Bocce Playing Instructions

**Bocce Ball Set Includes:**

- 8 large balls - 4 Maroon and 4 Green.
- 1 smaller white ball called the “pallino”.

**General Rules of the Game:**

Bocce can be played anywhere that there is open space or on a predesigned bocce court. It can be played by 2, 4, or eight players. Divide the bocce balls evenly between the number of players or choose teams. Choose a player to throw the pallino wherever they would like. After the pallino has come to a resting position, the same player will throw their first bocce ball. The main objective of the game is to land your bocce balls as close to the pallino as possible. After the first player has thrown his first bocce ball, he is considered “inside” because his ball is closer to the pallino than any of the other players’ balls. All other players are considered “outside” and will throw their balls until they are closer to the pallino. If they fail at throwing any of their four balls “inside”, then the first player may throw their remaining balls.

**Scoring:**

Points are awarded only for the balls that are “inside” or closest to the pallino for a given player or team. Every ball that is closer to the pallino than a competitor’s ball is worth one point. After the points are totaled, the pallino is thrown by the person or team who won the previous round and the game continues until an agreed winning score is reached. The game is usually played to 12 points.

**Tournament Play and Rules:** The world Bocce League (WBL) has edited and revised the full text of the rules thoroughly and completely, making every effort to cover every circumstance that might take place in a game. What follows is a general overview of open rules as used in league and tournament play. As you might expect, the regulations are a little stringent, but are a far cry from the international rules that require referees to mark the positions of balls every time a player attempts to knock a ball away.

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1. Composition balls will be used. Sizes suggested are 107 to 114 millimeters in diameter.

2. The toss of the coin will decide the starting team and the winner of the toss will choose the color of the balls.

3. The starting team must toss the “pallino” to a valid position past the center or “in play” line, but not coming to rest on the backboard. (See Fig. 1) It must settle at least 12 inches from the sideboard. If, after three attempts, the starting team fails to validly place it, the opposing team tosses the pallino. If the opposing team fails in the first attempt, the referee will place the pallino in a valid position. The first bocce ball is rolled by the player who originally tossed the pallino.

4. The pallino remains in play unless it is knocked out of the court or in front of the center or “in play” line, then the frame is ended and play resumes form the opposite end. The same team tosses the pallino.

5. A ball touching the backboard is dead unless it first strikes another ball, in which case all balls are valid.

6. If the first thrown ball of the starting team touches the backboard/swing board without first hitting the pallino, the ball is out of play and that team must roll again until the initial point is established.

7. A thrown ball that doesn’t touch another ball and returns from the backboard into the field of play and strikes another ball and/or the pallino is out of play. The pallino and/or the other balls are returned to their approximate original positions. If a ball strikes the backboard causing a ball or balls resting on the backboard to move, the ball(s) are returned to their approximate original positions.

8. The players shall not step over the foul line before releasing the pallino or their ball.

9. Players may use the sideboard at any time.

10. The tournament host will decide on the number of points required to win a match.

11. All players must remain outside the court while the opposing team is rolling.
12. In a tournament game when substitutes are allowed, a team may make one substitution from their roster per game. This substitution may take place at any time in a game. Once a player has been removed from a game, the player cannot re-enter that same game.

13. Raffa shooting is when a player’s foot is behind the hitting/shooting line and the ball must first hit the target of any object (that is not within 13cm of the pallino) from within the 8’ area behind and 8’ area after the center line. Punto shooting is when the player’s foot is allowed on, but not over the hitting/shooting line and the rolled ball only moves any object and travels less than 70cm each. Volo shooting is lofting the ball in the air beyond the center or “in play” line of the court. Volo shooting is only allowed on courts where the in-play line for first toss of pallino is at least 38 feet from the backboard.

14. In the case of a tie between two balls, the prevailing (or first ball) has to be beaten, not tied. If the frame ends in a tie, no points are awarded and play resumes from the opposite end of the court with the same team tossing the pallino.

15. If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.

16. If a player rolls out of turn, the opposing team may leave everything, including the thrown ball, exactly as is or may return any moved balls to their approximate positions and remove the thrown ball.

17. If an individual delivers more than his allotted number of balls, the opposing team may accept the result of the illegal roll, or remove the illegal ball and return any scattered balls to their original positions.

18. Team captains may request measurement of any ball at any time.

19. Any and all disputes will be resolved by the tournament committee.

20. When hitting, mark the positions of all balls that are three feet or less from the backboard.

21. Winning Score – The number of points needed to win a game varies with the type of game being played. Final games go to 15 points and all preliminary rounds go to 12 points. A game is won when a side or team reaches:

• 15 points in a four-player team where one ball is delivered per player
• 12 points in a four-player team where two players stationed at each end of the court deliver two balls each
• 12 points in a two-player game where each player delivers four balls or
• 12 points in a one-player game where one player delivers four balls.

FIG. 1

See Fig. 1 for the Tournament Court size as recommended by The World Bocce League. An actual court is not needed for playing. You can map out a designated playing area in your backyard or on the beach for just as much fun.