

W2781 Bocce

Getting Started - The basic rules are a great way to introduce the game of Bocce without overly complicated rules. They can be played on any relatively flat surface and do not require any specific dimensions or court be defined or constructed. Some of the official court dimensions and additional rules are also provided in the section title Advanced Rules.

The Basic Rules of Bocce

Equipment:

A set of bocce balls: consisting of eight large bocce balls (half of which are of a different color or pattern) and a smaller "object ball" (sometimes called a "pallina" or a "jack")

Playing Surface:

The playing surface should be reasonably flat and level and can consist of packed dirt, fine gravel or short grass. While some prefer to play on a manufactured court, a gravel driveway or backyard make acceptable playing surfaces.

Players:

The game is played with two teams; each team can have one, two, or four players

Four Player Team - each player throws one ball

Two Player Team - each player throws two balls

One Player Team - player throws all four balls

Object:

The object of the game of bocce is for one team to get as many of their balls closer to the pallina than the opposing team's closest ball.

Play:

The toss of a coin determines which team will start. The starting team chooses which color (or pattern) ball they will play with. The first team member throws the pallina and then rolls his/her first ball as close to the pallina as possible. It is now up to the opposing team to roll a ball closer to the pallina than the starting team.

If the opposing team uses all four balls and fails to get closer to pallina than the starting ball, the starting team rolls each of their remaining balls, trying to place them closer than the opponent's closest ball.

However, if the opposing team succeeds in placing one of their balls closer to the pallina, the starting team must then roll again to attempt to get closer or "better the point". Each team continues to roll until it beats the point of the opposite team.

While the object is to get close to the pallina, it is permissible for a player to roll his/her ball as to knock an opponent's ball away from the pallina. Likewise, a player may knock or move the pallina toward his/her own team's balls. The pallina is playable anywhere on the playing surface.

Scoring:

When all balls have been played, this concludes the frame and ONE team is awarded one point for each of its balls which is closer to the pallina than the closest opposing team's ball. Thus, a team may score up to four points per frame. If the closest ball of each team is equal in distance from the pallina, NO points are awarded. The team that scores in a frame starts the next frame by throwing out the pallina and playing their first ball. Play continues until a team wins by reaching a score of sixteen points.

Advanced Rules & Regulations:

An Official Court & Markings:

An official court should have an area approximately 12' wide by 60' long. Although this is the recommended court size, variations are acceptable provided foul lines and in-bound markers are clearly established.

The court surface may be composed of stone dust, dirt, clay, grass or artificial surface providing there are no permanent or temporary obstructions in the court that would interfere with the straight line delivery of a bocce from any direction.

The side and end walls of the court may be composed of any material that would not move during play and be at least as high as the bocce balls. The side or end walls may be utilized for bank shots or rebound shots. All courts should be clearly marked for the following:

- (a) 1' from side boards-in-bounds for first throw of pallino.
- (b) 3' from back boards-in-bounds for first throw of pallino.
- (c) 4' from back boards-foul line for pointing. Distance may vary provided foul lines are clearly marked.
- (d) 9' from back boards-foul line for spocking or hitting. Distance may vary provided foul lines are clearly marked.
- (e) Half court marker-minimum distance palling may be thrown on. first throw of pallino. Courts may have additional minimum distance markets for pallino which would overrule half-court markers. During the course of play, the position of the palling may change as a result of normal play; however, the palling may never come to rest closer than the half point marker or frame is considered dead.

Dead Balls:

Should a player's bocce ball make contact with the back board the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

A) If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.

B) If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in it's original position. The thrown ball is removed from play.

C) If a bocce hitting the backboard is not removed quickly enough and, as a result, strikes a moving ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.

FOULS:

Foul-line Fouls-In both pointing and hitting, the foremost part of the specific foul-line will not be surpassed by any part of the foot before the ball leaves the player's hand.

One official warning may be granted each team after which penalties will be prescribed.

The penalty for a team committing a 2nd foul-line infraction will be as follows:
(a) the team fouled against will be awarded points as they were immediately preceding the foul and the frame will end. The team committing the foul will be awarded no points for the frame.

(b) or the fouled against team may have. the option of declining the penalty and completing the frame

