



## Davie County Community Park

### Bocce Rules

#### Teams

Team will be comprised of one, two, or four players. If four players, two are stationed permanently at each end of the court. At the end of each frame the game resumes at the opposite end of the court. Begin the game with the flip of a coin. The winner gets to toss the pallino (small target ball), and choose their ball color.

#### Tossing the Pallino

A player may toss the pallino any distance, so long as it passes the court centerline, and does not hit the back wall. If a player fails to toss the pallino properly, then the opposing team will toss it and so on until the pallino is legally positioned. Any time a player is rolling, the opposing players must remain outside the court.

#### Starting the Game

The first ball is to be thrown by the original winner of the coin toss. Once they have put a ball in play they step aside and do not roll again until their opponent has either rolled one of their bocce balls closer, or has thrown all of their balls. Whenever a team gets close, they step aside and let their opponent roll. That team rolls until it beats (not ties) their opponent's closest ball. This continues until both teams have used all their bocce balls. The team who scored last throws the pallino to begin the next frame. This is referred to as the "pallino privilege." Players may use the side walls at any time. If a player rolls the wrong colored ball, he/she can simply replace it with the correct color when it comes to rest.

#### Foul Lines

Players may step on but not over the foul line before releasing the pallino or their ball.

#### Scoring

Only one team scores per frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team. If at the end of any frame the closest ball from each team are tied, no points are awarded and the game resumes from the opposite end of the court with the team who last threw the pallino throwing it again. Games are normally played to 15 points. This number varies but should be determined before the start of play.

#### Balls Hitting the Back Wall

A ball hitting the backboard is dead and must be removed from play unless it first hits another ball, in which case all balls are valid. If a thrown ball does not first touch another ball and hits the backboard, and then strikes a stationary ball, that stationary ball shall be returned to its approximate position. The thrown ball is removed from play.

**Pallino Hitting the Back Wall**

Once the pallino is in play, it remains in play even if it hits the backboard during the game. However, if the pallino is knocked out of the court, or is knocked in front of the centerline, the frame ends and play will resume from the opposite side of the court, with the pallino privilege in effect.

Use these rules as a guideline and have fun!

**\*Provided by Boccemon**

**Questions or Concerns Contact DCRP Team:**

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