

## Official IDF Regulations

The following are excerpts from the official IDF (International Doccino Federation) regulations, 2013, Rev.E-2 sections †15b through †15h, as well as †16a ¶3-6. (Note: Much of the legal language in this document has been abridged to provide a more concise review of the rules):

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Procedural note: Dunkin' Donuts donut holes (AKA Munchkins), hereinafter referred to as "Doccinos" are used as the projectile of choice; however, legal substitutions may be allowed in accordance to the IDF Regulations 2013, Rev. E-2 section †9c and with the express permission of an IDF-sanctioned referee.

1. Doccino teams are comprised of two (2) players each.
2. Each player gets only 3 doccinos and a total of 5 tosses.
3. Teams may elect to have one member receive all their tosses consecutively or to alternate tossing and receiving.
4. The player who is actively involved in throwing the doccino is referred to hereinafter as the "**Tosser**" and the player who is actively receiving the doccino is referred to hereinafter as the "**Receiver**".
5. Tosser and Receiver may switch positions during the course of the game to make allowance for environmental factors (sun, clouds, wind direction/speed, doccino-to-sky contrast ratio) or may switch positions simply due to personal reasons (e.g. a burning desire to always face north while catching).
6. Pre-chilling of the doccinos may be carried out in the refrigerator which can be set at a temperature no lower than 38 °F. All players must have equal opportunity to use the chilled doccinos.
7. Doccinos may not be otherwise modified in any way prior to or during the game. This includes re-packing, jelly, rocks, custard filling, or the addition of adhesive fillers.
8. Doccinos may be stored in the shade or in a cooler with no ice to prevent melting of glaze on hot days (defined as greater than 90 degrees Fahrenheit and at least 70% humidity).
9. The number of curb lines (trowel lines) in a toss will be assessed based on the final position of the tosser and receiver. For a trowel to count toward the toss, both feet of the tosser must be beyond the trowel and at least one foot of the receiver must be behind the line.
10. Curbies (points ) awarded for a toss are equal to the number of trowel lines. (A 5 trowel line toss is worth 5 curbies)
11. No Face shielding (includes but not limited to using arms, hands, or other appendages to alter the flight pattern of the doccino). Infractions will result in no curbies awarded.
12. Doccinos that are smaller than 50% of their original size are considered ineligible for tossing.
13. If an eligible doccino is tossed and breaks up in mid-air, it will be counted for the applicable curbies as long as the receiver catches the largest flying piece of the doccino as measured by the referee (or other team member).
14. There shall be an equitable distribution of doccinos. This is most easily obtained by having a "Doccino draft" wherein the last team to lose gets to pick the first doccino. In the event of a tie for the last game, a lottery system will be used based on rock-paper – scissors.

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15. Any disputes in doccino can only be resolved through rock-paper-scissors in the absence of a referee. Any abuse of the rock-paper-scissor rule can be resolved by players taking their doccinos and going back to their office to eat them alone.
16. When a doccino touches the ground live play stops.
17. There is a 10 minute limit for a game. A stopwatch must be used to time games.
18. Game times can be before 9:15, from 11:45 to 1:15, or after 4:45.

### **BONUS POINTS**

**“Pivot bonus”** - If a receiver can catch a doccino while maintaining a pivot foot (which must be established before the tosser throws the doccino) the number of curbies for that particular toss will be doubled.

***“Double docci”*** – when called out ahead of time bonus points (double score) will be available if a team can have both doccinos in the air simultaneously and catch both of them. The points for each person will be doubled if successful.

***\*\*“Double docci pivot”*** – if both players can perform a double docci while maintaining a pivot foot, the points for each player will be quadrupled. This constitutes an 8x multiplier for the points.

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