

2026 Butler Italian Days

Bocce Tournament

Friday, August 28th and Saturday, August 29th

- 4 Player Team Tournament
- Single Elimination
- Maximum 24 Teams
- First 24 Teams with completed registration will be seeded
- Registration Fee is \$50 / Team
- Teams will be seeded in order of completed registration
 - A completed registration per team consists of roster of four players and 1 alternate along with the registration fee
 - To compete; all players names must be on the completed registration form
- Teams must be ready to play with 4 rostered players at the scheduled time of game. Teams will be given a 5-minute grace period, if they still do not have four (4) rostered players, they will be disqualified and the opposing team advances
- First Round qualifying games (8) will be played on Friday night
- Remaining qualifying round games and Championship game will be played on Saturday
- All qualifying round games will be to 12 points, win by 2 points
- Each qualifying round game has a 25-minute time limit. When the buzzer sounds, the frame in process will be completed and the team with the greater number of points wins the game
- Winner of each qualifying round game advances in bracket
- Championship game will be played to 15 points, win by 2 points with no time limit
- Trophies will be given to First, Second and Third place
- Proceeds benefit Butler HS Unified Sports “Bocce” and Track Teams

2026 Butler Italian Days Bocce Tournament Game Rules

GAME START

The Captain from each team will come to the center of the court for a Coin Toss. The “Home” team Captain will make a call of “heads” or “tails”. The winner of the Coin toss will throw first and choose the color of ball they choose to play with.

TEAMS

A team on the court will have 2 players stationed at each end of the court... each frame 2 players from the team will compete each throwing 2 balls. Players will stay at their end of the court and alternate play each frame.

PALLINO THROW

1. The pallino (small yellow/white ball) is the first ball put into play and is thrown underhand from behind the pointing foul line. The pallino may be bounced off the sideboards.
2. The pallino must end up across the center line and at least 12 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to opposing team.
3. Once the pallino is in play it 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 pallino).

BOCCE BALL THROWS

1. The initial pallino thrower always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard, the ball is removed and the team throws again until they have a ball in play.
2. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. A team's ball that ties the opponent's closest ball must throw again. The “IN” team only throws if opponents have thrown all four balls. Team members can throw in any order.
3. Balls may be bounced off or played against sideboards.
4. A ball hitting the backboard (without contacting another ball or pallino) is a dead ball and is removed from play.
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. Due to a short court and the nature of the tournament, a “no spocking” rule will be enforced. We define “spocking” as a forceful aerial throw, when the throwing ball contacts another ball prior to hitting the playing surface.

FOUL LINES

Players may step on but not over the proper foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.) If player does step over the line, the ball will be removed.

SCORING

1. The official score for each 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 pallino than the opponent's closest ball (1 to 4 points).
2. The team that scores in the last frame throws the pallino 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 pallino.
4. Teams in qualifying rounds will play to **12 points** and must win by **2 points** to win the game.
5. Each qualifying round game has a 25-minute time limit. When the buzzer sounds, the frame in process will be completed and the team with the greater number of points wins the game. This rule supersedes #4 above.
6. Teams in THE CHAMPIONSHIP ROUND will play to **15 points** and must win by **2 points** to win the championship. No time limit.

Thank you to all the sponsors of the 1st Annual Butler Italian Days Bocce Tournament!