

Bocce Rules

THE NONUNIFORM LOCAL RULES OF FLOURNOY BOCCE ("RULES")

DEFINITIONS

1. BOCCE (bah'-che) - a bowling game, prehistoric in origin, played in various forms by the Egyptians, Greeks, Romans, and Italians. Currently played by competitive, fun loving people in Marietta, Georgia. The word Bocce means "kiss" in Italian.
2. BOCCE BALLS - four red and four green hard balls (wood or composite, the size of a grape fruit) used in Bocce.
3. BOWL - Bocce balls are bowled or rolled on the court.
4. COMMANDO - a style of Bocce where the Bocce balls are rolled very hard with "that entire want of care which would raise the presumption of conscious indifference to consequences." O.C.G.A. ' 51-12-5.1 and with the objective of maximum displacement of opponent's Bocce balls.
5. COURT - 60 foot by 12 foot surface of granite dust (ground up granite) with wooden rails for boundaries.
6. FOOT FAULT - when a bowler's foot passes the red line. This is the imaginary line between the red markers. No penalty is assessed.
7. FRAME - after all eight Bocce balls have been rolled/bowled and the score is determined, the frame is complete. Frames are bowled until one team reaches the winning score of 12 points.
8. GAME - the first team to score 12 points wins the game.
9. GOOD BOCCE - an expression of approval after a player has made an excellent bowl.
10. GRAND MASTER - the formal title of a player who has attained a high level of excellence in Bocce. **For an example - Grand Master Joe Maggio**
11. RED LINE CENTER - the imaginary line marked by red tape on the rails of the Bocce ball court, that the palino must pass on the palino bowl starting each frame.
12. IN - a team is said to be "in", if that team's closest Bocce ball is closer to the palino than the opposition's closest Bocce ball.

13. LAW CLERK - the person who assists the Judge in measuring distances and assists the Judge in other matters as requested by the Judge.

14. LONG GAME - when the palino is rolled a long distance towards the far end of the court at the start of the frame.

15. MID-GAME - when the palino is rolled approximately mid-way down the court to start the game.

16. OUT - a team is said to be "out", if that team's closest Bocce ball is farther away from the palino than the opposition's closest Bocce ball.

17. PALINO (pa-le-no) - the target ball, the small light orange ball (the size of a golf ball).

18. JUDGE - Referee who uses tape measure device in centimeters and who resolves all disputes in Bocce. Arguing with him is not permitted. Reasoning and begging with him are expected and encouraged. There are no appeals from his final decisions.

19. PUNTATA METHOD (pun-ta-ta) - this is the soft method of bowling. It is the most widely used method. The player rolls the ball in a crouched position so that the ball is released in a slow rolling motion. This method requires a gentle touch.

20. RAFFA METHOD (raf-fa)- a strong hard roll executed close to the ground. This is not a precision shot. It is aimed at dislodging an opponents balls or disrupting a well placed formation. This is also similar to the Commando style of bowling.

21. RAIL - the wooden boundaries of the court.

22. ROLL - Bocce balls are bowled or rolled on the court.

23. SCORE KEEPER - the person who is responsible for keeping the score board in an updated position and will announce the score in a command voice when requested by the Judge.

24. SCORING - a score is determined after each frame. Only one team can score per frame. A minimum of one point per frame, and a maximum of four points per frame are possible. At the end of a frame, one point is earned for each Bocce ball that is closer to the palino than the closest opposition Bocce ball. A game ends when either team reaches the score of 12 points.

25. SHORT GAME - when the palino is rolled a short distance at the start of the frame. On the palino roll, the palino's resting position must be passed the red line.

26. VOLO METHOD (vo-lo) - method is a flying or air shot. The Volo shot requires the bocce ball be tossed high in the air.

27. WAX - to wax (verb), to destroy an opponent in Bocce

28. ZAMBONI - the act of raking and smoothing the surface of the court between games.

29. ZAMBONI MAN/ZAMBONI WOMAN - the person who rakes the surface of the court between games. For example see Don Cuppini Sr, Leonard Virgili, and Smiling Tom.

RULES

1. The player who bowls the palino to start a frame, rolls the first Bocce ball.

2. Players alternate turns within their own team.

3. One team can consist of one, two, or four players.

4. When bowling, a player's feet must be on the court surface and not the rail.

5. Player should not foot fault. A minor violation has no penalty.

6. On the palino bowl that starts a frame, the palino's resting position must be beyond the red line at middle court. A violation of this rule causes the palino team to forfeit the palino bowl.

7. After the palino has been bowled and each team has bowled one Bocce ball, the out team bowls until it becomes the in team or the out team bowls all four of its Bocce balls.

8. The team that won the prior frame, has the privilege of bowling the palino in the next frame.

9. A coin toss determines the team who has the privilege of bowling the palino in the first frame of the game.

10. Players are allowed to bowl their Bocce balls and hit the palino and other Bocce balls to reposition them.

11. After the palino bowl to start a frame, the palino can be hit and repositioned.

12. Players are allowed to bowl their Bocce balls to hit and bounce off the rails.

13. Spectators at the far end of the court must not stand on the court while Bocce is played. Serious foot injury may occur from commando players.

14. After all eight Bocce balls have been bowled and the frame is completed, a score is determined.

15. One point is earned for each Bocce ball that is closer to the palino than the closest opposition Bocce ball.

16. Only one team can score per frame.

17. A game ends when either team reaches the score of 12 points.

18. If a team's Bocce ball and an opposition's Bocce ball are tied in distance from the palino, these two Bocce balls cancel each other out until the frame is complete or they are hit and repositioned during the frame.

19. If a commando player rolls hard and causes a Bocce ball to go outside the rails, then that Bocce ball resting outside the rail is out of play and cannot be counted as a point.

20. If a commando player rolls hard and causes the palino to go outside the rails then the round starts over.

21. Any player may request from the Presiding Judge a tape measure of any close distance. The Presiding Judge may honor such request if the Presiding Judge deems it necessary.

22. If the palino gets knocked back past the middle line towards the players the round starts over.

23. All decisions of the Presiding Judge are final.

24. There are no Appeals from the decision of the Presiding Judge.

25. Arguing with the Presiding Judge is not permitted. Reasoning and begging with the Presiding Judge are expected and encouraged.

26. These rules are subject to change without prior notice.