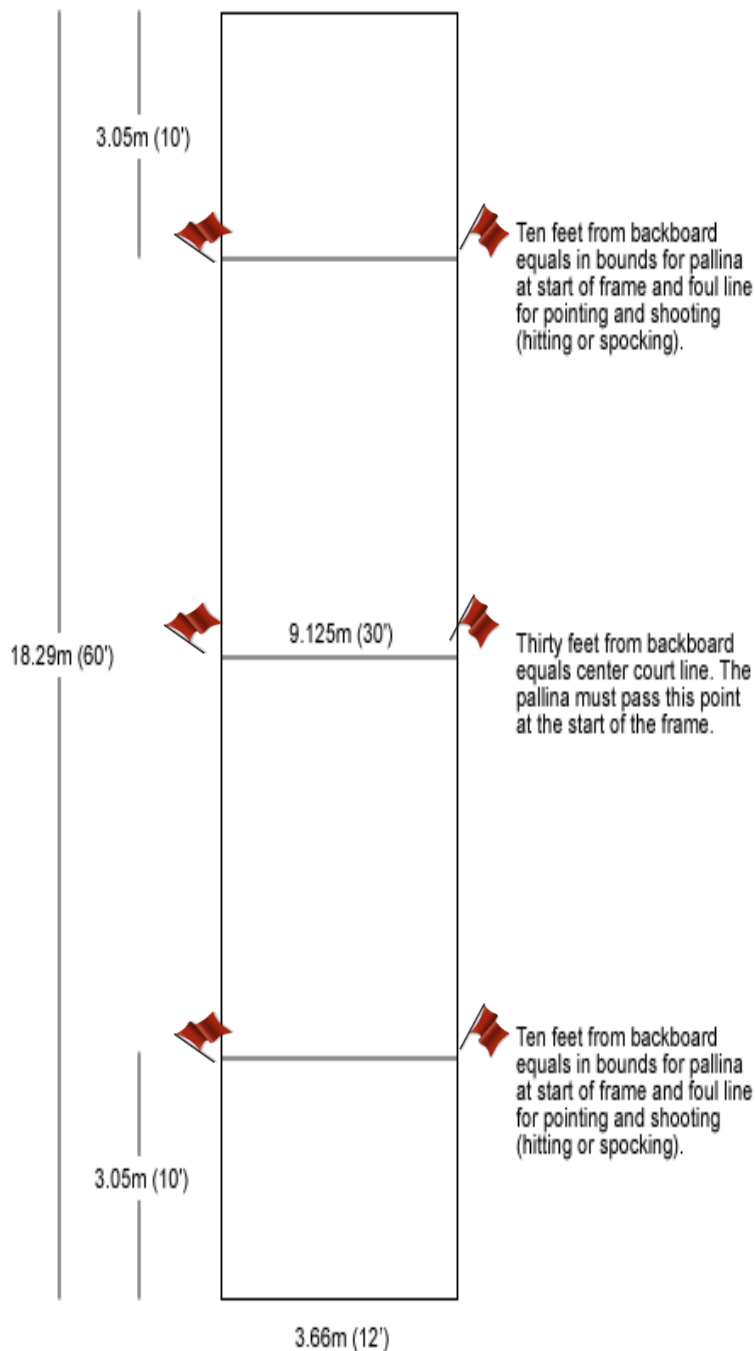


Sandhills Children's Center Benefit Backyard BOCCE Bash Saturday, August 19th

Bocce Court



Rules and Regulations

Pinehurst Harness Track
8:45 am - Registration
9:15 am - Captain's Meeting
9:30 am - Play Begins

11:00 am - AMVETS will be selling Hot Dogs, Hamburgers, BBQ, French Fries and other yummy delights. Bring cash to support their great work helping American Veterans.

www.BackyardBocce.org

EQUIPMENT

A set of bocce balls : consisting of eight large bocce balls (half of which are of a different color or pattern) and a smaller "object ball" (sometimes called a "pallina" or a "jack"). Bocce court 60' X 12'.

PLAYERS

The game is played with two teams of four players. A team on the court has 4 players maximum (2 stationed at each end of the court) with each player throwing 2 balls. Players are not allowed to switch ends during a game. A team may play a game if only 2 or 3 players are present, however, no player is permitted to throw more than 2 balls (a penalty of 2 balls per missing player). A team must have one player designated as the team captain. The team captain participates in the coin toss and assigns players to their position on the court for the match. The team captain may designate a player as an "end captain" for the end opposite that of the captain. Only the team captain or an end captain may go on the court for measurements.

ATTIRE

Teams may create their own shirts, choose a theme or dress alike. Be creative!

OBJECT

The object of the game of bocce is for one team to get as many of their balls closer to the pallina than the opposing team's closest ball.

COIN TOSS

1. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip has the first toss of the pallina and chooses the color of the team's balls.
2. If playing a different team, play starts over with the coin toss and players may be reassigned as desired by the captain.
3. If playing the same team in the next game, players must switch ends between games and the winning team throws the pallina to start next game.

PALLINA THROW

1. The pallina is the first ball put into play and is thrown underhand from behind the pointing foul line.
2. The pallina must end up across the center line and at least 12 inches away from the sidelines or backline without hitting the backline. If a thrower fails to do this, the throw goes to the other team. If the second throw fails to place the pallina into play, the pallina is placed approximately in the center of the hitting foul line at the opposite end of the court in order to speed up play.
3. If a player throws pallina and/or first ball when other team should throw the pallina, the balls are returned and the frame starts over.
4. Once pallina is in play, the pallina can be knocked anywhere on the court except back over the center line or out of the court (frame ends, play resumes at opposite end, and same team throws the pallina).

BOCCE BALL THROWS

1. The initial pallina thrower always throws the first bocce ball. All balls are thrown underhand.
2. ALL bocce balls are thrown from behind the pointing foul line. Any ball released behind the pointing foul line is considered a throw for points.
3. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallina. A team whose ball ties the opponent's closest ball must throw again. The "IN" team only throws if opponents have thrown all 4 balls. Team members can throw in any order.
4. Hitting or spocking is NOT permitted.
5. If a player throws wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
6. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play.
7. If a team's legally thrown ball is interfered with while moving by someone or something not on the playing surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions can not be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play.
8. If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player or referee before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved that the approximate original position can not be determined, the offended team has the option to leave the balls as they lay or replay the frame.
9. If a team's legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, the ball is removed from play.
10. The person(s) doing the measuring must press and rotate balls and the pallina before measuring to mark their original position on the court surface. If a ball or pallina is accidentally moved while measuring, it is replaced to its original marked position.
11. A bocce ball , for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
12. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

FOUL LINES

1. Pointing and Hitting foul lines will be marked by colors on the court.
2. Players may step on but not over the foul line before releasing the pallina or a bocce ball.
3. If a player's toe crosses the proper foul line before releasing a ball (bocce or pallina), they will receive one warning. Subsequent fouls will result in nullifying the pallina throw or removal of the thrown bocce ball from play.

MEASURING & DISPUTES

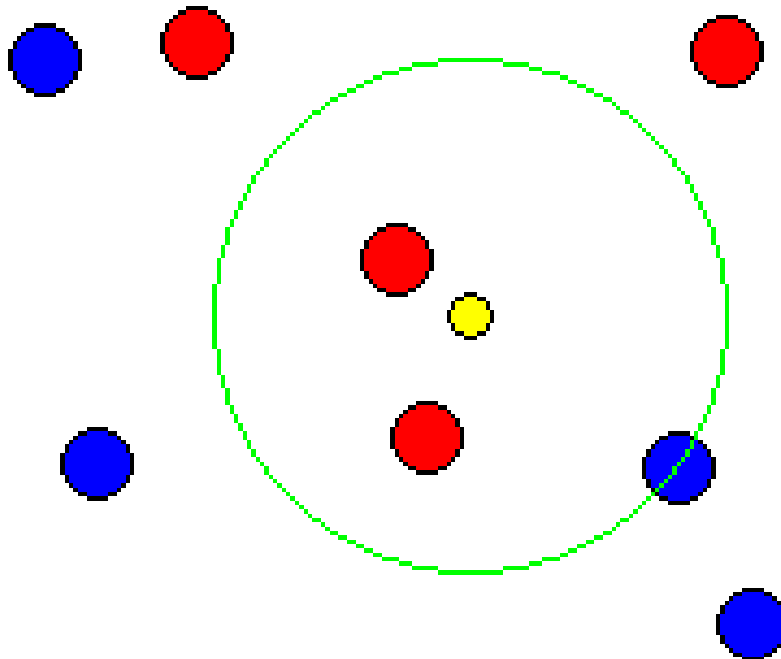
1. Team captains may measure any balls at any time. All disputes will be resolved by the tournament host.
2. A team may make one substitution per game. Substitutions may only be made between frames.

LATE ARRIVALS & SUBSTITUTIONS

1. A team not showing within 10 minutes of the scheduled starting time, loses two points, and an additional two points for each five minutes increment thereafter. A team not showing up within 30 minutes of the scheduled starting time forfeits the game.
2. A team missing players at the start of the game may play, however, each player may only roll two balls. A player arriving late may enter a game, but only after the completion of the frame.

SCORING

1. The official score for frame is determined after all 8 balls have been played and measured to the captains' satisfaction. One point is awarded for each ball of a team that is closer to the pallina than the opponent's closest ball (1 to 4 points).
2. The team that scores in the last frame throws the pallina in the next frame and play continues as above.
3. If each team's closest balls are tied, no score is made and play continues at the opposite end with the team scoring the point(s) in the previous frame delivering the pallina.
4. The team that first scores 12 points, wins the game.
5. Each team will play one round robin game with each other team in their group. The team with the most wins will then advance to single elimination.
6. The winners from each group will go to the semi-finals.



Red scores 2 points

What Can I Bring to the Backyard Bocce Bash?

Players/Teams - Please bring your choice of beverages, snacks, sunscreen and a hat.

VIP Teams - Please bring tables, chairs, signs and or decorations for your tent. It is your space to decorate and promote your business.

BYOT Teams - Your tent space will be labeled with a sign with your team name. Please bring tables, chairs, signs and or decorations for your tent. It is your space to decorate and promote your business.

Cell Phones - May be on silent rings only. You may not receive or make calls while playing.

Children are welcome, but must be supervised by someone other than a tournament player. They may play with balls, Frisbees, etc. as long as they are kept 25 yards from tournament courts.

CONCEALED WEAPON LAW- It is illegal to carry a firearm, deadly weapon or dangerous ordnance anywhere on the grounds at Backyard Bocce Bash, unless otherwise authorized by law. No person shall knowingly possess, have under person's control, convey, or attempt to convey a deadly weapon or dangerous ordnance onto Tournament grounds.

Ways you can help the children at Sandhills Children's Center...

Donate items used by children at Sandhills Children's Center.

Baby Food (individual jars)

Baby Wipes

Batteries (AA, C & D)

Children's Toothpaste

Construction Paper

Crayons

Diapers

Laundry Detergent

Training Pants (New Underpants - not pull-ups) Sizes 3, 4, 5, & 6

Please deliver them between 9am and noon Monday through Friday to Sandhills Children's Center at 1280 Central Drive, Southern Pines or 108 Crow Run, Rockingham.



Volunteer at Sandhills Children's Center. People are needed to rock babies, assist in classrooms, provide building maintenance, answer phones or file in the office. **Special Event Volunteers** are also needed for Festival of Trees, Kelly Cup Golf Tournament, Run for the Roses Wine Tasting and Backyard Bocce Bash.

Smile.Amazon.com

When shopping online at Amazon, go to smile.amazon.com and select Sandhills Children's Center as your non-profit. Shop as usual and a percentage of your purchase will be donated to the center.

GoodSearch.com

GoodSearch is a search engine that donates half of its annual revenue to charities chosen by its users. This search engine is powered by Yahoo!, so you will get excellent results. Simply go to www.GoodSearch.com and be sure to enter Sandhills Children's Center as the charity you want to support.

GoodShop.com

GoodShop is a shopping site linked to many popular online stores, including GAP, Best Buy, Target, Ebay, and more. A portion of any purchases you make through Good Shop will be designated to Sandhills Children's Center; just be sure to note us as your designated charity when making your purchase. Do any shopping you can at www.GoodShop.com

Harris Teeter – Together in Education

Link your Harris Teeter VIC card to Sandhills Children's Center. This program runs from August to May each year; *you must renew your registration annually beginning August 1st of each year.* To link your VIC card to SCC, go to Harris Teeter online

Sandhills Children's Center
1280 Central Dr., Southern Pines, NC 28387 or 108 Crow Run, Rockingham, NC 228379
www.SandhillsChildrensCenter.org