



# CORRIDOR CORPORATE *GAMES*

## BOCCE RULES

### Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Corridor Corporate Games.

### General Rules

1. The bocce tournament will be played in a double elimination format.
2. Games are self-officiated. Rules questions may be brought to the head table.
3. The object of the game is to come as close to the point ball (pallino) as possible.
4. Bocce teams are made up of four players. No substitutions are allowed.
5. Each team will have two players stationed at each end of the court. A coin toss will determine the team who throws the pallino first.
6. The starting team throws the pallino. The pallino is thrown first and becomes the target. The team player who throws the pallino must throw the first bocce ball of that round. Team 2 (the opponent) will then throw their bocce ball(s) until they come closer to the pallino than Team 1's first throw. If Team 2 runs out of bocce balls, then Team 1 will score 1 point and continue to throw for more points. The most a team can score per round is 4 points. After all of the bocce balls are thrown, the score of the round is determined and the next round begins on the opposite side of the bocce court. Rounds are played until one team reaches the total points to win.
7. Bocce balls may be played off the sideboards, other bocce balls, or even off the pallino as long as the pallino does not go out of bounds. If the pallino is knocked out of bounds, it will be placed in the center of the back end of the court. The remaining bocce balls will be thrown to determine who scores the points.
8. All balls must be thrown from waist-level or below, and players must stay behind the foul line when throwing.
9. Measurements: Teams can request a measurement at any time. Please see a CCG official for measuring. If the measurement results in a tie, the team who throw the last ball will throw again. If all of the balls have been thrown, and a tie still remains, the team who threw the pallino in that round will throw the pallino in the next round.

### Scoring

1. The official score for the frame is determined after all 8 bocce balls have been played.
2. Only one team may score at the end of each frame. A team scores one point for every ball closer to the pallino than the other team's closet ball. If the closet ball of both teams is an equal distance from the pallino, then the frame results in no score.
3. Games are played to 7 points in championship bracket, and 5 points in the consolation bracket.
4. Maximum game time is 10 minutes. At the end of the time limit, the current round will be finished and the team with the highest score will be considered the winner. In the case of a tie, another round will be held until a winner is determined.

### Substitutions

1. Teams are allowed to sub in players in between games only.

### CCG Point System

- o Medals will be awarded to the top three finishers in each division. Points will be awarded to the top four teams within each division, as follows:

Place	Points
1 <sup>st</sup>	800
2 <sup>nd</sup>	600
3 <sup>rd</sup>	400
4 <sup>th</sup>	300



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- o Participation points will be awarded for all individuals or teams in the CCG. To receive participation points, individuals or teams must complete the event as designed. Points for participation in Bocce competition are as follows:

Event	Participation Points
Bocce	150/Team

- o CCG will assess Penalty Points to those companies whose competitors **do not show up for bracketed events**. It diminishes the spirit of the Games when a team or individual travels from across the Corridor to participate in one of these events, only to have their opponent forfeit. Penalty points will be assessed for the following events:

Event	Penalty Points
Bocce	-150