

Bocce Rules

Bocce Ball is the newest MLGC sport. Here are the rules as the MLGC plays. Look further down for proposed scoring and current standings.

Equipment:

- *1 small target ball called the Pallino or Jack approx 4 cm dia.*
- *8 bocce balls in either two sets of 4 colored balls (preferably green and red) or 4 sets of 2 colored balls (preferably green, red, blue, and yellow). These balls are slightly larger and heavier than a croquet ball.*

All balls are of painted wood construction though may have a cork or rubber or other core. The ball surface may be smooth or grooved with grooves not to exceed 1 mm in width or depth. All Bocce balls in a particular game must be of the same construction and may vary only in color from ball-to-ball.

The game may be played with 2,3,or 4 sides. The 2-sided game will be played with 4 balls per side and two or four players. In the case of a 4 player game, there will be two two-player teams with each player controlling two balls. In a 3 or 4 sided game each player is their own team and controls 2 balls.

The Play:

1. RSP Democracy determines the first side to control the Pallino, with the ultimate even-winner throwing first. The other teams throw in descending RSP order until the ultimate odd-loser throws last. In all rounds after the first, the team with the highest points total will control the Pallino and order of play will be in descending order such that the last team to play will be the team with the lowest points total. In the case of points ties, the team to have most recently scored among tied teams goes first.
2. The players gather at a spot in the playing field and the team controlling the Pallino throws, rolls, etc. the Pallino some distance thus creating the first target. It is recommended that the Pallino be thrown not more than 30 meters or less than 5 meters, though this is not a hard-fast rule. It is at the discretion of the owner of the equipment to disallow the throwing of the Pallino onto or over roads, sidewalks, creeks, etc to prevent possible damage to the equipment. This should be made clear at the start of a game.
3. The Pallino controlling team throws, rolls, etc their first Bocce ball attempting to land it in its final resting position as near to the Pallino as possible.
4. The next team in points order among the teams that have not yet played throws their Bocce balls until they have a ball nearer to the Pallino than any other opponent ball so far played or they have used all their team's Bocce balls.
5. The next team in points order among the teams that have not yet played now follows

suit and so on until all teams have played at least one Bocce ball.

6. When all teams have thrown at least one ball and the last team has either landed a shot closer to the Pallino than all others or has run out of Bocce balls then, the order of play for the remaining balls is determined as follows.
7. The next team to play is always the team with the highest current points total among the teams who still have balls available for play. This team plays balls until they have the closest Bocce to the Pallino or they have run out of balls, at which time the next team in this succession proceeds.
8. Should only one team have balls left to play they will continue to play Bocce balls until all have been spent regardless of proximity to the Pallino.
9. The round is over once all balls are played.
10. The next round begins from the location of the previous Pallino.

Legal plays:

- A player may throw spin, toss, roll, bounce or otherwise propel their Bocce ball in any manner, provided that it is done with one hand and in a manner that will not be purposefully damaging to the Bocce equipment or playing field.
- A player may use his Bocce to knock opponent's Bocce balls out of place.
- A player may use his Bocce to knock his own Bocce balls into a more advantageous location.
- A player may use his Bocce to knock the Pallino to a new location.
- All plays must be made from the same location that the Pallino was thrown from.
- The Pallino must be thrown in a manner that all players can witness the toss.
- A referee may be used to determine which Bocce ball is closest to the Pallino at any time during play. It is suggested that the referee have a length of string which can be used for quick measurement comparisons.
- The official distance between the Pallino and Bocce is the shortest line which can be drawn between the balls. Any disputes should be settled with RSP Democracy among disputing teams with each team in the dispute getting one vote. A member of the third or fourth team should not settle disputes between two opponent teams.

Scoring:

The team with the closest Bocce ball to the Pallino scores one point for each ball which is closer than all other opponent Bocce balls in play. Only one team may score on any given round. The winner is the team which reaches 20 points first.