

BOCCE

COURT AND EQUIPMENT

- Standard court is 13'W x 91'L, however, depending on your space allowance, can range from 10'W-15'W and 60'L-95'L. Any smooth, flat surface is suitable, but clay is preferred.

Court features:

- o Frame with 2" x 10" side and back walls.
- o *Center line* that runs across the middle of the court.
- o Foot line that extends 12' to 15' from each end line (needs to extend the same distance from both sides of the court).
- o End of the court called the *back wall, backboard, or back line*.
- Bocce Balls – 4½"-dia. balls weighing about 2.2 lbs. made of synthetic material that are identified by color or other markings
- Target Ball – 1 3/8"-2¼" ball also called *pallino* or jack; made of wood or synthetic material
- Tape Measure or Stick to accurately measure distance between balls.

OBJECT OF THE GAME

Two teams of 2-4 players each roll or throw balls at a smaller target ball. When all balls have been played, points are awarded for the balls closest to the target ball. The first team to score 12 points wins.

PLAYING THE GAME

Basic Rules:

A player's movements are limited to the foot line. A player cannot step on or over the foot line before releasing the pallino or bocce ball. Throws can be made from a stationary position or by running up to the foot line. If a player wants to displace an opponent's ball with a hard (fast) roll, several steps may be taken before reaching the foot line.

Half of each team stays at each end of the court. If a player's bocce ball makes contact with the backboard, it is considered a dead ball on impact and is removed from play until the end of the frame.

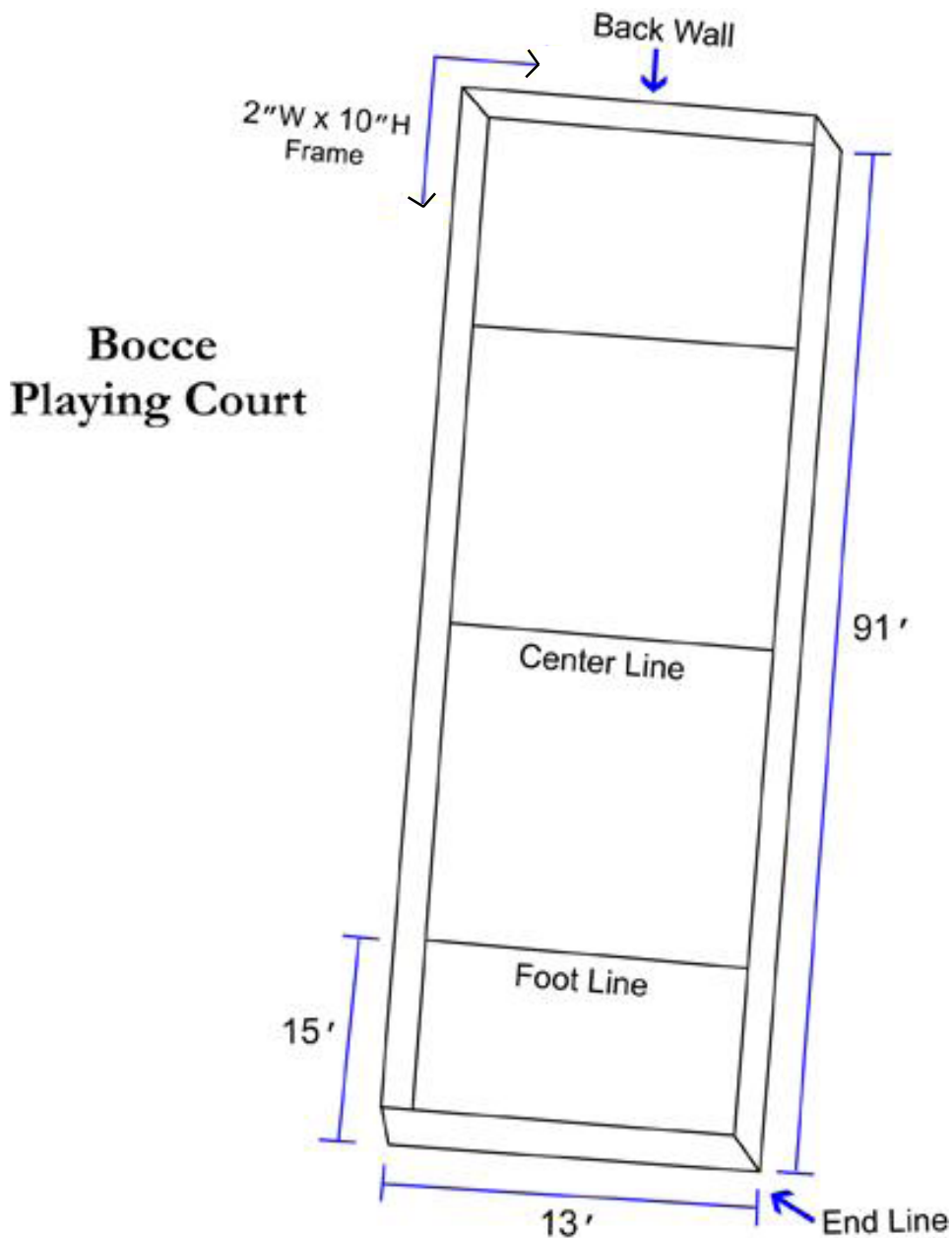
After a team wins a game, players exchange ends of the court and substitutions may be made. The team winning the previous game tosses the pallino to start the next game.

Procedures:

Each match begins with a coin flip. Winner has the first toss of the pallino or chooses the color of the balls or the end of the court from which the game begins.

If a player fails to toss the pallino past the center line after 2 attempts, the opposing team has 2 chances to toss the pallino and put it in play.

If the opposing team fails to toss the pallino past the center line, it goes back to the first team. After the pallino has been properly put into play, the first bocce ball is thrown by the player who originally tossed it.



If the bocce ball hits the backboard, the team rolls again. After a proper roll has been made, the player steps aside and the team does not roll again until the opposing team has either placed one of its balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called *inside* and the opposing team is called *outside*.

When a team gets inside, it stops rolling and lets the outside team play. The team outside throws until it beats (not ties) the opposing ball. This order continues until both teams have rolled all of their bocce balls.

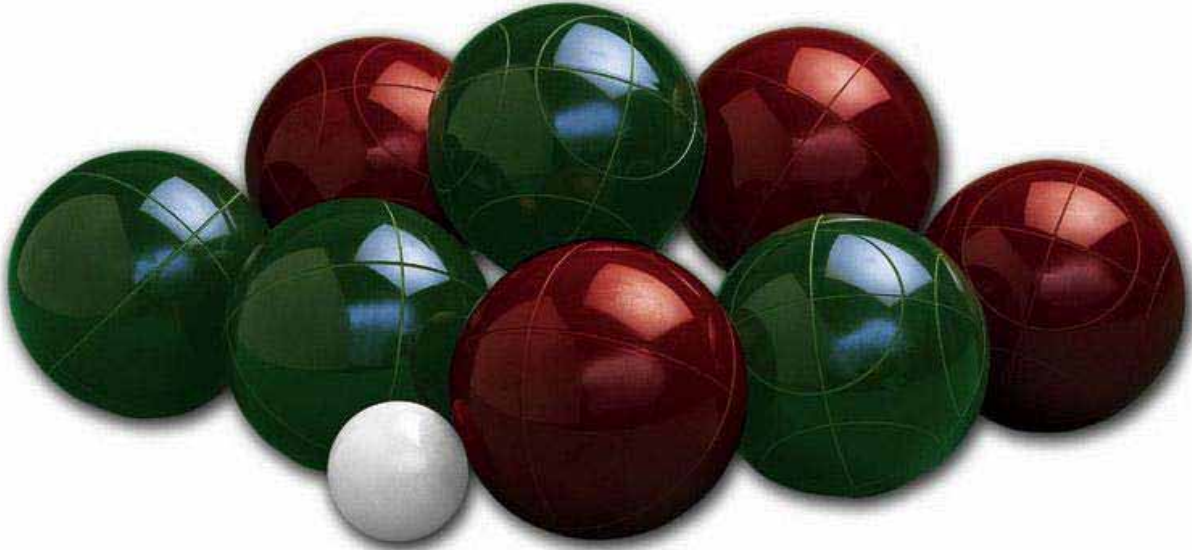
A *frame* is when both teams have played their allotted balls one time down the court.

The team that scored last throws the pallino from the opposite end to begin the next frame.

After the pallino has been tossed past the center line and is in play, it remains in play even if it hits the backboard. If the pallino is knocked out of the court or in front of the center line, it is placed in the middle of the foot line at the playing end of the court.

How to score:

- Only the inside team scores.
- One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
- If at the end of any frame the closest ball of each team is the same distance from the pallino, the frame ends in a tie; no points are awarded.
- The first team to score 12 points wins.

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