

## Hilltop Bocce Ball

**EQUIPMENT:** Eight large "bocce" balls, four of each color, and one smaller **target** ball called a **pallino**. A measuring device. Hilltop bocce ball equipment is stored in the bench in the exercise room, and on the new cart at the courts.

**OBJECT:** Toss your bocce balls closer to the pallino than your opponents. The first team to reach 12 points wins the **match**. It is highly recommended that a **game** be the best of 3 matches. Note: No need to win a match by two points

**TEAMS:** The game is played with two teams, (A & B in this example) typically two players per team.

**COURT:** A painted centerline and a foul line at each end. Players stand behind the foul line when tossing balls



**SETUP:** Decide which team will start the match, typically with a coin toss.

### THE GAME:

A **match** consists of several rounds called "**frames**" A frame ends when all 8 bocce balls have been tossed. When one team has reached 12 points, that is the end of the **match**. A **game** can be one match or the best of three matches. **Playing a game that is the best of three matches is highly recommended.** Report the scores for **all matches** played. For example If your **game** was the best of three **matches**, report the scores for all three matches

The two players at one end of the court will play the first frame, the two players at the other end of the court will play the next frame.. Continue playing frames, alternating ends of the court until one team has scored 12 points.

Standing behind the foul line, the team that won the coin toss tosses the pallino. The pallino must go past the center line and be at least one foot from the sides or backboard (end wall). The player tossing the pallino then tosses the first bocce ball.

Next, that player steps outside the court and the opposing team's player will then toss bocce balls until one of their balls is the closest ball to the pallino or they have thrown all their balls.

The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallino is called the "in" ball and the opposing side the "out" ball. **Whenever** a team gets "in", they step outside the court and allow the "out" team to toss.

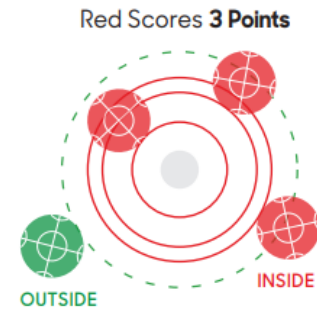
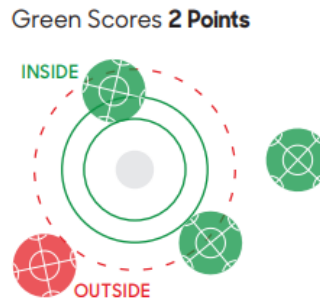
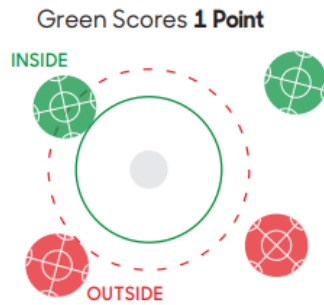
After both teams have tossed all their bocce balls, the frame is over.

At the end of each frame, points are awarded. **Only one team scores in a frame.** One point is awarded for each ball that is closer to the pallino than the closest ball of the opposing team. A bocce ball that *kisses* (touches) the pallino will score two points.

In the event that the closest ball of each team is the same distance from the pallino, no points will be awarded. Only balls which are distinguishably closer to the pallino than any of the opponent's balls are awarded points. All measurements should be made from the center of the pallino to the edge of a bocce ball.

The match resumes by teams tossing from the other end of the court. The team that was awarded points in the previous frame begins the next frame by tossing the pallino into play. The match ends when a team has scored 12 points. Hilltop rules, you do **NOT** need to win by two points.

## SCORING EXAMPLES:



## ADDITIONAL NOTES:

All balls must be tossed underhanded. Balls can be rolled, thrown, bounced etc. your choice

If a bocce ball hits the backboard, it is out of play and must immediately be removed from the court.

If one team tosses the pallino ball twice, unsuccessfully, then the other team tosses the pallino ball.

If the pallino is knocked out of the court by a thrown bocce ball, the frame ends and no points are awarded. The team that successfully threw the pallino in that frame starts the next frame from the opposite end of the court.

Each court has a scoreboard on the post near mid court. **TIP** take a photo of your score at the end of the match

Use the Team Reach to send a **direct message** to Aston to reserve a court and to report **match** scores. To be transparent, please include the other team members in the direct message to Aston. You can also email match scores to [astonc@gmail.com](mailto:astonc@gmail.com)

The Team Reach group code is HilltopBocceBall

To qualify for the finals, you must complete your 8 assigned games by the deadline date.

Each game consists of one match **OR** the best of three matches to determine WIN or LOSE for that game. If you are playing best of three matches, report the scores for all three matches and they will be averaged. If one team wins the first two matches, there is no need to play the third match.

Club members: contact Aston for the cart's lockbox code. Non members: bocce balls located in the bench in the gym.

