Scoring

When all balls have been played, this concludes the round and ONE team is awarded one point for each of its balls which are closer to the Pallino than the closest opposing team's ball. Thus, a team may score up to four points per frame unless scoring a bonus baci. If the closest ball of each team is equal in distance from the pallino, NO points are awarded. The team that scores in a frame starts the next frame by throwing out the pallino and playing their first ball. Play continues until a team wins by reaching a score of 15 points.

Fouls:

Foul-line Fouls - In both pointing and hitting, the foremost part of the specific foul-line will not be surpassed by any part of the foot before the ball leaves the player's hand. One official warning may be granted each team after which penalties will be prescribed. The penalty for a team committing a 2nd foul-line infraction will be as follows:

(a) The team fouled against will be awarded points as they were immediately preceding the foul and the frame will end.
The team committing the foul will be awarded no points for the frame.
(b) or the fouled against team may have the option of declining the penalty and completing the frame.

Illegal Movement of a Ball Belonging to Your Own Team - If a player moves one or more of his team's balls, it or they are removed from the court and considered dead and play continues.

Illegal Movement of an Opponent's Ball: - If a player moves one or more of his opponents balls, those balls are removed and awarded one point each and play continues. Only one team is awarded points, so only the team fouled against can be awarded points.

Illegal Movement of the Jack by a Player - if the jack is moved by a player, the team fouled against will be awarded as many points as the number of balls that team has already played and the frame will end. Or, the team fouled against may have the option of declining that penalty and completing the frame.

"Illegal Movement" refers to any movement of a ball by means other than the result of normal play such as kicking, touching, etc. If a player interferes with an opponent's ball in motion, the team fouled against has the option of:

(a) Playing the ball over;
(b) declaring the frame dead or
(c) declining the penalty, accept the lie of the touched ball and continue playing.

If a spectator, animal or object interferes with a ball in motion and it does not touch another ball already in play,
it must be played over by the same player.

If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play,
the frame is dead.

Other Disruption of Play - Any action which interfered with the position of a ball in play - renders the frame dead.

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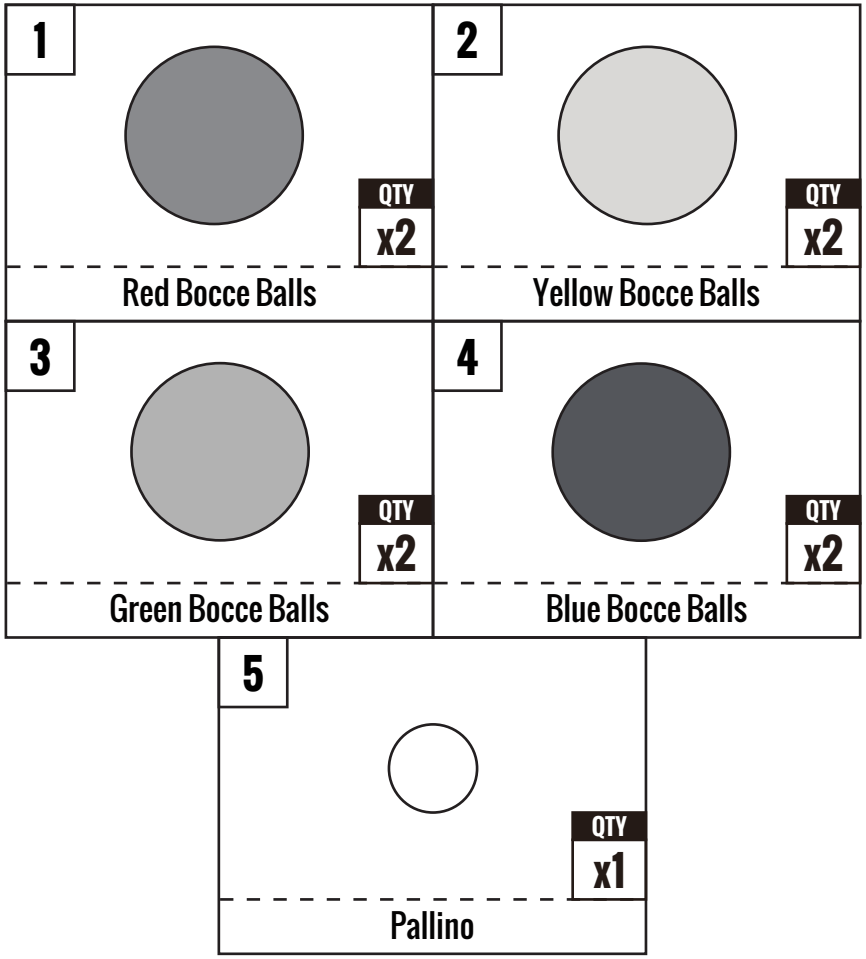
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PARTS LIST



GAME INSTRUCTIONS & COURT LAYOUT

GENERAL NOTE

Remove the product from the box and make sure all of the parts from the parts list are included.

Tournament Bocce Play:

Bocce is played with one small ball (pallino) and eight larger balls, four per player/team. The pallino is thrown first and becomes the “target”. After the pallino has been set/played each bocce ball is thrown with the goal of placing it as close to the pallino as possible.

A full game of bocce is called a round, and it is separated into a series of scoring periods called giri (plural) or giro (singular). The first team that reaches 15 points wins the round.

In each giro (scoring period), only one team may score points. A point is scored for the team with its bocce closest to the pallino, and additional points are earned for each bocce of the same player/team that is closer to the pallino than the closest bocce of the opposing player/team. Hence, if all four bocce of one player/team are closer to the pallino than any bocce of the opposing player/team, four points will be scored for the winning team and none for the opposing team.

Players/teams may throw each bocce in one of three manners:

A punto, or point throw, has the goal of directly making a point. The throw is aimed at the pallino and attempts to seat the bocce as close to the pallino as possible without hitting other bocce along the way. The ultimate throw is one that seats the bocce touching the pallino—this is called a baci (kiss) and is worth two points if it remains in place at the end of the giro.

A raffa is a throw aimed at another bocce in order to move that bocce out of the way.

A volo, an aerial throw, is aimed to move another bocce or the pallino.

Punto—A throw aimed to score a point.

a. The bocce must be directed generally toward the pallino with the objective of scoring.

b. The thrown bocce must strike the ground before the volo line closest to the pallino (see Court Diagram A).

c. The thrown bocce is not required to strike any bocce or the pallino but, if it does, rules d. and e. (below) apply.

d. If the pallino is struck first, the throw is legal, and the pallino and/or any bocce can be displaced any distance.

e. If a bocce is struck first, the throw is legal provided no bocce and/or the pallino is displaced more than a "stick" length (15 in / 38.1 cm) from its previous seat.

Raffa—A throw aimed at a target bocce.

a. The target bocce can be that of the thrower's or the opposing team/player and must be called. The thrown bocce must be directed toward the target bocce.

b. The thrown bocce must strike the ground before the volo line closest to the target.

c. The thrown bocce is not required to strike any bocce or the pallino, but if it does, rules d. and e. (below) apply.

d. If the target bocce is struck first, the throw is legal, and the pallino and/or any Bocce can be displaced any distance.

e. If the target bocce is not struck first, the throw is legal provided no bocce is displaced more than a stick length (15 in / 38.1 cm) and/or the pallino is not displaced directly or indirectly.

Volo—An aerial throw aimed at any target ball.

a. The target can be a bocce of the thrower's or the opposing team/player or the pallino and must be called.
The thrown bocce must be directed at the target.

b. The thrown bocce must strike the ground beyond the volo line closest to the target.

c. If no bocce, nor the pallino is struck, all balls are left in place.

d. The thrown bocce must strike the target ball first.

e. If the throw meets the requirements of a, b & d of this section, any bocce and/or the pallino may be displaced
any distance.

Each throw must be called in advance with the call acknowledged by the referee or opposing player/team. If a throw is executed properly—a legal throw—all balls moved by the throw remain in place. They may be inbounds or out-of-bounds, the latter being out of play (see Court Diagram A).

If a throw is illegal, the pallino and all bocce are returned to their previous positions, and the illegal bocce is removed from play. It is for this reason that the locations of all inbounds bocce and the pallino must be marked.

Typical problems subject to penalties:

Failure to properly call the throw and receive acknowledgment by the referee or opposing player/team;

Foot fault—throw must take place behind a designated line;

Illegal throw—see requirements of a punto, raffa and volo as defined in the rules;

Delay of game—taking longer than 30 seconds to throw;

Intentional grounding—bocce not thrown in a manner that advances the team/player's position;

Disorderly conduct.

How To Start A Round
1. Selecting Bocce Colors. At the beginning of the tournament or when two teams/players with equal round records are to compete, a coin toss will determine who gets to choose either (a) bocce colors or (b) the starting end for throwing and designation of the team/player that has the right to throw the pallino for the first giro.

2. Selecting Bocce Colors, Throwing Team/Player and Starting End After the First Round. When two team/players of unequal round records meet, the team/player with the weaker record has the first choice of bocce colors and starting end for throwing, and it designates the team/player that has the right to throw the pallino first.

3. Player Positions. At the beginning of each round, two players from each team/player are positioned at opposite ends of the court. They must play the entire round from the end of the court where they started.

Order of Throwing
a. The player successfully seating the pallino must throw the first bocce. The failure of the first bocce to stop inbounds gives the next throw to the opposing team/player, and so on in rotation until a bocce stops inbounds. This bocce becomes the "point" bocce.

b. Once a team/player establishes a point bocce, it is "in," and the opposing team/player becomes the throwing team/player. This team/player throws its bocce until it makes the point (seats a Bocce closer to the pallino than any bocce of the "in" team/player) or uses up all of its bocce.

c. If the throwing team/player knocks all bocce out of bounds, the opposing team/player becomes the throwing team/player.

d. Each team/player member must throw two bocce, but the order of play is the choice of the team/player and is variable
for each giro.

e. In any giro, each member of a team/player must throw two bocce.

The Court & Markings:

The Court - is an area approximately 12 ft (3.66 m) wide by 60 ft (18.3 m) long. Although this is the recommended court size, variations are acceptable provided the foul lines and inbound markers are clearly established.

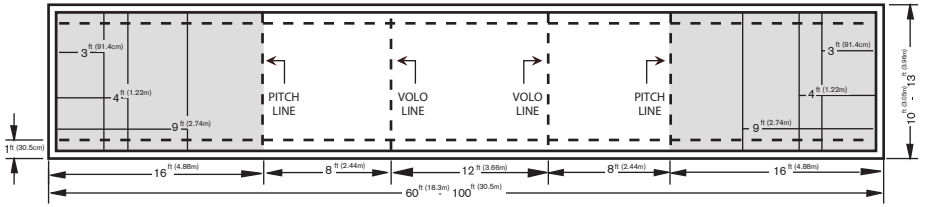
The court surface may be composed of stone dust, dirt, clay, grass or artificial surface providing there are no permanent or temporary obstructions in the court that would interfere with the straight line delivery of a bocce from any direction.

The side and end walls of the walls of the court may be composed of any material that would not move during play and be at least as high as the bocce balls. The side or end walls may be utilized for bank shots or rebound shots.

All courts should be clearly marked for the following:

(a) 1ft (30.5cm) from side boards - in-bounds for the first throw of jack.
(b) 3ft (91.4cm) from back boards - in-bounds for first throw of jack.
(c) 4ft (1.22m) from back boards - foul line for pointing. Distance may vary provided foul lines are clearly marked.
(d) 9ft (2.74m) from back boards - foul line for spocking or hitting. Distance may vary provided foul lines are clearly marked.
(e) Half court marker minimum distance jack may be thrown on first throw of jack. Courts may have additional minimum distance markers for jack which would overrule half-court markers. During the course of play, the position of the jack may change as a result of normal play; however, the jack may never come to rest closer than the half point marker or frame is considered dead.

The Court & Markings:



SCORING AREAS ARE SHADED

Easy Play Bocce:

Playing Surface

The playing surface should be reasonably flat and level and can consist of packed dirt, fine gravel or short grass.
While some prefer to play on a manufactured court, a gravel driveway or backyard make acceptable playing surfaces.

Players

The game is played with two teams; each team can have one, two, or four players
Four Player Team - each player throws one ball
Two Player Team - each player throws two balls
One Player Team - player throws all four balls

Object

The object of the game of bocce is for one team to get as many of their balls closer to the pallino than the opposing team's closest ball.

Play

The toss of a coin determines which team will start. The starting team chooses which color (or pattern) ball they will play with. The first team member throws the pallino into the opposite inbounds box and then rolls his/her first ball as close to the pallino as possible. It is now up to the opposing team to roll a ball closer to the pallino than the starting team.

If the opposing team uses all four balls and fails to get closer to the pallino than the starting ball, the starting team rolls each of their remaining balls, trying to place them closer than the opponent's closest ball.

However, if the opposing team succeeds in placing one of their balls closer to the pallino, the starting team must then roll again to attempt to get closer or "better the point". Each team continues to roll until it beats the point of the opposite team.

While the object is to get close to the pallino, it is permissible for a player to roll his/her ball as to knock an opponent's ball away from the pallino. Likewise, a player may knock or move the pallino toward his/her own team's balls. The pallino is playable anywhere on the playing surface.