

CLEVELAND CHALLENGE CUP OF BOCCE

WICKLIFFE ITALIAN-AMERICAN CLUB

OFFICIAL TOURNAMENT RULES AND REGULATIONS

1 TOURNAMENT PLAY

- 1.1 No team can participate in the tournament unless they are officially registered and fee paid in full by the time of their first match.
- 1.2 No team nor any one player may enter the tournament more than one time.
- 1.3 A team will consist of four (4) regular members and one (1) substitute. Only four players may start and complete any one game. The substitute may play for a regular member, but must start and complete the entire game. There will be no substitutions during the game. Official will determine variations/exceptions to this rule, e.g. medical emergency, etc.
- 1.4 A team may play a match with three players. Each player will throw only one ball as penalty for not having a full complement of players.
- 1.5 A team must enter the court and begin play no later than 15 minutes from the scheduled and posted start time, or announced start time, whichever is later. If three players are present, play must begin or the team must forfeit the match. Upon the arrival of the fourth player, the current inning must conclude prior to that player entering the court.
- 1.6 All matches will be played with official balls supplied by the tournament officials. Eight balls, four (4) green and four (4) red plus one pallino, will be used.
- 1.7 The tournament will be a double elimination tournament. There will be a winner's bracket and a loser's bracket. Once a team in the winner's bracket loses a game, that team will enter the loser's bracket. A team having two losses will be eliminated from the tournament¹. No team having one loss (in the losers bracket) will play a team with no losses (in the winner's bracket) until the play in both brackets has been completed. The championship match will place the winner of the winner's bracket

against the winner of the loser's bracket. The champion will be the team that has not been eliminated from the tournament.

- 1.8 All game scores, except the championship match, will be kept by the team captains. The captains must notify the official scorer immediately after the match has ended.
- 1.9 Team captains will be responsible for making sure all players follow the rules. Their decisions will be final in all measurements and fouls which may occur. A team captain must notify a tournament official if a decision is required. Good sportsmanship is expected.

2 USAGE OF COURT

- 2.1 All courts will be regulation size, either 60 feet x 12 feet or 60 feet x 10 feet. The point line shall be 4 feet from the backboard. The spock line shall be 10 feet from the backboard. The center line shall be 30 feet from the backboard. The inbounds side line shall be 1 foot from the side walls (this line is generally not painted on the court).
- 2.2 The players on each team may have two practice innings, one up the court and one back down the court. After the practice innings, the captains will flip a coin. The winner will select their preferred color of ball and have the pallino advantage during the first inning. The player rolling the pallino must deliver the first ball.
- 2.3 To begin a subsequent inning, the previous innings winner will toss the pallino to a "legal spot" past the 30 foot center line, before the far 4 foot point line, and inside the 1 foot in-bounds side line. Any ball considered "on the line" is not in play.
- 2.4 The team possessing the pallino will have three attempts to legally place the pallino on the court. If unsuccessful, the other team must legally place the pallino on the court within three attempts. Whoever legally places the pallino on the court will follow with the first shot. If neither player "wants" the pallino, the referee will place the pallino in a spot one foot inside the backline and in the center of the court. The team that won the last point or coin toss will go first.
- 2.5 All players who have not delivered a ball must position themselves behind the point line and should not be in the court. Only players who have delivered their ball are permitted beyond the mid-line. A player who has delivered his ball may return to the near end of the court to talk to his teammates.

- 2.6 The player of each team may elect to play their ball in any rotation provided the player who delivers the pallino also delivers the first ball. Each player, however, may deliver only one ball.
- 2.7 A player's front foot must be on or behind the point line when rolling his ball (pointing). A player's back foot must be on or behind the spock line when the ball leaves his hand while spocking.
- 2.8 Should the pallino come to rest under the end board, before the center line do to ricochet, or fly out of the court, play will be suspended and no points will be awarded. The inning must be replayed from the same end of the court.
- 2.9 Should a large ball fly out of the court, that ball will be a dead ball and be disqualified from that particular inning of play. A ball is considered "in play" if it hits or rolls into/on any side wall or back wall and falls back onto the court, provided it did not touch any player or spectator. Any ball that touches a player or spectator will be immediately removed from the court for the remainder of that particular inning.
- 2.10 If the wrong colored ball is rolled, the ball cannot be touched until it has stopped. At that time, the ball can be replaced with a correct ball in the exact same spot by the team captains.
- 2.11 If a player interferes with an opponent's ball while in motion, the team fouled against has the option of:
- a) Playing the ball over,
 - b) Declaring the inning dead, or
 - c) Accepting the lie of the touched ball and play continues.

3 SCORING AND MEASURING

- 3.1 All games in the "winner's" bracket will be played to 14. The first team to reach that respective score is declared the winner.
- 3.2 Only one team can receive points at the conclusion of an inning. If the winning team has one, two, three, or four balls closer to the pallino than the other team's best ball, the winning team will receive one, two, three, or four points respectively. Points shall be posted at the end of each inning to avoid confusion. The winning team also receives the pallino advantage for the subsequent inning.

- 3.3 When two players visually agree as to who has the point and a subsequent ball is played, there will be no measurement of the two balls in question. The visual agreement stands.
- 3.4 If a player delivers his ball when his team is “in” and the other team still has balls left, the ball in question remains where it comes to rest and play continues accordingly.
- 3.5 A measurement can be called for only when both teams have at least one ball remaining or at the end of an inning. Only players who have delivered their balls may take part in the measurement. If players disagree on the measurement, they must obtain a tournament official who will complete the measurement and make a decision.
- 3.6 In the event of a tie during an inning, the last team rolling must continue to roll because they did not beat the other team’s point. In the event of a tie at the end of an inning, the inning will be declared a draw. No points will be awarded and the play will resume at the other end of the court. The pallino returns to the team which delivered it in the inning that was tied.

4 FOULING

- 4.1 If a ball that is not a point is moved illegally, the ball will be replaced as close as possible to its original position by the team captains. Play will then resume accordingly.
- 4.2 If a point ball or the pallino is moved illegally, one of the following two options shall result:
 - a) The team fouled against will be awarded as many points as the number of live balls that they have already played (regardless of their position on the court) and the inning will be declared over.
 - b) The team fouled against may have the option of declining the penalty and completing the inning.
- 4.3 In both pointing (front foot) and spocking (back foot), when a player’s entire foot goes over the line prior to releasing the ball, one of the following two options shall result:
 - a) The team fouled against will be awarded points as they were immediately preceding the foul and the inning will be declared over. The referee will

make the final judgment as to how many points were actually “in” at the time of the infraction.

- b) The team fouled against may have the option of having the referee remove the fouling player’s ball and complete the inning. Using this option, all balls must remain where they ended up after the infraction.

NOTE: All fouls pertaining to 4.3 must be called by a referee as result of *witnessing* the foul. One official warning may be granted each team after which penalties will be prescribed.

- 4.4 Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship, insulting language, or gestures, or actions/words which engender ill-will, may result in disqualification by the Tournament Director and /or the Wickliffe Italian-American Bocce Committee.

For conditions not specifically covered in the Cleveland Challenge Cup of Bocce Official Rules, the Tournament Director and/or Wickliffe Italian-American Club, Bocce Committee, shall make a decisive and final ruling.

Ladies Tournament Rules not covered in Open Tournament rules:

- Play to 13 points in both Winner and Consolation brackets
- Seventy (70) minute time limit or 13 points, whichever comes first. If a team is winning by > 4 points when time expires, game over. If teams are within 4 points of each other when time expires, finish the inning to determine winner. If game tie, team that rolls closest to back-wall without hitting, is declared the winner. (one team rolls, measure, clear ball, other team rolls)
- Each game will be appointed a referee, if available. The referee will measure all points and keep play moving
- Time will be kept by referee or by bracket table
- Only 5th player is allowed to help team courtside. No non-team members are permitted to actively coach a team courtside.
- Championship game is not timed and is played to 16 points.