



presents the 3rd Annual

“Bocce on the Beach” Tourney

REGISTRATION FORM:

WHERE: Bathing Beach Park

WHEN: Thursday, July 8, 2010

5:00pm-9:00pm

(Registration at 4:30pm)

Registration deadline – Tues., July 6, 2010

Please fill out the following registration form:

- ✓ Make checks payable to the *Harbor Beach Maritime Festival (Bocce)* for \$20,
- ✓ E-mail registration form to Theresa Hessling or Beth Gornowich
- ✓ Mail or drop off money to:

Theresa Hessling
1115 N. Klug Rd.
Harbor Beach, MI 48441

OR

Beth Gornowich
4629 Edwards Rd.
Harbor Beach, MI 48441

If you have any questions, contact Theresa by e-mail at theresahessling@yahoo.com or
Beth at bethann_g@hotmail.com.

Please print neatly:

Team Name: _____

Team Members' names:

1. _____
2. _____
3. _____
4. _____

If we have any questions, we will contact the following person:

Contact Name: _____

Phone #: _____ E-mail: _____

Bocce on the Beach Rules & Regulations:

1. Registration will be at 4:30pm. Games will begin at 5:00pm sharp.
2. Double elimination tournament. (You lose twice before you are out.)
3. Each game will be played for 10 minutes or to 8 points. The first to 8 wins the game if the 10-minute time limit has not been met. A horn will sound when the games have reached 10 minutes.
4. We will be playing within courts marked out by a line on the lawn. **If the ball is touching the boundary line, it is considered out of bounds.**
5. After each game, please bring your score sheet to the scorer's table and check to see when you will play again.
6. Please be prompt. If your team is not ready to play, it will cost your team a forfeit.

How to Play Bocce Ball:

Bocce is played with eight large balls and one smaller ball (called the pallino). The game will be played with 4 players on each team. The purpose of the game is to get your bocce balls as close as possible to the pallino.

1. Divide the bocce balls evenly between the number of players. (Each team chooses a color to use for the duration of the game.)
2. At random, **choose a player to throw the pallino** (the small ball).
3. After the pallino is thrown, **the same player will throw his first bocce ball.**
4. After the first player on team A has thrown his first bocce ball, Team A stops and lets Team B take a turn/turns throwing their bocce balls until they get closer to the pallino than Team A's bocce balls.
 - Alternate back and forth as necessary depending on which team's bocce ball is closest to the pallino.
5. After all players have thrown their bocce balls, the team that has bocce balls closest to the pallino will be awarded points. One point will be awarded to this team for every ball that is closer to the pallino than his closest competitor's ball.
6. After the points are awarded, the frame is completed.
7. Start a new frame by electing a person from the scoring team to throw the pallino and to throw the first bocce ball.
8. A game is won when a player reaches 8 points or the horn sounds due to the ten-minute time limit.