XVIII AUSTRALIAN MASTERS GAMES
PERTH
9-16 OCTOBER 2021

Beach Bocce, Scarborough Beach Perth
16 October 2021

BEACH BOCCE TOURNAMENT REGULATIONS

**Highlighted rules are TBC dependent on participant numbers

1. The player format of this Beach Bocce tournament is mixed male and female singles.
2. All registered players must be at least 30 years of age before the Australian Masters Games beings.
3. The allocated time for this Beach Bocce Tournament is from 9am to 4pm on 16 October 2021.
4. Registered players must be available on site to play for the duration of the allocated time for this Beach Bocce Tournament.
5. There is no advantage point/s allocated to any registered player in this Beach Bocce tournament.
6. The playing format of this Beach Bocce Tournament will be a Group stage, then head to head Knockout stages consisting of a Quarter-Final, Semi-Final, Third Place Play-off and Final.
7. The order of play and game schedule in this Beach Bocce tournament will be predetermined prior to the commencement of in this Beach Bocce tournament, where games played all the way to the Final will be mapped out.
8. Registered players will be allocated to groups for this Beach Bocce tournament by lot (using the 'RAND' function in Excel) prior to the commencement of the Tournament, to be reviewed by the Tournament Director and Australian Masters Games staff.
9. Registered players will be provided with their playing schedule for this Beach Bocce tournament before the start of the Tournament via email.
10. A registered player that is late to their Beach Bocce game in this Beach Bocce tournament by more than 2 minutes will forfeit that game.
11. There will be 5 groups of 5 registered players in this Beach Bocce tournament.
12. In the Group stage of this Beach Bocce tournament, each registered player will play two games.
13. In the case of a tied situation in this Beach Bocce tournament, be it in the Group stage or a Knockout stage, one ball each will be thrown at the first target by the tied registered players, until their scores can be separated. If after the first throw the registered player's scores are not separated, a second ball is thrown by both registered players at the second target. If after the second throw the registered player's scores are not separated, a third ball is thrown by both registered players at the third target. If after the third throw the registered player's scores are not separated, a fourth ball is thrown by both registered

players at the fourth target. If after the fourth throw the registered player's scores are not separated, a fifth ball is thrown by both registered players at the third target. This continues until the registered player's scores can be separated.

14. Each registered player will be ranked against each other registered player in their Group in this Beach Bocce tournament, firstly by their highest score and secondly by their second highest score.

15. After each player has played 2 games in the Group Stage in this Beach Bocce tournament (forfeit due to being late to the game counts as a game), the highest ranked registered players in each Group will advance to the Knockout stage Quarter-finals, as well as the 3 second highest ranked registered players from the 5 Groups. Regulation 13 applies to any tied situation.

16. Players that do not advance to the Knockout stage of this Beach Bocce tournament as per regulation 15 are eliminated from this Beach Bocce tournament.

17. In the Knockout stages, each registered player will play one game per stage that they qualify for.

18. The Knockout stage will be predetermined, as per regulation 7, hence the 8 registered players that make it to the Quarter-finals Knockout stage will be able to determine their potential opponents all the way to the Final.

19. In the Quarter Final Knockout stage, if you win your game you progress to the next round, if you lose your game you are eliminated from this Beach Bocce tournament.

20. In the Semi Final Knockout stage of this Beach Bocce tournament, if you win the stage you progress to the Final, if you lose the stage you progress to the Third Place Play-off.

21. The winning registered player of the Final of the Beach Bocce Tournament will win the Australian Masters Games 2021 Beach Bocce Gold Medal.

22. The losing registered player of the Final of the Beach Bocce Tournament will win the Australian Masters Games 2021 Beach Bocce Silver Medal.

23. The winning registered player of the Third Place Play-off of the Beach Bocce Tournament will win the Australian Masters Games 2021 Beach Bocce Bronze Medal.

24. The losing registered player of the Third Place Play-off of the Beach Bocce Tournament is eliminated from this Beach Bocce Tournament.

25. In the event of weather or any other factor interrupting play that inhibits the pre-advertised playing schedule to be completed in the allocated time, the Tournament Director has the right to make any amendment to the playing schedule to complete this Beach Bocce Tournament within the allocated time.

26. If this Beach Bocce Tournament is not completed, no placings or medals will be awarded.

27. The Tournament Director reserves the right to make a ruling on any interpretation of these regulations in this Beach Bocce tournament.

28. The Tournament Director reserves the right to make a ruling on any situation that is not covered by these regulations in this Beach Bocce tournament.

BEACH BOCCE RULES

CB I
CONFEDERAZIONE BOCCISTICA INTERNAZIONALE
PUNTO RAFFA VOLO

1. General regulations

The game is played on sand on a flat (levelled) surface of 10 metres in length and a width of 2,5/3 metres in which are placed four target circles of different diameters. The area must be cordoned off with coloured ropes.

The game consists of throwing a bowl into a circle, in compliance with the provisions of Article 3.

The composition of the teams can be:
Singles: One vs. One, with four bowls per player;
Doubles: Two vs. Two, with two bowls per player.

The singles player must make four throws, one in each of the target-circles, starting from the largest circle then continuing, on from circle to circle, down to the smallest – after the score is confirmed, the first player's bowls are removed and then it's the opponent's turn to make four throws. Every player in a doubles team must make two throws, alternating with their teammate, respecting the same sequence of target-circles as for the singles match.

The teams take it in turn to play to the designated target-circles.

The winning team is the team that has achieved the highest score according to the scoring table set out below in item 4.

2. Equipment of the game

The 4 circles-targets will have respectively, a diameter of 50cm., 40cm., 30cm., and 2 0cm. The target-circles must all be of a different colour, including the circle of player's starting circle.

The four (4) synthetic bowls each of 100 mm. in diameter weighing 700gr. The participating teams must play with different coloured bowls to those of their opponents.

3. Instructions and purpose of the game

- Place the player starting circle at 6 metres from the first target-circle. The player starting circle must be a minimum diameter of 50 cm., to a maximum of 60 cm. The first player of the team drawn to start the game, will position themselves entirely within the player starting circle and cannot leave the circle until the thrown bowl has touched the ground, failure to remain in the circle until the thrown bowl has landed on the ground will render the thrown bowl, void.

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- The 4 target-circles of differing colours are placed in the following way:
  ➢ the circle of 50 cm. diameter at 6 metres from the throw line
  ➢ the circle of 40 cm. diameter at 7 metres from the throw line

➢ the circle of 30 cm. diameter at 8 metres from the throw line
➢ the circle of 20 cm. diameter at 9 metres from the throw line

❖ Each team is allowed a maximum warm-up period of 5 minutes.

❖ The match referee will conduct a draw to establish which team or person will be the first to throw at the commencement of the game.

❖ The team drawn to begin the match proceeds to throw balls sequentially starting with the 50 cm. diameter target-circle. The thrown bowls will be removed from the ground after each throw but only after the referee has declared the score.

Once the team drawn to play first has finished playing their bowls and a score has been declared the second team, commence playing to the same target-circles.
The game proceeds on the basis of the predetermined turn of play on the target-circle of 40 cm., diameter down to the smallest target-circle of 20 cm. diameter.

4. **Allocation of points**

SINGLES and DOUBLES

✚ Each valid bowl in the circle of 50 cm. diameter: = **1 point**
At the end of the round, the team that scores four valid bowls will be awarded a bonus of: **1 point**
The maximum obtainable score in the first round: **5 points (4+1).**

✚ Each valid bowl in the circle of 40 cm. diameter: = **2 points**
At the end of the round, the team that scores four valid bowls will be awarded a bonus of: 2 points
The maximum obtainable score in the second round: **10 points (8+2).**

✚ Each valid bowl in the circle of 30 cm. diameter: = **3 points**
At the end of the round, the team that scores four valid bowls will be awarded a bonus of: 3 points
The maximum obtainable score in the third round: **15 points (12+3).**

✚ Each valid bowl in the circle of 20 cm. diameter: = **5 points**
At the end of the round, the team that scores four valid bowls will be awarded of a bonus of: 5 points
The maximum obtainable score in the fourth round: **25 points (20+5).**

The maximum possible total score, at the end of the four rounds is **55 points (5 + 10 + 15 + 25).** The team that has achieved **55 points** (maximum score) will be awarded an additional bonus of 10 points. The maximum score achievable at the end of the match is: **65 points (55 + 10).**

5. Example of a target-circle layout on the ground
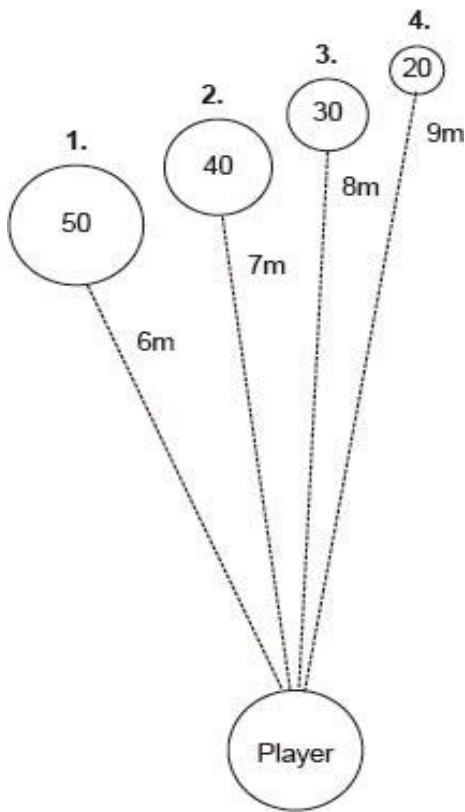
1. Diameter circle 50 cm. at a 6 metre distance

Value: 1 point for each valid bowl

2. Diameter circle 40 cm. at an 7 metre distance

Value: 2 points for each valid bowl

3. Diameter circle 30 cm. at an 8 metre distance

Value: 3 points for each valid bowl

4. Diameter circle 20 cm. at a 9 metre distance

Value: 5 points for each valid bowl

6. Validity of the play

➢ The throw is valid only **if** both feet are inside the circle
➢ The throw can be made: throwing/shooting the bowl in the air to reach the target-circle
➢ The throw must be made from a standstill position with both feet or one foot flat on the ground.
➢ The bowl is valid when *its projection, or the point of landing on the sand, results in being inside the circle.*
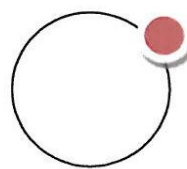
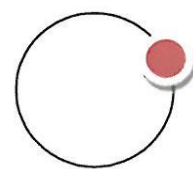Valid bowl
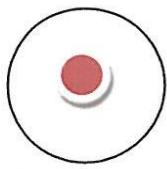
Non valid bowl

When the entire bowl lands inside the circle.
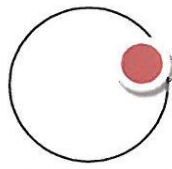
When more than half the bowl is inside the circle.

When the point of landing on the sand is outside the circle.

when the bowl lands on top of the circle.

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