Traditional Sports: School Championships
Bocce School Championship Qualifiers

Divisioning
- All teams are assigned to play teams of similar ability.
  - Coaches will fill out a team ranking assessment at registration and can use our Skill Assessments as a guide.
- Team rankings (A,B,C,D and selected classification are used to establish division.
- Schools may enter the recreational or competitive category.
  - **Developmental** (if venue capacity): For beginners not ready for games, focused on fun and skill-building.
  - **Recreational**: intended for athletes new to the sport, there for fun not school championships qualification.
  - **Competitive**: intend to compete at the School Championships if selected or have a mid-high skill level.

The Game
- **2 teams (4 vs 4).**
- A minimum of 4 players is required to play, and teams can have a **max of 6.**
- Games are **20 minutes long (running), broken into two 10-minute halves:**
  - Games will still finish on their final frame if the 20 minutes has been reached
- Games are played on a gym surface or indoor turf facility using 60' by 12' court outlines.
- 8 balls in 2 colours (4 balls per team) + 1 target ball (Pallina).
- Each team may use one 1-minute timeout per game.
- There will be no overtime.
- Tie breakers are based on the following: succession game points (wins, ties), lowest points against, and random computerized draw.

Competition
Objective: to have your team position a bocce ball closer to the Pallina than your opponents.
- To start a game, the pallina is rolled or tossed by a member of the team having won the coin toss to start the game.
- The player who threw the pallina must throw the first coloured ball of the game.
- Each player will throw one ball.

- Players can deliver their ball through a variety of methods: rolling, tossing, bouncing, banking, etc., so long as the ball is within bounds and is released below the waist.
- Each player will deliver one ball.
- Rotation of players – The players of any given team may elect to play their balls in any rotation, provided the player who tosses the pallina delivers the first colour ball.
- To start a frame, the thrown pallina must come to rest between the 30 foot line (half court) and the opposite end's 10-foot line, and within the court boundaries.
- Definition – A Frame is the time taken for both teams to throw all four of their balls.
- Any coloured ball thrown or knocked out of bounds will be considered a "dead ball" and will be removed from play. Balls that are out of the field of play should be excluded from point calculations.
- The team whose ball is the closest to the pallina is called the "in" ball and the opposing team is the "out" ball. Whenever a team gets "in" it steps aside and allows the "out" team to deliver

Scoring
- Scoring takes place at the end of each frame (when both teams exhaust all bocce balls)
- Points will be awarded to the team whose ball(s) are closer to the Pallina than the opposing team's closest ball.
- This can be determined by viewing or mechanical measurements.
- The winning team will receive points per ball closer to the Pallina than the opponent's first closest ball.
- The scoring team will win the Pallina advantage for the next frame.
- The first team to attain 16 points, or the team with the most points at the end of the 20-minute match wins.

Note: To qualify for the Provincial School Champions, teams compete within their conference, which may include schools beyond those faced at their qualifier. For details on the qualification process, visit the School Hub resources page