



# Bocce Tournament Rules

## Spring 2017

### Teams:

We can accommodate a maximum of 32 teams. Teams will consist of 2 players.

Teams must be present in a timely fashion for the beginning of each match. Teams announced for each match will have a 5 minute grace period to arrive at the court prior to forfeit of match at the discretion of the tournament director.

If a team cannot field 2 players, the match is a forfeit. A team may make one substitution during the duration of the tournament. Substitutions may only be made prior to the start of a match, unless necessary due to illness or injury to a player.

### Tournament Format:

1. Our tournament is a two-stage format. Teams are organized randomly into groups of four (maximum of 8 groups). Preliminary matches (Stage 1) are a round robin format within each group (each team will play three matches) and the winners of the groups will advance to the Finals Brackets (Stage 2) for a single elimination playoff.
2. Stage 1 – Preliminary Matches
  - 2.1. Each team will play every other team in their group (3 matches).
  - 2.2. Matches will be to 9 points with no time limits and winners only need to win by 1 point.
  - 2.3. The winner of each group is determined by the best won/loss record.
  - 2.4. Ties will be broken using a point ranking system. The rank score for a team is determined by the difference between their total points scored and total points given up over all three matches.
  - 2.5. If a tie still exists with point scores a one ball roll-off will be used to determine the winner.
  - 2.6. The winners of each group will advance to the Finals Brackets (Stage 2).
3. Stage 2 – Finals Bracket
  - 3.1. The 8 group winners advance to the finals bracket.
  - 3.2. The finals bracket is a single elimination format consisting of quarter-finals, semi-finals and the championship match.
  - 3.3. In addition, the losing teams from the semi-finals will play off for third place.
  - 3.4. Quarter-final matches will be to 9 points with no time limits and winners only need to win by 1 point.
  - 3.5. Semi-final and the third-place playoff matches will be to 11 points with no time limits and winners only need to win by 1 point.
  - 3.6. The winners of the semi-final matches advance to the Championship match
4. The Championship Match (played on the Main Court) will be played to 15 points with no time limit and must be won by a 2 point margin.

### Game Play:

The match shall begin with the flip of a coin between the capos (captains) from each team. The winner of the coin flip may have the first toss of the pallino or choose the color of their balls.

A player may toss the pallino any distance so that it passes the centerline of the court and does not go past the 10-foot foul line at the opposite end. If a player fails to complete a valid toss of the pallino, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to complete a valid toss, the pallino reverts to the original team. The team that successfully puts the pallino in play will throw first. He/She then steps aside and their team does not roll again until the opposing team has either thrown one of its bocce balls closer to the pallino or has thrown all of their balls. The team whose bocce ball is closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). The team, who scored last, throws the pallino to begin the next frame.

1. If a player rolls the incorrect color ball, simply replace it with the correct color when the ball comes to rest.
2. If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
3. Players do not need to alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
4. It is important that all balls be thrown in each frame, even if the winning score is reached prior to throwing all balls, as additional points scored will impact the overall point scores for tie breakers.

**The Pallino:**

Once the pallino has been put into play, it remains in play even if it is knocked to the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the centerline, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

**Foul Line:**

The player should not step over the foul line before releasing the pallino or bocce balls. If a player's toe is over foul line before releasing a ball (bocce or pallino), they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. If the intent of the foot foul rule is repeatedly abused, the offending player may be removed from the game by a ruling official. When a player releases the pallino or bocce, both feet must be on the court unless prevented by a physical impairment.

**Scoring:**

The team who has one of their bocce balls closest to the pallino is called the "inside" team. Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same team tossing the pallino. Capos of each team are responsible for keeping the score sheet and for reporting the results of the match.

**Measurements:**

All measurements should be made from the inside edge of the bocce ball to the inside edge of the pallino. Only an official and one representative from each team may be present for the measurement.

**Courts:**

We will have five courts in use for this tournament. They are designated as follows:

1. Main Court: Main court (stone dust surface) adjacent to restaurant parking lot
2. Court 1: Auxiliary court (grass surface) closet to the main court
3. Court 2: Auxiliary court (grass surface) to the north of auxiliary court 1
4. Court 3: Auxiliary court (grass surface) to the north of auxiliary court 2
5. Court 4: Auxiliary court (grass surface) to the north of auxiliary court 3

Due to the number of matches that we need to complete to be able to finish on time, we will utilize all courts on an as-needed basis. This means that not all teams will get an opportunity to play on the main court and some teams may have to play several/consecutive matches on one court.

We will do what we can to balance the match play across courts and we appreciate the cooperation of all the teams in this matter. The Championship match will be played on the main court.

**Conduct and Courtesy:**

1. Everyone is responsible for acting in a manner of good sportsmanship and respect. Team capos are responsible for the actions of their players.
2. If a player is standing in the playing half of the court while the opposing team requests that the player step aside, that request should be honored.
3. Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.
4. Courtesy and respect should be displayed always. Profanity and un-sportsman-like conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in player expulsion and/or forfeit of the game or match.
5. All trash, pop-tops, cigarette butts, etc. are to be discarded in appropriate container

***Be Courteous - Be Respectful - Have Fun!***



## Rule Highlights and Tournament Play

### The Pallino:

- The team that wins the coin toss or scores the last point will have “honors” and throws the pallino to start play.
- The pallino must come to rest between the center line and the opposite foul line and be at least 12 inches from the side rail. Teams alternate attempts until a valid throw is completed.
- Once the pallino has been put into play, it remains in play even if it is knocked to the backboard or side rail.

### Substitutions:

- A team may make one substitution during the duration of the tournament.
- Substitutions may only be made prior to the start of a match, unless necessary due to illness or injury to a player.

### Time Limits:

- There are NO time limits for the matches. Players should keep play moving at a reasonable pace and the referee may prompt any team to comply.

### Match Play:

- Preliminary (round robin) matches and quarter-final matches will be played to 9 points and winners only need to win by 1 point.
- Semi-final and the third-place playoff matches will be to 11 points with no time limits and winners only need to win by 1 point.
- The Championship Match (played on the Main Court) will be played to 15 points with no time limit and must be won by a 2 point margin.
- It is important that all balls be thrown in each frame, even if the winning score is reached prior to throwing all balls, as additional points scored will impact the overall point scores for tie breakers.

### Referees:

- The teams that are “on deck” for the next match on a court shall provide a referee for the current match on that court.
- In the event of a conflict with playing and refereeing, please consult with the Head Referee for assistance in finding a replacement.

### Questions:

- Rule and/or referee concerns may be addressed with the Head Referee
- Other questions and/or concerns may be addressed with the Tournament Director

*Be Courteous - Be Respectful - Have Fun!*