

HOW TO PLAY BOCCE AT BRITTANY POINTE

(Based on U.S. Bocce Federation rules)

Object of the game: each team tries to get as many of their four large **bocce balls** closer to the **pallino** (small white ball) than any of the opposing team's bocce balls.

Teams: The total number of players determines team size and where balls are thrown from.

- * 8 players total: each team has 4 players, 2 at each end, where they stay for the game
- * 4 players total: each team has 2 players, 1 at each end, where they stay for the game
- * 2 players total: each team has 1 player; both play at one end, then both walk to and play at the other end, then walk to and play at the first end, etc. until the game is over.

The play:

General

1. All balls are thrown underhand.
2. All throws must be made from behind the 6 ft line (marked in white).
3. Throwing the pallino and all 8 bocce balls from one end of the court is called a "frame".

Coin Toss and Pallino Throw

1. The winner of a coin toss determines which team first throws the pallino and chooses from which end the pallino will be thrown. The other team chooses their ball color
3. The pallino must stop beyond the midline (marked in white) AND not hit the backboard. If not, it is re-thrown by the opposing team (and repeated if needed).
4. The pallino may be bounced off or come to rest against the sideboards.

Bocce Ball Throws

1. The team who originally threw the pallino, even if it was foul, throws the first large bocce ball.
2. If the first ball hits the backboard without first hitting the pallino, the ball is foul and is removed from the court. The same team throws again until a fair ball is thrown.
3. After a fair first ball is thrown, any bocce ball thrown by either team that hits the backboard without first hitting either the pallino or another bocce ball is removed from the court as foul.
4. The opposing team now throws their first bocce ball, and tries to get closer to the pallino than the first team's first ball.
5. Players may use side boards at any time.
6. The team whose ball is closest to the pallino is called the "IN" team (e.g., "Red is IN").
7. Each next ball is thrown by the team that does NOT have a ball closest to the pallino. A team whose ball ties the opponent's closest ball must throw another ball (if they have balls left).
8. A measuring device is available to determine the distance of bocce balls from the pallino.
9. Players on a team may throw in any order, but each must throw the same number of balls in each frame.
10. Play continues until both teams have thrown all 4 of their bocce balls (end of the frame).
- 11. For safety, at the end of each frame, all balls should be placed in the nearest ball rack.**

Scoring

1. A team scores one point for each of its bocce balls that is closer to the pallino than the closest ball of the opposing team. Only one team can score in each frame.
2. If the closest bocce ball is actually touching the pallino (a dollar bill can NOT be slid between the balls), a "leaner" is declared, and two points are awarded for that bocce ball.
3. In the absence of any leaners, the team being closest to the pallino can score between 1 and 4 points in a frame, depending on how many of their bocce balls are closest to the pallino.
4. At the end of each frame, the "frame winner" adds their points to their previous total score.
5. The game is won by the first team to reach 12 points.