

BOCCE BALL RULES ALABAMA SAMBOREE

Bocce is played with eight large balls and one smaller target or object ball called the Pallino or Jack. There are four balls to a side, or team. Two or four man teams will be determined by draw. Only one game will be played by each team to determine who advances to the next round. A coin toss will determine which team has the Jack and gets the choice of ball color. Thereafter, the Jack goes to the team that last scored. With a tie, the team throwing last throws next, other remaining ties alternate.

A member of Team A will toss the Jack from behind the end court line and into the target area, the rectangle beyond the court center line, at the far end. (After two unsuccessful attempts, the opposing team, or an assistant designated by the Game Monitor, may place the Jack anywhere in the target area, one foot from any line). The same player then rolls his/her two Bocce Balls as close to the Jack as possible, while all other players stand behind the same court end line. Then a player on the opposing team rolls and tries to place his/her balls nearer the target Jack. ---Then the second player from Team A rolls, and finally the last player from Team B. (Players seek to place their Bocce Balls nearer to the target Jack than their opponent, or displace the opponents Bocce Ball, thereby improving the position of their Bocce Ball in relation to the Jack).

The player must stand behind the court end line and roll the ball toward the Jack. He/she must release the ball before crossing the court end line. The ball must stop at least beyond the court center line of the finishing half and must not run out of bounds. The object of the shot is to get as close as possible to the Jack. If the Jack is knocked out, it is moved back one foot in bounds from the point it went out. If the ball thrown fails to comply with the above regulations, it is disqualified and removed from the court. All balls moved by a players rolled ball that first goes foul and then rolls back in play, must be returned to their original position.

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.

When all balls have been thrown, the referee (or a delegation of the two teams) shall proceed to measure the distance of the balls from the Jack, measuring from the outer dimensions. In the interest of time in State play, each ball that is within 3 feet of the Jack scores 1 point. The Game Monitor will decide and announce before play begins whether teams will change ends of the court to begin successive rounds of play. Sixteen points normally constitute a game; **HOWEVER, THE GAME MONITOR MAY SPECIFY A CERTAIN NUMBER OF ROUNDS OF PLAY FOR A GAME**, i.e., (4 rounds by each side).

1st and 2nd place team winners will be determined from multiple games' team winners successfully advancing through successive play-off games if time permits. Otherwise, the Game Monitor will use high scores, or a fair "roll-off" between team winners, to arrive at 1st and 2nd place.

NOTE: The Game Monitor will determine the playing court size and line layout as dictated by physical constraints and other pertinent factors, as equal between courts as reasonably possible. Print names of all 1st and 2nd place winners, their chapter, At Large, or State (outside AL), and provide to Game Coordinator after the game for badges and closing ceremony report.