

# **WILDWOOD DAYS**

## **BOCCE TOURNEY RULES**

### **TOURNAMENT FORMAT: 3 Game Guarantee**

Each team will play two games in the early morning round robin. Followed by an afternoon/evening single elimination tournament. Wins, losses, and points will determine bracket seeding.

All two game winners will be seeded in the top half by least amount of points scored against in both games. All two game losers will be seeded in the bottom half by most points scored in both games. Tiebreakers will be coin toss.

All teams with split wins and losses will be seeded by total points scored, with the tiebreaker being least points scored against. Second tiebreaker will be coin toss.

### **Games:**

- All games will start with coin toss. Winner selects pallino or ball color.
- All games will be played to 10 points.  
(Exception: Championship game will be played to 12 points.)
- Games should be kept to approximately 30 minutes in duration.

### **Rules:**

#### **Common bocce rules apply with the following exceptions:**

- Sideboards may be used at all times.
- Any ball that goes untouched to the backboard will be removed from play.
- Any ball that contacts either the pallino or any in play ball before contact with the backboard will remain in play.
- If an untouched ball contacts the backboard and then contacts the pallino or any in play balls, said ball shall be removed, and all balls will be replaced to their original approximate positions.
- If the pallino is knocked out of the court during a frame, the frame is ended with no points and play begins from the opposite end.
- In the case of a tie between two balls, the first ball has to be beaten, not tied, to win the point.
- Both captains are responsible for accurate score keeping as well as reporting the final scores of each game to the official book immediately after games end.
- Any player may request measurements at any time.
- No lofting of ball will be allowed. A loft is considered any pitched ball reaching more than 5 feet in height. If a loft is ruled, 4 points will be awarded to opposing team.
- All players must remain outside the court while the opposing team rolls.
- If the wrong color of ball is rolled, it should be replaced when it comes to rest.
- If a player rolls out of turn, the opposing team, at its discretion, may leave everything as it lies, or return the ball to be re-rolled.
- All judges decisions are final.