

Saskatoon Italian Cultural Centre
Bocce Rules

FUN PLAY

Basic Game Play:

1. You are allotted your session time, and may play as many games as you want during that time period.
2. A team on the court has 2 players minimum 4 players maximum.
(**Optional:** 2 stationed at each end of the court with each player throwing 2 balls, or 4 players stationed at one end of the court with each player throwing one ball).

Pallino Throw:

1. 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 and backboard and must end up between second line and backboard. If a thrower fails to do this, the pallino throw goes to the other team.
2. Once pallino is in play, the pallino can be knocked anywhere on the court except back over the second line or out of the court.
3. If a player causes the pallino to return over the second line, the offending team loses 2 points.
4. If a player causes the pallino to exit the court by jumping over the side or over the backboard, the offending team's opposition is awarded 2 points.

Bocce Ball Throws:

1. The initial pallino thrower always throws the first bocce ball.
2. All balls are thrown underhand.
3. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the opposition team plays.
4. Each succeeding ball is thrown by the team that does **NOT** have the ball closest to the pallino. A team whose ball ties the opponent's closest ball must throw again.
5. Team members can throw in any order.
6. Balls may be bounced off or played against the sideboard.
7. A ball hitting the backboard without first touching the pallino or another bocce ball is removed from play.
8. A bocce ball that goes out of the court or does not cross over the second line is a dead ball and is removed from play (ball is considered crossed over when 100% clear from the line).
9. Players may step on, but not over the first line before releasing the pallino or a bocce ball.

Scoring:

1. The official score for frame is determined after all 8 balls have been played and measured to the teams satisfaction.
2. One point is awarded for each ball of the team that is closer to the pallino than the opponent's closest ball.
3. The team that scores in the last frame throws the pallino in the next frame and play continues as above.
4. If each team's closest balls are tied, no score is made and play continues at the opposite end with the team scoring point(s) in the previous frame delivering the pallino.
5. In **fun play** the team that first scores **9 points** wins the game.
6. Standings for fun play are not calculated.