

2025 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 their registration 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) optional 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 substitutes during the game. Officials will determine variations/exceptions to this rule, e.g., medical emergencies, etc.
- 1.4 A team may play a match with three players. Each player will throw only one ball and the fourth ball will be forfeited.
- 1.5 Teams are expected to be on-site at the Wickliffe Italian-American Club a MINIMUM of ONE HOUR prior to their scheduled game time. A team must enter the court and begin play no later than 10 minutes from the time their game is announced. Games can be called up to ONE HOUR before they are scheduled. If three players are present, and 10 minutes has been exceeded, play must begin, or the team will forfeit the match. Upon the arrival of the fourth player, the current inning must be completed prior to that player entering the court.
- 1.6 At the start of each game, it is required that each team will notify the opposing team of who their Team Captain is. The captain from each team will have final say for their team on many of the required decision making identified throughout these rules.
- 1.7 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.
- 1.8 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 tournament. No team having one loss (in the losers' bracket) will play a team with no losses (in the winner's bracket) until 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.

- 1.9 All game scores, except the championship match, will be kept by the team captains. **The captains must notify the bracket manager of the official score immediately after the match has ended.** (Some games may be part of a live stream. In these instances, it is the expectation that captains will update both the manual peg board and the tablets located on the court)
- 1.10 Team captains will be responsible for making sure all players follow the rules. Their decisions will be final in all measurements, unless a tournament official is called. A team captain must notify a tournament official if a decision is required. Once a tournament official is engaged, their decision will be considered final on all measurements and fouls. Good sportsmanship is expected.
- 1.11 The Championship game must be played to determine a tournament champion. If the game is not played, there will be no champion declared and the prize payout is at the discretion of the Bocce Tournament Committee.

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 sideline 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 while in the Winners' bracket (Down and Back), and ONE practice inning while in the Losers' bracket (Down and Start).** After the practice inning(s), the captains will flip a coin, unless an official is present to handle that duty. (If no coin is present, the captains may agree on another method to determine who will choose color and Pallino.) The winner will select their preferred color of ball AND choose to start with the Pallino OR defer 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 outside the 1 foot in-bounds sideline. **Any ball considered “on the line” is in play.**
- 2.4 The team possessing the Pallino will have ONE attempt to legally place the Pallino on the court. If unsuccessful, the other team must legally place the Pallino on the court within ONE attempt. (Teams will alternate with pallino throws until a legal ball is placed) Regardless of who legally places the Pallino, the previous inning winner will ALWAYS go first.
- 2.5 All players who have not delivered a ball should position themselves **to be off the court** and out of the way as much as possible from the active ball thrower. Only players who have delivered their ball, and team captains, are permitted beyond the mid-line. (If a captain who has yet to throw goes beyond the mid-line, they should not bring their ball with them) 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 (Green Line) when rolling their ball (pointing). A player’s back foot must be on or behind the spock line (Red Line) when the ball leaves his hand while spocking. For any disputes or questions on this issue, please ask for an official to act as a judge during play. When an official is called, all players involved in the game will be monitored for an undetermined length of time as decided by the called upon official.
- 2.8 Should any part of the Pallino come to rest under the end board, move back before the center line due to ricochet, or fly out of the court, play will be suspended and the frame declared dead. No points will be awarded. The inning must be replayed from the same end of the court as previously started. (As a reminder, “on the line” is considered GOOD.)

- 2.9 Should a large ball fly out of the court or move back before the center line due to ricochet, that ball will be considered dead and disqualified from that inning of play. A ball is considered “in play” if it hits or rolls into/on any side wall, back wall or any court fencing and comes to rest back on the court, as long as the ball first hits onto the court or onto another ball in the field of play. Any ball that leaves the court and subsequently touches a player, spectator, concrete divider, or foreign object, will be immediately removed from the court for the remainder of that inning.
- 2.10 If the wrong-colored ball is rolled, the ball cannot be touched until it has stopped. At that time, the ball will be replaced with a correctly colored ball in the exact same spot by the team captains.

3 SCORING AND MEASURING

- 3.1 All games in the Winners’ and Losers’ bracket, except for the Championship game, will be played to 14. The first team to reach that score will be declared the winner.
- 3.1.1 The Championship game will be played to 16.
- 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, and the point is now considered conceded until either the ball, or Pallino, are moved by another ball. At this point, a measurement can take place and a new declaration of point made.
- 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 at ANY TIME. Only players who have delivered their balls, and Team Captains, may take part in the measurement. If players disagree on the measurement, they must request a tournament official who will complete the measurement and make a decision. (Only authorized tournament

officials can make a final ruling) ONLY BALLS BEING CONSIDERED FOR POINT MAY BE MEASURED. THERE WILL BE NO MEASURING OF 2nd, 3rd, 4th, ETC. POINTS.

- 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 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 is accidentally touched by any player while in the field of play, the following guidelines will be followed:

4.1.1 The Two captains should come together and agree to put the ball back to a spot that is reasonably considered the original location of the moved ball. When replacing any ball to its original location, a previous measurement should be used whenever possible to place the ball as closely as possible to its original location. (With help from an official if needed)

4.1.2 If the captains cannot come to an agreement, please immediately contact a Rules official for an official ruling before proceeding with play.

- 4.2 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:

4.2.1 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 "in" at the time of the infraction.

4.2.2 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 end up after the infraction.

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

5 Sportsmanship

- 5.1 All players are expected to conduct themselves in a respectful and sportsmanlike manner at all times. Any behavior considered unsportsmanlike—including but not limited to the use of insulting language, offensive gestures, or actions likely to provoke ill will—may result in disqualification at the discretion of the Tournament Director and/or the Wickliffe Italian-American Bocce Committee.

6 Ladies Division – Rules Not Previously Covered

6.1 All games will be played to 13. This will apply to both the Winners Bracket and the Loser's Bracket.

6.2 Each game may be appointed a referee, if available, to help with pace of play. The referee will only get involved when asked to assist with measurements or settle disputes. A referee being present does not immediately constitute a warning for line violations.

6.3 Only officially rostered members of the team, including the alternate 5th player, may assist the team courtside. There will be no outside assistance or coaching from anyone outside of the team's roster.

6.4 The championship game will be played to 16.

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