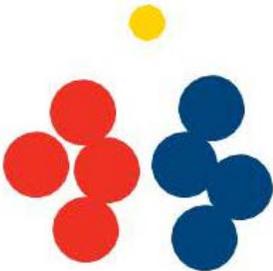
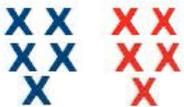
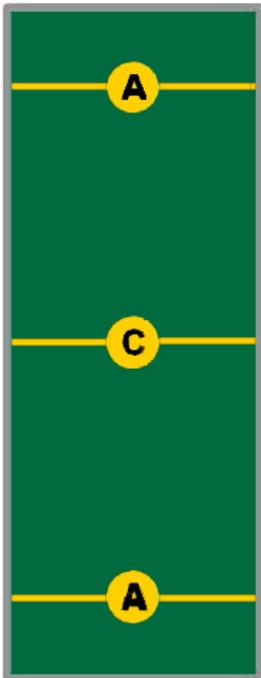


How to Play Bocce



Object

Get your team's bocce balls closest to the pallino.

Equipment

1 small ball (the pallino) and 8 larger balls (4 of each color)

Court

The courts are lined out in the grass of the Lee home, courts 1 - 4

Game

Each successful pallino toss and tossing 8 bocce balls makes one game

Match

Each match consists of as many games as necessary until a team reaches 9 points or 20 minutes, whichever comes first

Teams

In Redeemer Radio Bocce Classic we add a Priest/Religious to the team having 5 members on each team. Four play at a time, it is up to each team individually to have their team's Priest/Religious play as they deem appropriate. All players stand on the same side of the court when throwing.

Players switch ends between each game. Each court has a court judge. Sean McBride Redeemer Radio Sports Director and Deacon Jim Tighe *Redeemer Mornings* host are the Master of Ceremonies and therefore the ultimate judges on disputes, if needed.

Bishop Toss

Bishop Tosses will be auctioned off to the highest bidder for each Round (twice in round 1 for each heat) except for the finals (making 4 auctions altogether). Sean McBride will conduct the auction. Bishop will then play on your team for entire match.

Playing a Game

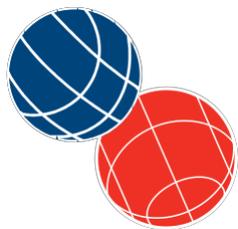
The game begins with a coin toss between the Captains.

The team that goes first (Team A) has one toss to throw the pallino past the centerline (C), staying within bounds without the pallino touching any boundary lines. If the pallino touches any boundary line or goes out of bounds, the other team (Team B) throws the pallino. Team members must not cross the foul line (A) when throwing either the pallino or the bocce ball

After a successful pallino throw, then the other teams throws the first bocce ball as close to the pallino as possible. Teams take turns throwing one bocce ball at a time trying to get their ball closest to the pallino. Use either an underarm throw or roll the bocce ball.

It is legal for any player's ball to hit/move the pallino or any bocce ball as long as the pallino remains in bounds. Any bocce ball may be thrown or knocked out of bounds, but if the pallino is knocked out of bounds, the game ends with no points earned.

Start a new game by allowing the winning team to throw the pallino. The other team then will throw the first bocce ball. Each match will consist of as many games as necessary until a team reaches 9 points or 20 minutes whichever comes first.



Scoring Points

After all players have thrown their bocce balls, the team is awarded points – one point for every ball that is closer to the pallino than the closest competitor’s ball. If a bocce ball is “kissing” or touching the pallino that team gets 2 points. The maximum possible points for each round are 5. After points are awarded, the frame is complete. No points are awarded for a tie. Only one team can point per round

Measuring and Disputes

If distances cannot be determined visually or there is a dispute, a tape measure will calculate the distances. Any disagreements are settled by the court judge. If that is not possible then the MC will settle the dispute.



Each match is 9 points or 20 minutes whichever comes first

The MC will start the timer for all matches commencing and let all know when 20 minutes is up.

The Final Championship Match

The Championship Round will consist of 1 match played to 9 points or a maximum of 20 minutes or until it is too dark to continue at the discretion of Master of Ceremonies.

