

## BOCCELISM RULES – CONDENSED VERSION

### THE GAME:

Boccéism is a game between two players, or two teams of players, in which bocce balls are thrown at metal-bucket targets, points are awarded, and the player or team with the most total points wins.

A standard boccéism court is laid out 45 feet long by 10 feet wide, with fault lines inset 4.5 feet from each end line, thus 36 feet apart. The targets are set centered between the sidelines, with the front of the targets touching each fault line. The pallina is set centered between the sidelines and equidistant from each end line, and thus should be 18 feet from each fault line. Each target is the combination of one 10-quart metal bucket and one 5-quart metal bucket. The small bucket should lie on its side, with the rim of the bucket touching the fault line; the large bucket sits upright directly behind the small bucket. At a minimum, standard 107mm bocce balls should be used for tossing, the more durable the better.

The basic unit of a case of boccéism is the quarry, an exchange of single tosses by each player. Four quarries complete one dalrymple, after which each player should again have four balls of one color. After four dalrymples, also called one end, the players switch sides of the field and play four more dalrymples. In a complete match of this length, each player will toss 32 times.

To determine the tossing order for the match, the players cork, that is, simultaneously toss towards the pallina, with the object of getting closest to the pallina without striking it. The player who wins the cork tosses first during each quarry of the first and all odd-numbered dalrymples; the player who lost the cork tosses first during each quarry of the second and all even-numbered dalrymples. If teams are competing, teammates alternate quarries, tossing twice per dalrymple. In addition to voiding a toss for cork, any toss during the case which strikes the pallina is immediately dead and any subsequent contact with the target is ignored.

Players should make all tosses, including the cork, without crossing the fault line. Generally, the object is to strike the targets in as spectacular a fashion as possible, as whichever player gets the better hit wins the quarry. Players can, if necessary, make all scoring calls amongst themselves, but it is strongly recommended to use a judge to make decisions about quarries and bonus points and to keep track of the score and progress of the case.

Targets must be reset after every hit. A proper reset may require a player to adjust a damaged bucket so as to be as close to its original shape as possible, or to reattach or place a handle in as normal a position as is practical. Once any case has begun, a bucket should only be replaced if it has separated into two or more pieces (excluding the handle).

### SCORING:

Points are awarded as follows: 1 point for each hit, that is, any ball-bucket contact; 1 point for winning the quarry. If one player hits and the other misses, the quarry is won by default, but if both players miss no quarry point is awarded. Determining the “better” hit is inherently subjective, sometimes challenging, and an intrinsic part of the game.

In addition to hit and quarry points, 1 bonus point is scored for the following events: **stay** - a toss that, once the ball and buckets have come to a complete stop, results in the ball remaining inside either of the two buckets; **rollup** - a toss in which the ball, as it approaches the target, rolls without significant bouncing along the ground before striking the target; after striking the target, the ball and both buckets must remain inside whatever boundary lines have been set; **handle** - a toss that strikes only the handle of one or the other of the buckets without tipping or dislodging either bucket; **botfly** - a toss that hits inside the large bucket on the fly, provided that the entirety of the ball is below the level of the rim; **T'Bit** - a toss that results in both buckets being knocked into the air at the same time.

2 bonus points are scored for each of the following: **bust** - a toss that, once the ball and buckets have come to a complete stop, results in the ball remaining inside the large bucket with the large bucket in an upright orientation; **shell** - a toss that, once the ball and buckets have come to a complete stop, results in one or the other of the buckets being upended and covering the ball. As a bust is a special case of a stay, players are not awarded points for both the bust and the stay. Otherwise, all bonus points are cumulative, that is, it is possible to be rewarded for several different bonus events taking place on a single toss. The judge may also award one bonus point for any noteworthy or impressive hit, in addition to any other automatic bonus points won.

A bust or a stay in the large bucket also results in a **boc** (“botch”), which has two possible outcomes: 1) any points scored by the opposing player *up to that point in the dalrymple* are nullified and instead awarded to the tossing player (bocced points); 2) if the opposing player has not scored, the tosser gets immunity from any boc by his opponent during that dalrymple, effectively locking in all points scored. Players only lose points scored in the current dalrymple; points scored in previous dalrymples are secure. Points scored in subsequent quarries of the current dalrymple are also not jeopardized by a previous boc.

It is important to note that if the player tossing the boc is initiating the quarry, his opponent has the opportunity to answer, so that if the second player also throws a boc, they cancel each other and only the normal hit, bonus, and quarry points are scored. However, if a player trying to answer a boc fails, but in the effort gets a hit and any bonus points, those points are included as bocced points. If the answering player has not previously scored in the dalrymple but gets a hit, the boccing player gets that hit point as a bocced point in addition to getting immunity for the remainder of the dalrymple.

It is not uncommon for a player with only one toss remaining to be so far behind that it would be impossible to catch up with conventional scoring. At this point, the player may elect to try a Hail Ganesha shot. If after making the declaration (by loudly announcing “Hail Ganesha!” and bowing in the direction of the target) the player succeeds in throwing a bust, he is awarded as many points as necessary to even the match and play proceeds directly to sudden death extra quarries (if the opposing player had one toss remaining it is pre-empted).

When a case is tied after eight dalrymples, the winner is determined with sudden death extra quarries. Players cork again, with the loser choosing which target to defend. The players toss individual quarries, with the first player to outscore an opponent in a quarry winning the case. Bonus points may be scored in extra quarries, but there are no bocs or bocced points.