

Welcome to CSAC's Bocce tournament!

Event Overview:

- Teams arrive between 8:15-8:45 am [REDACTED] at the Middlebury Rec Field off Mary Hogan Dr.
- Team captains only please report to the registration table (under the pavilion). Other Team members please go to the Team Gathering Area (under the big white tent).
 - Captains will gather their teams' registration bags, any waivers still needing to be signed, and then meet their team mates at the Team Gathering area (under the big white tent).
 - Breakfast items will be available for teams!
- We will divide teams into up to eight divisions with no more than 10 teams per division. Each division will have a winner.
- At 9 am there will be a brief welcome/safety rules overview and Bocce tutorial: "Bocce 101". No experience needed for the tournament!
- After the tutorial, teams will assemble & play approximately four rounds for 20 minutes each (followed by a brief break). Each round and associated break lasts 30 minutes.
- 11:30-12noon Thank you and awards
- Grab & Go Food is available throughout the tournament and free thanks to our generous sponsors!
- Participants should be able to enjoy the food and still get back to their next assigned court to begin their next round.
- All teams will have a designated captain so that they know who they will be playing next and on what court.

CSAC Official Bocce Tournament Rules:

In order for the whole community to enjoy the day, we are playing with the following Bocce rules. Note: these may be slightly different than rules you or your teammates have played with in leagues or backyard Bocce.

Notes on conditions and courts:

- The CSAC Bocce tournament is played on a grass recreation field used for many sports and community activities. We make our best effort to use the flattest section of the field, however the ground is *not* perfectly level, and the grass is mowed, but not “golf course” short.
- Conditions may be different than other courts (e.g. very level ground, very short grass, sand court bocce, beach bocce, and backyard bocce are different than the field we use for the tournament)
- The courts are approximately 13 feet in width from inside edge to inside edge.

The Players

- Each team will have a captain who participates in a coin toss
- The winner of the coin flip is the first team to throw the pallino and chooses the color of the team's bocce balls

Throwing Rules

- Players must throw from behind the in-play "line" (10 ft.) mark (marked by flags)
- The pallino must go past the center "line" (30 ft.) (marked by flags)
- If the pallino does not go past the center "line" (flagged), the second team will throw. If neither team's ball goes past the center "line" (flagged), the referee will place the ball between the center "line" (flagged) and the in-play "line" (flagged).
- The first ball is thrown by the player who threw the pallino
- All balls must be thrown underhand and rolled
- After a team throws the first bocce ball, they will step aside, and that team does not throw again until the opposing team has either gotten a bocce ball closer to the pallino or has thrown all its balls. A team whose balls tie an opponent's closest ball must throw again.
- Teams stay on one end/throw from one end of the courts for the duration of the frame (all 8 balls get thrown). The next frame (next set of 8 balls being thrown) is played from the opposite end of the court
- Each player throws once in turn/in order.
- A Ball that leaves the court area will not be counted
- A Ball that nestles up against a backboard/frame, but inside the court, is a playable ball

Scoring

- Only one team scores in a frame. The official score of the frame is determined after all 8 balls have been played and measured to the captain's satisfaction. One point is awarded for each ball of a team that is closer to the pallino than the opponents closest balls (1 to 4 pts.) All measurements should be made from the center of the pallino to the edge of the bocce ball.
- The team that scores in the last frame throws the Pallino in the next frame. If no team scores, then the team who scored in the last frame will throw the pallino again.
- The first team to score 21 points or 20 minutes wins the round.

Timing

- Each round will be 20 minutes. An announcement at the 17-minute mark will indicate the final point. At this time whatever point a team is on will be the last
- A second announcement will indicate the 20-minute mark indicating the end of the round. If a player has a ball in their hands to throw at the 20-minute mark, they may complete the throw.
- There will be ten minutes prior to the start of the next round to complete scoring, and transition to the next court.
- An announcement will indicate the start of the next round by the scoring table.
- Teams will be awarded 1 point for winning a round and ½ point for ties

- Division ties will be decided by a sudden ending roll off by a member of each team as appointed by the captain

Feel free to download and print the attached rules below to share with your teams!

██████████ Tournament Champion Team. At tournament end, the winning team in each division will select one player for a 1 throw sudden death throw off. A draw of numbered straws will determine order of throw. The winning throw will determine the tournament's overall tournament champion team.