

Bocce Tournament (Double Elimination)

By iBocce.com

Note: Use brackets supplied from excel spreadsheet.

INSTRUCTIONS:

- 1) Draw names of teams, and insert in order of the numeric seeding, i.e. insert first team into "1", the second name into "2", etc. These seedings jump around the bracket to spread evenly through the bracket, giving earlier draws slightly more favorable placement with respect to Byes.
- 2) Empty seeds are "Byes" (For example if you have only 5 teams in an 8-team bracket, 6, 7, and 8 are "Byes"). Write in "Bye", and treat as a player who loses *every* match. If Bye plays Team Mario, Team Mario wins and Bye loses. (If Bye plays Bye, then Bye wins *and* Bye loses.)
- 3) In the first matches of the bracket, insert winners' names to right, losers' to the left. Subsequently, insert winners to right, and losers from the winners bracket into the indicated slots within the losers bracket. Losers in the losers bracket are eliminated from the tournament, as it is their second loss.
- 4) The winner of the winners bracket and the winner of the losers bracket play for the championship. Since this is double elimination, the winners bracket winner has not yet lost, so can only be eliminated after two consecutive match losses in the championship. In other words, the winners bracket winner must only win a match once to be champion, the losers bracket winner must win matches twice in a row.

SUGGESTIONS:

- 1) Use the smallest bracket you can use, (e.g. if you have 12 teams) use the 16-bracket, not the 32-bracket, for ease of use. However, seeding is organized so that if you use a larger bracket than necessary, it will be as evenly balanced as the smaller brackets.
- 2) Bocce matches be this format: 2 games out of 3.
 - a) Coin toss determines choice of tossing the pallino OR color of balls. Teams switch sides after every game.
 - b) Each match between two teams will use the coin toss to start the game.
 - c) Team members cannot play on the same end of the court in two consecutive games in any given match.
- 3) To expedite long tournaments, it is best to not delay starts between games or matches if necessary.

NOTES on how the brackets are constructed, if you are really that interested:

1) The seedings may look different from those you may have seen; however my seedings are probably exactly the same; if you take any "fork" in the bracket and "spin" it around, the tournament is still exactly the same, e.g. Red vs. Green = Green vs. Red. Also, Winner of (Red vs Green) VS Winner of (Blue vs. Orange) is the same as Winner of (Orange vs. Blue) VS Winner of (Green vs. Red). And so on.

a) These seedings are arranged to give advantage to earlier draws (e.g. 1 earlier than 2) by giving earlier draws the Byes first. In some cases, this may result in an earlier draw playing a tougher opponent at the second level, e.g. In the 8 player bracket, if there are only 5 players, 1, 2, and 3 have Byes, whereas 4 and 5 do not, which sounds fine. However, in the next matches, "1" plays winner of "5" and "4", which sounds tougher than "2" plays "3", since 1 is plays the better of a pool of two players. However, correcting this effect would grant Byes in an unfair order... in this case player 5 gets seeded in the other half, and is matched up against 2 or 3 (say 3), which means 1, 2, and 4 get Byes, where 3 and 5 do not. I chose to grant the advantage of Byes to draw order (first example) instead.

2) The insertion of losers of the winners bracket into the losers bracket is done to mix up players as much as possible. This way the losers don't potentially play someone they just played in the first match again. However, the loser of the top half of the THIRD match (Loser of B1) gets inserted into the top half of the losers bracket! This is because the players in the B1 match were the winners of A1 and A2 and remember that the losers of A1 and A2 went into the second half. Therefore, if the loser of B1 also goes into the second half, B1 may potentially play a recent opponent, the odds are 1:2. By inserting the top half loser of B1 into the top half of the losers bracket, this is avoided. At worst, loser of B1 might play an opponent it played in the very first match of the whole tournament, but that's better than playing someone from one match ago, and besides here the chances of a repeat matchup is now 1:4.