



BOCCE

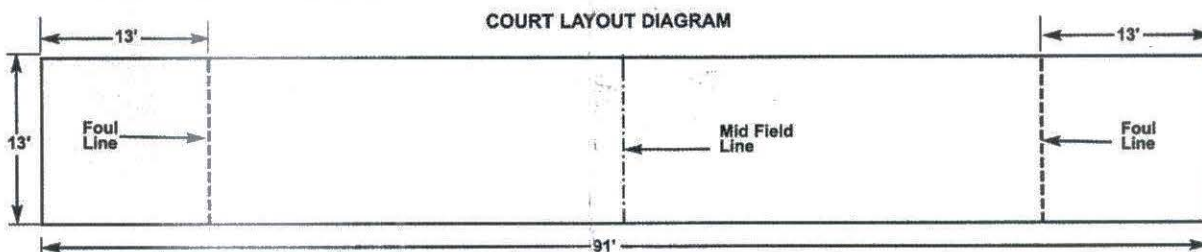
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OBJECT OF THE GAME

The object of the game is to roll the bocce ball closer to the pallino (jack) ball than your opponent.

COURT LAYOUT

The standard court size is shown in the diagram below. Another popular size is 60' long by 12' wide. However, the court can be made to any size, to fit the space available. Boundary walls are optional.



WARNING

Always observe the rules of safety. Do not stand near the area where the pallino or bocce balls are being tossed. Never toss the balls until you are sure the area is clear of everyone first.

GAME OVERVIEW

1. Bocce can be played on almost any surface; grass, dirt, sand, etc.
2. The Bocce game comes with eight large balls called "bocce balls" and one small ball called the "pallino" or "Jack" ball.
3. Each team uses four balls per side. Each ball has its own distinctive color and/or pattern so that each player can identify his own ball(s).
4. Games can be played as follows:
 - A. One player vs. another player - four bocce balls per player.
 - B. Two players vs. two players - two bocce balls per player.
 - C. Four players vs. four players - one bocce ball per player.

Generally, three players vs. three players games are not common, however, they can be played using one bocce ball per player if desired.

BASIC RULES OF BOCCE

1. Flip a coin to determine which team plays first.
2. The winner of the coin flip tosses the pallino, from behind the foul line, to put it in play. The pallino must roll past the "mid field line" and stay in bounds (see Court Layout Diagram). If the pallino is not tossed properly by the first team, the second team tosses the pallino to put it in play.
3. The team that tosses the pallino properly becomes the first team and tosses one bocce ball as close to the pallino as possible. The first team then steps aside to let the second team toss its first bocce ball, trying to get it closer to the pallino than the first team. If it does not toss its bocce ball closer to the pallino than the first team's bocce ball, then the second team continues tossing its bocce balls until it does. As soon as a team gets its bocce ball closer to the pallino than the opposing team, that team steps aside to let the opposing team toss a bocce ball or balls until it gets a bocce ball closer to the pallino than the other team. This procedure continues until both teams have tossed all their bocce balls. This is called a "frame".
4. Players can use their bocce balls to knock their opponents' bocce balls away from the pallino at any time during a frame. All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from the game during that frame's play. If the pallino goes out of bounds, that frame ends. Play then resumes from the opposite end of the court with the team that originally tossed the pallino tossing it again.
5. Only one team can score in each frame. One point is awarded for each bocce ball that is closer to the pallino than the closest bocce ball of the opposing team.

Example:

The first team has two of its bocce balls closer to the pallino than the second team. The first team is awarded two points for that frame, and the second team gets zero points for that frame.

6. All balls must be tossed from behind the foul line as per the Court Layout Diagram. All balls must be tossed, rolled, or bounced underhanded. Overhand tossing, rolling or bouncing is not permitted. Any time a player is tossing a bocce ball, safety and courtesy must be observed. All players must remain outside the bocce court, preferably behind the tosser.
7. Games can be played with teams on opposite ends of the court or all players can play from one end of the court. At the end of each frame, the game starts at the opposite end of the court. Teammates have the option to toss their bocce balls consecutively or alternately.

(OPTIONAL) RULES FOR COURTS WITH BOUNDARY WALLS

All rules are the same as courts without boundary walls except the following. If these rules are to be used, it must be agreed upon by both teams before play begins.

1. When tossing the pallino to put it in play, the pallino cannot hit the back wall. If it does, the opposing team then tosses the pallino to put it in play. Once the pallino has been properly put in play, it remains in play even if it is knocked into the back wall during play.
2. All balls may hit the side walls at any time. However, if a bocce ball hits the back wall, it is considered out of bounds and removed from the game removed from the game for that frame. The exception to this rule is the first ball tossed after the pallino is put in play. If this ball hits the back wall, it is simply retossed. If a bocce ball bounces off the back wall and hits, and moves a stationary bocce ball, the moved bocce ball is placed back in its previous position, as well as any other stationary bocce balls that were moved during this encounter. The bocce ball that hit the back wall is then removed from the game for that frame. If a bocce ball hits the back wall and then hits a moving bocce ball, the moving bocce ball remains where it comes to rest and the bocce ball that hit the back wall is removed from the game for that frame.

(ALTERNATE) RULES FOR COURTS WITH BOUNDARY WALLS

A bocce ball that hits another bocce ball or the pallino and then hits the back wall will remain in play. If this alternate ruling is used in favor of the above "Optional" rules, it must be agreed upon by both teams before play begins.

NOTE: These are the basic rules of bocce. Rules for bocce may vary from region to region depending upon which rules are used "Open", "International", or "Local".