

*The
Bacce*

INTERNATIONALE DE BOULES



RULES

- Bocce is played with six large balls and one smaller target or object ball called the jack.
- There are 2 balls to a side, or team, and they are made in three patterns to distinguish the balls of one team from the balls of the opposing team.
- A coin toss will determine which team has the jack and which patterned balls that team selects.
- The jack is thrown out by a member of the team having won the coin toss to start the game.
- The same player throwing the jack must deliver the first bocce ball.
- The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their 2 balls.
- This "nearest ball", rule governs the sequence of thrown balls. The side whose bocce is the closest to the jack is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in" it steps aside and allows the "out" team to bowl.
- A team has the option of rolling, throwing, bouncing, banking, etc. its ball down the court provided it does not go out-of-bounds

or the player does not violate the foul markers.

- A player also has the option of “spocking” or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team’s points.
- At the end of each frame (when both teams have exhausted 2 balls each), a designated official under the scrutiny of the captain/or designee of each team, will determine the points scored.
- Scoring points are all those ball of one team closer to the jack than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurement.
- In the event that the two balls closest to the jack belong to opposing teams and are exactly the same distance from the jack, no points will be awarded, and the jack returns to the team which delivered it.
- Only balls which are distinguishably closer to the jack than any opponent’s balls may be awarded points.

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