

## **ICE BOCCE RULES**

Each team will play three (3) games against the teams in their 4 team bracket, winning teams from each bracket move on. The winning team from each bracket will be determined by the best record. In the event of a tie after the 3 games are played there will be a playoff to decide the winner. A playoff will consist of 3 “ends” a half match to decide the bracket winner.

Once we are through the initial Pool Brackets it will be a 16 team single elimination tournament with prizes for 1<sup>st</sup>-4<sup>th</sup> place.

Our goal is to have the initial brackets done early enough that we are not playing the playoffs in the dark! We would like to be done with the first wave of three games by 12:00 if possible. Please remain on site and finish your games in your brackets. Taking a break is ok but please keep it to a reasonable (SHORT) time.

Teams can play as many “for fun games” as they want after the brackets are completed on open lanes so please help us keep the tournament moving along and finish all tournament games first!

**TEAM CAPTAINS PLEASE REPORT YOUR WIN  
OR LOSS AND THE MATCHES SCORE RIGHT  
AFTER EACH GAME**

## **ICE BOCCE RULES**

1. To start each new game a coin toss will be made (using the Pick). Winning team will choose **Puck color** and whether to go **first** or **second**. If you are the **starting** team on a lap you kick your **own** pick and then go. (the scoring team will go first on all **other** laps)
2. The starting team will have one person **kick** the Pick (marker) down the lane. You must **SLIDE** the pucks down the lane not throw them.
3. The team **furthest** from the Pick will keep going until they are the closest.
4. Points will be scored by the Puck closest to the Pick. In the event a team has more than one Puck closer than the other teams they can score multiple points. One point per Puck.
5. Each game will consist of 3 laps (down and back 3 times)
6. If a **Puck** is not lying **flat** or has **any** part off of the lane it will be **removed** from play.
7. In the event the Pick (marker) is knocked out of play (during the match) it will be dropped into the hole at the end being played. (Out of play is anytime the Pick is not fully on the lane, the Pick can be lying on its side and still be in play) If the Pick is kicked out of the lane on the opening kick off it will be re-kicked. The Pick **must start out in play** on the initial kickoff!
8. Each team will play 3 games in the 4 team bracket they draw.
9. Both team Captains are responsible for turning in their teams score.
10. The top 16 teams will advance to the single elimination bracket playoffs to determine 1<sup>st</sup>-4<sup>th</sup> place teams.
11. The first 3 games should be completed by 12:00 at the latest!
12. If a puck goes in the hole it is in play regardless if it is lying flat.
13. If the pick is knocked out of play when a puck is already in the hole the puck will be picked up and the pick dropped in the hole. The puck should be replaced in the hole the same way it was.
14. Substitutions can be made if needed. This should be done only for legitimate reasons not to “stack” a team
15. Disputes that can not be resolved by the two team’s captains will be decided by the Judge. Judges decisions are final!
16. In the event of a tie during a regular game “One End” (one time down the lane) will be played to break the tie.

**\*\*\*NO outside food or beverages allowed -- Please use trash bins provided!**