

Berkeley Echo Camp Bocce Rules

The Big Picture

We play bocce ball with two 1 or 2 person teams until one team reaches 12 points - winning by two points.

A game of bocce ball consists of a series of frames or giri. Each team rolls from the same side of the court in a single giro and points are awarded.

A single giro begins with one team throwing out the single small ball, called a Pallino. Bocce balls are then thrown by alternating teams trying to get inside (closer to the pallino) until all the balls are used. Each team gets a total of 4 bocce balls.

Bocce Ball Terms

A **Baci** is a kiss. A bocce ball coming to rest against the pallino is a **Baci**.

Bocce Balls are the large balls, which are thrown with the idea of coming to rest near the pallino. There are 8 bocce balls of at least two colors. Each team gets to play four bocce balls.

A **Giro** is a single frame or set in which the pallino and all 8 bocce balls are thrown. The team with the bocce ball closest to the Pallino is considered to be **inside**.

The **Morra** is the choosing of the bocce ball colors at the beginning of a match.

The **Pallino** is a small ball, which is thrown out first and acts as a target for the bocce balls.

The **Puntata** is the gentle method of rolling the ball with a smooth, slow delivery from a crouched position. It is useful on a smooth surface when there are no blocking balls.

The **Raffa** is the strong method of smashing an opponent's ball or a whole formation of balls.

It is usually delivered in the air, but with a low trajectory and no backspin.

The **Volo** is a high-flying delivery, usually with varying amounts of backspin. The volo may be used to knock an opponent's bocce away from the pallino or to move the pallino itself.

The Morra

One Morraman will represent each team at the beginning of a match. We generally flip a coin to determine the winner of the morra.

The winner of the morra will either choose the team colors or throw the pallino in the first giro.

The Pallino Toss

Each giro begins with the pallino toss. The pallino must pass the centerline, remain on the playing surface, and not hit the end wall.

If a player fails to toss the pallino correctly after one attempt, the opposing team will toss the pallino.

The First Bocce

The team first tossing the pallino throws the first bocce ball.

If the bocce ball hits the back wall or jumps the side wall it is out of bounds and must be removed from the court.

The first team must continue rolling until a bocce remains in bounds or their bocci are exhausted. Usually only one bocce ball is required.

The Giro

After the first bocce is successfully thrown the player steps aside and his team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino (inside) or has thrown all of its balls.

This continues until both teams have used all their bocce balls.

Scoring the Giro

Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.

Thus, the inside team typically scores 1, 2, 3, or 4 points. A baci is worth two points.

If, at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team.

Subsequent Giri

The next giro begins from the opposite end of the court. The winner of the giro tosses the next pallino.

Winning the Game

Play is to 12 points, win by 2. Extra giri may be required to enable a team to win by 2.

Playing Another Game

After one game players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.

Special Considerations

Wrong Color Ball

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

Playing Out Of Turn

If a player rolls out of turn the opposing team may do one of two things:

- 1) Leave everything, including the thrown ball, exactly where it is.
- 2) Return any moved balls to their approximate original positions and remove the thrown ball from play.

Dead Balls

Should a player's bocce ball make contact with the back wall the bocce ball is considered a dead ball on impact and is removed from play until the end of the giro.

If a bocce, after hitting the back wall, strikes a stationary bocce, that stationary bocce shall be replaced in its approximate original position and the thrown ball removed from play.

Pallino Bashing

Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Foul Line

Player's movements are limited to the foul line. The player should not step on or over the foul line before releasing the pallino or bocce balls. If the intent of this rule is abused, the offending player may be removed from the game by an official. When a player releases the pallino or bocce, both feet must be on the court unless the player has a significant physical impairment.

Intentional Grounding

The thrower must throw every bocce with the objective of scoring or improving the team's position in that giro.

The Bocce Court

Only participating players should be on the court while the game is in progress.

Spectators are not allowed on the court at anytime during regulation play.

Courtesy and respect should be displayed at all times. Profanity and poor sportsmanship are not permitted.



Diocletian & Maximian

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