

Bocce School Championship Qualifiers

Divisioning

- All teams are divisioned 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 and selected classifications are used to establish division.
- Schools may enter the recreational or competitive category.
- **Recreational:** intended for athletes new to the sport, there for fun, not School Championships qualification.
- **Competitive:** intended for athletes hoping to qualify and mid-high skill.

The Game

- 2 teams (4 vs 4).
- A minimum of 4 players is required to play, and teams can have a max of 5.
- Games are 20 minutes long, broken into two 10-minute halves:
 - Includes a 2-minute halftime and a **running clock**.
- 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.

- A coin toss will determine who delivers the Pallina first. That team will also deliver the first coloured bocce ball.
- The second team will then have their turn. They will deliver their bocce balls until they deliver a ball closer to the Pallina than the first team or have exhausted their 4 balls.
- The first team will then continue delivering their remaining balls.
- 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.

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.