

BOCCELISM JUDGING TIPS

Everybody wants to play, who wants to judge? When a few people get together for casual tossing, a lack of basic judging skills can prove to be quite the impediment to a smooth rotation among players. Everyone doesn't have to memorize the entire ABA Code of Laws, but a general knowledge of the basic rules is helpful. The documents "Beginner's Boccelism", "Boccelism Scoring Tips", and "The Rules of Boccelism" are excellent resources to get you on your way.

So you've watched some, played once or twice, but the idea of climbing into that chair and taking command of the megaphone is a bit intimidating. Take charge! First comes the cork: make sure the players toss at the same time, and that there are no foot fouls. Closest to the center ball (without hitting it) goes first in each quarry in the odd numbered dalrymples, the loser goes first in the evens. Keep those confused players in line.

Next there's the tossing. Make sure the right player is tossing, watch those feet, watch that ball. Watch and listen for any hit, and every hit is worth one point. What about bonus points? If you know all or some of the rulebook bonus points, great; if you're uncertain, remember that the judge has the authority to award a point at his or her own discretion. Did you like what you saw? Give 'em an extra point!

The judge's prime function is to decide contested quarries. In any exchange of single tosses (that's a quarry), if one player gets a hit and the other misses, there's no judging to be done. The player gets a point for the hit and a point for winning the quarry by default. But what about when both players get hits? It's all in your hands: whatever you found impressive, entertaining, unusual, amusing, it's your call; your criteria is your own, and don't take any griping from players or spectators.

Keep track of that score and let the players know where they stand after every dalrymple, and before the final quarry. If a player is too many points behind to catch up with one conventional toss, let them know their only option is the Hail Ganesha. When all is said and done they have to get the ball to stay in the large bucket, and the bucket must be upright. That ties the match and brings on Sudden Death Extra Quarries, one quarry at a time, first player to outscore their opponent in a quarry wins the case. Sudden Death Extra Quarries breaks ordinary ties as well.

Don't be afraid to ask more experienced players and spectators for advice, but don't get bullied. If you're not sure about a rule or scoring situation, just make a decision and move on. The boc is the most complicated scoring event, but is quite rare. If nobody else knows it any better than you, then just skip it and keep the balls tossing. The more you judge, the more you'll learn.

Quick Reference: 4 quarries = 1 dalrymple; 4 dalrymples = 1 end (players switch sides); 8 dalrymples = 1 case. 1 point bonus points: handle (only a bucket handle hit), rollup, stay, botfly (inside large bucket on the fly), T'Bit (both buckets in the air at the same time), Judge's point; 2 point bonus points: shell (bucket covering ball, think shell game), bust (big upright stay, what you need to satisfy Ganesha). Below is an excerpt from "The Rules of Boccelism" pertaining to boc:

"Perhaps the ultimate goal for any tosser is the **boc** (pronounced "botch"), which, if achieved at a propitious moment, can swing the outcome of the case. A boc occurs when a player gets a bust or any other **big stay**, that is the ball is inside the large bucket, regardless of orientation (note that a shell does not qualify, as it is under the bucket, but not in it).

The possible outcomes of the boc are as follows: 1) any points provisionally 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.

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."