



TODD PIKE MEMORIAL BOCCE BALL TOURNAMENT RULES



* Beverage placed in non-throwing hand during play *

* Winning team will be presented during Laurel's Luau (2PM) and drink from trophy in remembrance of Todd Pike *

THE TEAM

1. There are 4 players per team (2 at each end) with each player throwing 2 balls.
2. A forfeit of the game will happen if at least 2 players are not present at the game start time.

START GAME

3. A coin toss before each game determines the first toss of the Pallino.

PALLINO THROW

4. Pallino must end up across the center line and at least 12 inches away from the sides. If a thrower fails to do this, the Pallino goes to the other team.

BOCCE BALL THROWS

5. The Pallino thrower always throws the first bocce ball. Each succeeding ball is thrown by the team that does NOT have the ball closest to the Pallino. A team whose ball ties the opponent's closest ball must throw again.
6. Balls are allowed to be bounced off or played against sideboards.

DEAD BALLS

7. A bocce ball that goes out of the court is a dead ball and removed from play.
8. A ball hitting the backboard without first touching the Pallino or another bocce ball is a dead ball and removed.
9. If a player throws when the other team should throw or throws more than 2 balls, that ball is dead.

SCORING

10. One point is awarded for each ball of a team that is closer to the Pallino than the opponent's closest ball.
11. The team that wins the frame throws the Pallino in the next frame.
12. The team to first score **15 points** wins the game and moves forward on the bracket.

***Team Captains are responsible for reporting the score and game results**

***THANK YOU for your participation and donations! Hail to the Victors!**

