

THE BASIC RULES OF BOCCE

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

Bocce can be played on most surfaces (grass or sand) as long as they are fairly smooth and flat. Court is 60 feet long by 12 feet wide; however, the court size can be accommodated to fit the playing space available

Players:

One player per team = four balls per player
Two players per team = two balls per player
Four players per team = one ball per player

Playing Bocce:

The game consists of several frames. A frame starts with tossing the pallino by a team toward the opposite end of the playing court. The game (frame) is complete after the balls have been thrown and points awarded. Balls are tossed or rolled underhand.

Whomever wins the coin toss will begin by tossing the pallino into the playing area. The pallino must be thrown past the center line and not further than the four foot line. If the pallino lands out of the designated area, the opposing team will throw the pallino into the playing area.

Once the pallino is in position, the first team throws their bocce ball. Taking alternate turns, each team throws their balls toward the pallino to (A) get their ball closest to the pallino, (B) move the pallino closer to their ball, or (C) move the opponent's ball. The winning team begins the next frame.

Frames are played alternately from one end of the court to the other.

Scoring:

In each frame, only one team scores. One point is given for each bocce ball that is closer to the pallino than the opposing team's bocce balls. The pallino distance market can be used to determine which balls are closer.

The game continues until 12 points have been scored or to pre-determined points set by the players before the game starts.

Note: Safety should be observed when playing bocce. It is recommended that players stay outside of the playing area when balls are tossed.

