

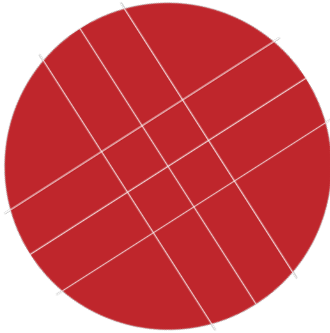
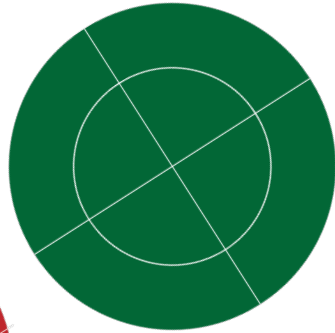
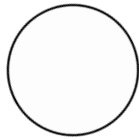
AGES 8+

1 PLAYER, 2 PLAYER, & 4 PLAYER TEAM PLAY

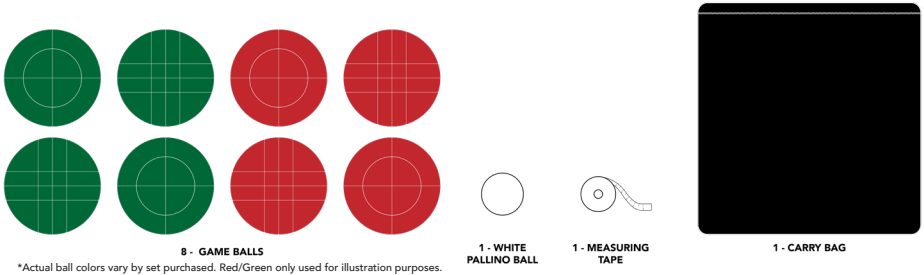
BOCCE BALL

GAMEPLAY

INSTRUCTION MANUAL



BOCCE BALL

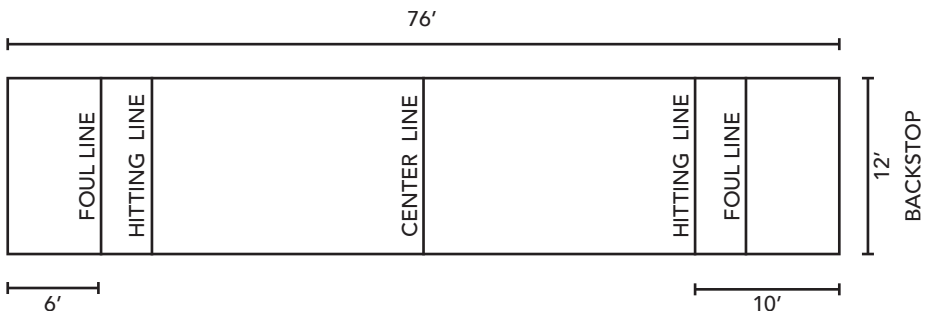


OBJECT:

The object of Bocce is to get as many of your bocce balls as close to the pallino (white target ball) as possible. The player that gets the ball or balls closest to the pallino will score the points for each frame.

BOCCE BALL PLAYING SURFACES:

Bocce Ball can be played on a variety of flat surfaces such as: bocce ball courts, beach sand, grass yards, gravel driveways or parks. A large area is needed in order to make the game more challenging. An actual Bocce Ball court measures 76 feet long and 12 feet wide. The game however is just as much fun without the court.



RULES OF THE GAME- BACKYARD OR BEACH:

Games can be played one-on-one (singles), pairs (doubles), triples, or foursomes. Singles are played with each person throwing 4 balls and alternating use of each end of the court. In doubles (pairs), each team member throws 2 balls and again alternate use of each end of the court. Foursomes should be played with 2 members of a team stationed at opposite ends of the court and playing 2 balls each.

A coin toss, oldest, youngest or ball toss with ball closest to the pallino, determines who will play first. The winner will determine the end from which play will start and also has control of the pallino. The losing team chooses the color of balls it wants to use.

LET'S START THE GAME PALLINO THROW:

The pallino is the first ball put into play and is thrown underhand from behind the foul line. The pallino may be bounced off the sideboards but may not touch the back wall on the opposite side. The pallino must end up across the center line and at least 12 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails in their attempt, the throw goes to other team. If the second throw fails to place the pallino into play, it is then awarded to the original throwing team. Once pallino is in play, the pallino can be knocked anywhere on the court with the exception of back over the center line or out of the court

LET'S PLAY THE GAME:

The team who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the back board, that team must roll again. Otherwise he/she steps aside and his team does not roll again until the opposing team has either gotten one of its bocce 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 "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). The team who scored last, throws the pallino to begin the next frame.

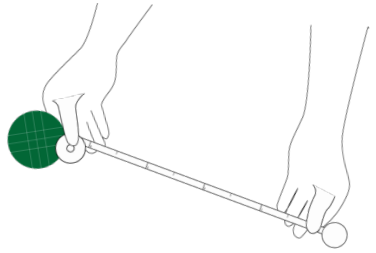
All balls must be thrown underhanded. A team has the option of rolling, tossing, bouncing, etc. its ball down the court provided it does not go outside the boundaries of the court or the player does not go over the foul line. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the team throws again until they have a ball in play.

Any ball that goes outside the boundaries of the court is considered a dead ball and is removed immediately from play until the end of a frame.

HOW TO SCORE THE GAME:

At the end of each frame, points will be awarded. Only one team scores in a frame. One point is awarded for each ball that is closer to the pallino than the closest ball of the opposing team. In the event that the closest ball of each team is the same distance from the pallino, no points will be awarded and the pallino returns to the team that delivered it. Only balls which are distinguishably closer to the pallino than any of the opponent's balls are awarded points. Games are played to a set point total usually 12, 15 or 21.

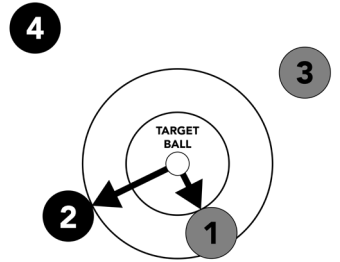
MEASURING THE DISTANCE TO THE PALLINO:



WINNING COMBINATIONS:

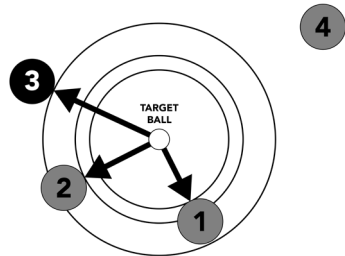
POSSIBILITY 1:

Number 1 is closest to the target ball so that team wins the round. For that ball they get 1 point. The next closest ball is number 2, that team gets no points but the other team is also stopped from collecting additional points. No other ball matters in the score.



POSSIBILITY 2:

In this option 1 and 2 are closest to the target ball, but ball three is the next closest. The team with balls 1 and 2 receive 2 points, the other team gets none. No other balls matter.



POSSIBILITY 3:

In this option the team with 1, 2, and 3 are closest to the target and will get 3 points. The other team has no balls close between the target and the opposing teams balls. The team with ball 4 will get no points in this round.

