall declare and certify the case as official; or, if a player has declared a protest during the case, the judge shall declare the case official but under protest, with certification pending a decision on the merits of the protest.

The scorekeeper must make a record of and include in the final tallies the number of tosses by each player in Extra Quarries, and those tosses shall be counted in the statistics for the case the same as any other tosses.

Section 3. The judge shall declare and award, and the scorekeeper shall record, points for the various scoring events. For every hit, defined as any contact by the tossed ball with any part of the target, one point shall be scored. In addition to the hit point, an extra bonus point shall be awarded for any of the following events: botfly, handle, rollup, stay, and T'Bit. Two extra bonus points shall be awarded for each bust and shell.

A botfly is defined as a toss which strikes inside the large bucket on the fly, provided that the entirety of the ball is below the rim of the bucket before making contact.

A handle is defined as a toss which strikes only the handle of one or the other of the buckets, without tipping or dislodging either bucket.

A rollup is defined as a toss which, as it approaches the target, rolls along the ground without significant bouncing before striking the target; after contacting the target, the ball and both buckets must remain in the field of play. A toss can still be considered a rollup even if it is not in contact with the ground for the majority of the distance traversed, but must the ball must be in contact with the ground when it strikes the target.

A stay is defined as a toss which, once the ball and buckets have come to a complete rest, results in the ball remaining inside either of the two buckets, regardless of orientation.

A T'Bit is defined as a toss which results in both buckets being knocked into the air at the same time. The judge should have no doubt about making the T'Bit declaration; if there is any question, then the T'Bit should not be declared.

A bust is defined as a toss which, once the ball and buckets have come to a complete rest, results in the ball remaining inside the large bucket with the large bucket in an upright orientation.

A shell is defined as a toss which, once the ball and buckets have come to a complete rest, results in one or the other of the buckets being upended and covering the ball; the ball must be encircled by the entire circumference of the rim of the bucket for the toss to be considered a proper shell.

The judge has the discretion to award an extra bonus point for any unusual, noteworthy, or impressive hit. The judge should be predisposed against awarding a discretionary point on a toss which has already earned a defined bonus point, unless there is some aspect of the action independent from the bonus event which the judge deems worthy of merit.

Bonus points are cumulative for a given toss, so if several bonus events occur on a single toss, they each are recognized and awarded. The only exception is the bust, which is a special case of a stay; the two points for the bust are awarded, but no point is scored for the stay. Any contact or action by a bucket with a ball tossed in a previous quarry, or with any of the receiving players balls, shall not be considered in the awarding of any bonus or judge's points.

Section 4. In any quarry in which one player scores a hit and the other player does not, one point shall automatically be awarded to the player with the hit for winning the quarry. In any quarry in which neither player scores a hit, the judge shall declare a pull, and no quarry point shall be awarded.

In any quarry in which both players score hits, the judge must decide which player has won the quarry. The judge shall consider the totality of each player's approach, toss, hit, and resulting ball/bucket action in making his determination. The judge may consider the presence or absence of bonus events in deciding the quarry, but the judge is not required to award the quarry to a player simply because that player scored a bonus point when his opponent did not.

The judge shall not divide the quarry point between the players, but must come to a decision one way or the other, however difficult that may be. The judge must clearly declare the winner of each quarry before any subsequent tosses are made. The judge is not required to make any explanation of a decision regarding a quarry point, but may choose to volunteer the reasons or rationale behind a decision.

Section 5. A toss which, after the ball and buckets have come to a complete rest, results in the ball remaining in the large bucket, regardless of orientation, shall be declared a boc. If the player tossing the boc is initiating the quarry, the opposing player has the opportunity to toss a boc in answer to the first boc, in which case both bocs are nullified and the quarry is scored normally.

If a boc is not answered or cannot be answered, the player tossing the boc is awarded, in addition to the regular hit, bonus, and quarry points, all points scored by his opponent up to that moment in the dalrymple, and those points are deducted from the opponent's score; such points are called "bocéd points." If the opponent has not scored in the dalrymple, the player tossing the boc is given immunity from any boc tossed by his opponent for the remainder of the dalrymple, protecting all points scored in the dalrymple from becoming bocéd points.

When a player trying to answer a boc fails, but in the process strikes the target with the toss, the hit and any bonus points are included as bocéd points. When the player trying to answer a boc fails and has not previously scored in the dalrymple, but in the process strikes the target with the toss, the hit and any bonus points are counted as bocéd points and the player tossing the boc is given immunity from any boc tossed by his opponent for the remainder of the dalrymple.

Section 6. For every case played, three Tournament Points shall be awarded. The points shall be awarded as follows: One point shall go to the player that scores the most points in the first end; one point shall go to the player that scores the most points in the second end; and one point shall go to the player which scores the most points in the case.

In the event that the players score an equal number of points in an end, then the point for that end shall be divided, with each player being awarded one half-point.

In the event of a mid-case forfeit due to injury, if one end has been completed and the player forced to retire would have been awarded a point or a half-point for that end, the retiring player shall be credited with that point or half-point. The same principle shall hold true if both ends are completed and a player retires during or immediately prior to Extra Quarries. All remaining Tournament Points shall be awarded to the opposing player or team.

A forfeit in any other circumstances, and for any reason, shall result in all three Tournament Points being awarded to the opposing player or team. In the event of a double forfeit, no Tournament Points shall be awarded.

Section 7. The judge shall declare a forfeit when: The proper player, or an approved substitute, fails to appear within fifteen minutes of the scheduled starting time of a case; a player is forced to retire mid-case due to injury; a player is ejected mid-case for conduct violations; a player abandons a case in progress without approval; the judge fears the case may not be safely completed due to the threats or actions of spectators or partisans of a player or contesting the case.

The judge shall declare a double forfeit when both players contesting the case meet any of the conditions listed in the previous paragraph.

Section 8. The judge shall suspend a case in progress when: Inclement weather undermines the integrity of the competition or threatens the safety of the players and spectators; darkness prevents proper play and artificial lighting is not available; during a night case, the lighting instruments or power supply fail for any reason; unusual circumstances render the field unplayable; any other events not prejudicial to either player contesting the case occur that threaten the safety of the players and/or spectators.

APB officials may delay or postpone an event prior to its start for any reason. APB officials shall reschedule all postponed events and schedule the resumption of any suspended cases. A suspended case in which at least six dalrymples have been completed and that is not resumed shall be considered an official case; the score at the end of the last completed quarry shall be recorded as the final score, and Tournament Points shall be awarded for both ends and the case. If the score is tied, the case point shall be divided. All individual statistics shall be included in the official records for the season.

A suspended case in which less than six dalrymples have been completed and that is not resumed shall not be considered official, and the case must be replayed in its entirety.

ARTICLE IV
pertaining to Conduct rules and Protests

Section 1. All players shall obey the norms of good behavior and sportsmanship during each event; they shall follow all rules, regulations, and procedures issued by APB officials; and they shall, during case play, follow all directives from the judges and accept judges' rulings without complaint.

All judges, scorekeepers, and other officials shall carry out their respective duties with dignity; they shall treat all participants and each other with respect and courtesy; they shall act with no bias or favoritism toward particular players; and they shall follow all rules, regulations, and procedures issued by APB officials.

Before, between, and after all cases played, APB officials shall have the authority to cite players for misconduct, giving out warnings, suspensions, and disqualifications in accordance with whatever specific guidelines they may establish, provided that such guidelines must be in writing and must be made available to players prior to the start of each regular season.

APB officials shall have the authority at any time to cite judges, scorekeepers, and other officials for misconduct, meting out any necessary disciplinary measures in accordance with such written guidelines as they may establish.

Section 2. Once the players contesting a case have presented their credentials to the judge, they and any other participants observing the case are under the judge's jurisdiction until the case has been declared official. The judge shall have authority to issue conduct warnings, declare conduct violations, and if necessary make ejections, and shall keep a record of all such actions in the judge's official conduct notebook.

Except in circumstances of extreme misbehavior by a player or other person under the judge's authority, the judge should take a three-tiered approach to enforcing discipline. At the first signs of a player straying from the bounds of good conduct, the judge shall indicate his disapproval through the means of a throat-clearing, sharp glance, or if necessary a mild rebuke encouraging the player to proceed with the case with no more such displays. If the player fails to heed this unofficial warning, the judge shall issue an official Conduct Warning, and a notation to that effect shall be entered into the conduct record. Should the official warning prove insufficient in deterring inappropriate behavior, the judge shall declare a Conduct Violation, issuing a Yellow Card to the player, and noting the violation in the record.

Notwithstanding the guidelines listed in the previous paragraph, the judge has discretion in deciding the proper response to misconduct, and may, without having issued any prior unofficial or official warnings, declare a conduct violation, and may even declare an Egregious Conduct Violation, issuing a Red Card to the offending player. A Red Card results in immediate ejection and forfeiture of the case.

Nothing in this section shall be construed so as to supersede any of the conduct provisions included in Article II of this code.

Section 3. After each case the judge shall hand over the conduct notebook to APB officials so that they may take note of all warnings and violations issued during the case, and thus may take any disciplinary action that might be necessary, in accordance with the written guidelines for the regular season.

All players who have been issued Red Cards shall forfeit their next scheduled case. All players who have been issued Yellow Cards shall be On Probation, and APB officials shall provide judges with a list of all players on probation. For a player on probation, a second Yellow Card shall be considered the equivalent of a Red Card, with the same resulting penalties.

A player who receives a second Red Card shall be suspended for the remainder of the season, and shall be ineligible to play in the Championship tournament.

Section 4. A player may declare that a case is being played Under Protest. The scorekeeper must indicate on the scoresheet the exact point at which the protest was made, and describe the nature of the protest, and the grounds proffered for it.

Players may not protest any case call that is matter of judgment, and may not protest any conduct warnings or violations declared by the judge. A legitimate protest claim must address an alleged misinterpretation or misapplication of the rules by the judge, and there must be no disagreement between the judge and the protesting party about the facts of the circumstances in controversy. At the conclusion of the case the protesting party may choose to withdraw the protest if they feel the result of the case renders the protest moot.

APB officials shall sit in judgment of all protests. They shall first ask the judge to describe the incident in question and explain the rationale for his ruling. They shall then ask the protesting party to explain why the judge's ruling was in error, state what the proper ruling should have been, and provide a rationale for that ruling. The judge has the option of presenting a rebuttal, after which the APB officials shall withdraw and decide the matter in private.

Before deciding the merits of the protest, they must consider, operating under the assumption that the judge did err, what impact the ruling had on the outcome of the case. If they determine that the results on the field of play would not have differed substantially had the judge ruled otherwise, the protest shall be declared Irrelevant, and the case shall be certified.

If APB officials determine that the judge's ruling had a substantial effect on the outcome of the case or the awarding of any Tournament Points, they must then decide the merits of the case. If they decide that the judge ruled correctly, the protest shall be Denied, and the case shall be certified. If they decide that the judge ruled incorrectly, and that the correct ruling more likely than not would have changed the outcome of the case, they shall declare the protest Upheld; they must announce the proper ruling and order any necessary changes to the score, playing field, targets, etc., and the players shall replay the case from the point of protest at a time to be scheduled by APB officials.

Section 5. All players shall give their full and total effort, always striving to toss to the best of their ability and uphold the integrity of the competition. Judges shall declare conduct violations if they detect intentional, lackadaisical tossing.

When APB officials are presented with evidence that a player intentionally underperformed, either for the purpose of affecting the event or season standings, or as the result of bribery or other such inducements, that player shall be called to appear. If the player cannot offer a convincing rebuttal, or contradict the evidence to the commission's satisfaction, the player shall be expelled from the ranks of APB and suspended for a minimum of two years from participation in any ABA-sanctioned event, and may be subject to Banishment for Life.

Any other person, excepting judges, implicated in a conspiracy to nefariously influence the outcome of a case in any way shall be expelled and suspended for a minimum of two years from participation in any ABA-sanctioned event, and may be subject to Banishment for Life.

The results of all cases called into question by the player's misconduct shall be voided; the cases shall be rescheduled and replayed with an approved substitute. Cases that cannot be replayed and scheduled cases that cannot be played because of the expulsion of one or more players shall be cancelled, and no Tournament points shall be awarded.

Section 6. APB officials shall issue a Writ of Impeachment when presented with compelling evidence of bribery, favoritism or other corruption against a judge. Impeached judges shall be immediately relieved of their duties, even if sitting in judgment of a case, until and unless they shall have satisfactorily answered the charges listed on the Writ. The judge may request witnesses to testify on his behalf, and may present evidence to counter the charges.

After hearing the testimony of the judge and any witnesses, APB officials shall withdraw to review the evidence in secret. Should APB officials find the judge not guilty, the judge shall be deemed available to resume his duties; but APB officials shall retain full discretion over whether or not to return the judge to any or all of his previously scheduled assignments.

Should APB officials find the judge guilty of any charges, the judge shall be suspended for a minimum of two years from participation in any ABA-sanctioned event, and may be subject to Banishment for Life.

All cases officiated by a defrocked judge shall be declared Tainted. APB officials shall review the scoresheets of tainted cases, and for any cases where judicial misconduct could have had an effect on the outcome, the results shall be voided and the cases replayed.

Section 7. No judge, player, or any other persons found guilty of corruption shall be Banished for Life except after a public confession, or the public testimony of two witnesses to the same act.

Section 8. The use of any purported performance enhancing, medicinal, and/or recreational substances or procedures may not be banned, restricted, or regulated in any way by APB officials prior to the year Two Thousand Eight Hundred and Eight.

ARTICLE V
pertaining to Statistics

Section 1. Statistics shall be compiled for each individual player competing in the regular season. The following categories shall be included: Cases played; cases won; cases lost; total points scored; total points scored against; average points scored; average point differential; tournament points won; tosses; hits; quarries won; hit average; slugging average; adjusted tournament points; opposition strength rating; handles; rollups; stays; shells; botflies; T'Bitas; busts; judge's points; boccs; boccéd points; Ganeshas attempted; Ganeshas hit; Ganeshas points; answers; answer opportunities; answer percentage; salvage points; clovers; ayraults.

Average points scored is computed by dividing total points scored by tosses and multiplying the result by 32; average point differential is computed by subtracting total points against from total points scored and dividing the result by cases played.

Hit average is computed by dividing hits by tosses, with Ganeshas attempts not being counted as tosses; slugging average is computed by dividing hits plus bonus points by tosses, with quarry points, boccéd points, and Ganeshas points not included as bonus points, and Ganeshas attempts not being counted as tosses; answer percentage is defined as answers per answer opportunities multiplied by 100.

Adjusted tournament points are computed for each player in a case by taking the opponent's slugging percentage in that case and dividing it by the product of 0.95 and the regular season average slugging percentage, then multiplying that result by the tournament points awarded for the case.

Opposition strength rating is computed for each player in a case by subtracting the regular season average slugging percentage from the opponent's slugging percentage for the case; if the result is greater than 0.25 or less than -0.25, the number is rounded to 0.25 or -0.25, respectively. After any necessary rounding, the result is multiplied by 200, then 50 is added to that product. The sum of the OSRs is divided by cases played to determine a player's final average OSR.

The regular season average slugging percentage shall be computed by adding together all the individual statistics for each player participating in the tournament and figuring the slugging percentage from those totals.

ARTICLE VI
pertaining to Amendments

Section 1. Amendments to this Code may be proposed and adopted at any time, and any amendment that has been ratified shall for all intents and purposes become a part of this Code. Amendments may address any subject whatsoever, except that no amendment may in any way change or affect either the Eighth Section of the Second Article, or the Eighth Section of the Fourth Article.

Section 2. Amendments may be added in either of two ways: any proposal unanimously approved by the Board of Governors shall be sent out to the various chapters; ratification by three-fifths of the chapters in good standing in each of the several regions shall be sufficient to bring the amendment into force.

Or, any proposal approved by three-quarters of the chapters in good standing in each of the several regions shall be sent to the Board of Governors; a simple majority vote of the Governors present shall be sufficient to bring the amendment into force.