

BOCCE BALL RULES

MAMA/PCLS

The purpose of the game is to get your bocce balls as close as possible to the pallino.

- At random, choose a player to throw the pallino.
- After the pallino is thrown, the same player will throw his first bocce ball.
- 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 competitors balls.
- All other players are considered "outside."
- Whenever a player is considered "inside," he will forfeit his turn throwing bocce balls. All "outside" players will take turns throwing their bocce balls until they until one of theirs gets closer to the pallino than the "inside" player.
- After all players have thrown their bocce balls, the player that is "inside" will be awarded points.
- If string-lines outlining the boundaries of the court have been established, and a ball is thrown outside a line, the ball is not counted, and the turn of the player is not to be repeated. A ball touching the line will be considered to be in-play.
- One point will be awarded to this player for every ball that is closer to the pallino than his closest competitor's ball.
- No extra points are awarded when a ball is touching the pallino
- After the points are awarded, the frame is completed.
- Start a new frame by electing a new person to throw the pallino and to throw the first bocce ball.
- A game is won when a player reaches 13 points.
- Play as many frames as necessary until a player reaches this point level.