



TEAMS: Tournament teams are composed of 4 team members.

BOCCE COURT: The court will be played on grass with lines indicating the court in-bounds (sides & end) and the center line. The court is approximately 10 ft (W) x 60 ft (L).

KEY TERMS: **Bocci:** larger colored balls (8 total, 2 colors); bocci= plural, bocce= singular | **Pallino:**

small white ball **TOURNAMENT:** Each team plays with 4 balls and 8 players on the court at a time.

- Winners will receive bragging rights and their names on a perpetual trophy as well as the respect of all their Tierrasanta neighbors (until next year!) ☺
- Each team plays a minimum of **4 games** and will have an opportunity to move on in the Championship Bracket or Consolation Bracket.

A BOCCE GAME:

- All pool play games will last 25 minutes.
- Players from each team stand on opposite ends of the court (2 players from each team on each end at a time). One game is composed of several “rounds” until time runs out or until a team reaches **15 points** per game, whichever comes first.

STARTING THE GAME: 1st game: Teams flip a coin and the winning team chooses their color bocci. For subsequent games, team with most points from previous game starts.

- Starting team throws the Pallino, which must be thrown over the center line (free re-throw if not).

A ROUND: During rounds, players on one side of the court play (2 players from each team). Each team rotates throwing one bocce at a time (2 bocci per player) until all bocci are thrown to end that round.

- The goal is to try to get as close as you can to the Pallino.
- When all bocci are thrown the score of the round is determined and the next round begins on the opposite side of the bocce court.
- Rounds are played until one team reaches the total points to win, or time runs out, whichever comes first.

SCORING ROUNDS: After all bocci are thrown, points are awarded to the team with its bocce closest to the Pallino. This means if Team A is closer to the Pallino, they get 1 point.

- Additional points are earned for each bocce of the same team that is closer to the Pallino than the closest bocci of the opposing team (if 2 bocci of Team A are closer than Team B, team A gets 2 points). **Tournament Referees will have tape measurers. Measurements are taken from center of the Pallino to center of the bocce and are done by referees who have the final say.**

- A “kiss” (when the closest bocce is touching the pallino) is worth 2 points.

SCORING the GAME: The first team to reach 15 points receives one point for winning and a point each for the difference between the target point and the opponents score. NOTE: If the winning team exceeds the target points they also get those points. If no team reached 15 when time runs out, the leading team is declared the winner.

- i.e. Team A wins 15 to 12 -- They get 3 points for the win and 3 points for the difference of the score for a total score of 6.
- i.e. Team A wins 16 to 12 (perhaps winning on a kiss), they get 3 points for the win and the difference of the score for a total score of 7.
- These points are used to calculate advancing teams in the case of a tie.

THROWING THE BALL: Players can throw or roll a ball. The ball **must be thrown underhand**.

- The player who threw the Pallino must throw the first bocce.
- Only the Pallino needs to cross the center line. The bocci do not.
- The team that scored last throws the Pallino to begin the next round.

GAME RULES:

- Throw must take place behind the end line.
- Each play/“throw” should be made within 15 seconds.
- Bad mouthing, unsportsmanlike conduct, or any other disorderly conduct may result in loss of points or disqualification.
- Strategic knocking of other’s team’s bocce out of the way is allowed as long as the above rules are followed.
- **Calls by the referee designated to your game are not debatable.**
- A team not reporting to their designated court within 5 minutes of the scheduled starting time loses 4 points. A team that does not report to their designated court within 10 minutes of the scheduled starting time forfeits the game.
- A team missing players at the start of the game may play. However, each player may only roll two bocci. A late player may enter the game at the completion of a round.
- In the case of a forfeit, the reporting team to the court will receive 3 points for the win and 3 points for the difference for a total score of 6.

OUT OF BOUNDS: A bocce going out of bounds (over court lines) without hitting any other bocce or pallino first is “dead” and must be removed from play and doesn’t count. This ball cannot be re-thrown in that round. **A ball touching the line is still considered “In Play”.**

- If the bocce hits another bocce or the Pallino and then goes out of bounds, it is ok and remains in play.
- If the Pallino is knocked out of the court (over inbound lines), the round will end and play will resume from the opposite end of the court, with the same team tossing the Pallino. No points will be earned for that round.

ADVANCING: The winner of each pool will advance to a single-elimination WINNERS bracket. All single elimination games will be played to 15 points.