

BASIC RULES

OBJECT:

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

PREFACE:

Boccélism is a popular, quickly-evolving game, so there can be a wide variation in rules from one locale to another. What is described below should not be considered definitive, but rather a broad outline of the basic game. Experienced players know well that when away from their home pastures an extensive pre-game rules clarification process is a must to avoid unpleasant confrontations once balls are in the air.

THE COURSE:

A proper boccélism pitch should extend 45 feet (13.5 metres) in length, with the two primary targets centered within that space 36 feet (11 metres) apart from one another. The ends of the course should have a wall, fence or some such barrier to serve as a **ballstop**, and, in some variations, allow for a possible rebound toward the targets. Sidelines, when marked, should create a court width of 10 feet.

THE TARGETS:

The course contains two primary targets; each target consists of two light-weight, galvanized metal buckets (known as "pails" in some areas) with volumes of 10 quarts (9.5 litres) and 5 quarts (4.7 litres), respectively. The larger bucket is placed upright, while the smaller is laid sideways on the ground, its bottom touching the side of the larger bucket and the open end facing the far end of the pitch.

Additional targets may also be used (see "Secondary Targets and Obstacles" in the Advanced Boccélism section below), but are not part of the basic game.

THE BALLS:

Each player or team throws a set of four, dense balls of 110 millimetres in diameter; traditionally one set is dark green and the other a deep red, though this is not a requirement. If smaller, lighter balls are used then the game is not proper boccélism but rather boccélismo, usually only played by small children or the elderly.

THE PLAYERS:

Boccélism can be contested between two individuals or two teams of two players each (although recent celebrity events have pitted teams of four against one another, these should not be considered serious, competitive matches).

THE JUDGE:

While an informal **case** of boccélism can be scored by the players themselves, adhering to the strictest standards of sportsmanship, organized matches require the presence of a judge (or a panel of three judges in international cases). Even casual games benefit from the presence of a disinterested third party, as sometimes the fires of competition can overwhelm the most level-headed tosser, and even fray the bonds of friendship.

Judges are empowered to call **foot faults** and other fouls, determine the winner of each **quarry**, and award the various **bonus points** possible, depending on the set of rules agreed upon before the start of the case.

THE START:

To determine which player initiates the tossing, the players **cork** for the honor. A small white object ball, the pallina (or pallino, or jack ball), is placed at midfield. The players simultaneously toss towards the pallina, with the closest throw winning, except that should a ball strike the pallina, that throw is void and the opposing player starts the match.

ORDER OF PLAY:

A full case of boccéism consists of eight **dalrymples**. Within each dalrymple are four quarries, or exchanges of tosses. After four dalrymples, a duration known as an **end**, the players switch sides of the field.

The players take positions behind and to the side of opposite targets and the player who won the cork tosses first during each quarry of the first dalrymple; the player who lost the cork tosses first during each quarry of the second dalrymple, with the players alternating in that manner for the rest of the case. If teams are competing, teammates alternate quarries, tossing twice per dalrymple.

Generally, the object is to strike the targets in as spectacular a fashion as possible, as whichever player gets the better hit (as decided by the judge) wins the quarry. However, there are several defined events that win automatic bonus points, so that tossing with some finesse can be a viable option to simply blasting away.

SCORING:

The judge is responsible for keeping track of the score of the case as it progresses, no small task as properly scoring boccéism is something of an art in itself. Although plain paper can be used, it is far easier using preprinted score sheets, which are available wherever boccéism supplies are sold.

Points are awarded as follows:

1 point for each hit, that is, any ball-bucket contact, down to the slightest **tink**.

1 point for winning the quarry; a quarry in which neither player gets a hit is known as a **pull**, or an open quarry, with no points awarded.

1 point for any of 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 points 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.

All decisions by the judge with respect to quarry points or discretionary points are final, with any argument from the players subject to penalty. Any loud demonstrations or hoots of disapproval from the audience are not to be tolerated, and if necessary the judge may have unruly partisans ejected from the premises.

Any points accumulated should only be considered provisional until the completion of the dalrymple, because of the possibility of **boccéd points**.

BOCCÉD POINTS:

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 (boccéd 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 boccéd points. If the answering player has not previously scored in the dalrymple but gets a hit, the bocking player gets that hit point as a boccéd point in addition to getting immunity for the remainder of the dalrymple.

HAIL GANESHA:

Once and only once during a case, a player who is trailing in the score 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 any remaining quarries or dalrymples are pre-empted as play proceeds directly to sudden death **extra quarries**. The first player to win a quarry wins the case.

It is customary for a player to wait until his final toss before trying a Hail Ganesha, however there is nothing preventing a player who feels himself hopelessly behind to make the try at any time. Such an early attempt is known informally as a "Quick Ganesha", and if the tosser fails he is declared the loser, usually accompanied by a robust shout to that effect from the spectators.

In the unlikely event that a player should approach the conclusion of the first end having failed to score, thereby making a mockery of the competition, that player's last toss of the end is a Forced Ganesha, with the player needing a bust to even the score. A failed attempt immediately ends the case so as to prevent further embarrassment. Unlike other Ganeshas, a successful toss does not pre-empt the remaining dalrymples. Rather, the players start the second end with the score now tied and continue on with regular play. A player who succeeds on a Forced Ganesha shot may not later declare a Hail Ganesha in the same case.

In the *extremely* unlikely event that neither player has scored as the first end draws to a close, the players simultaneously toss the final quarry in a Double Forced Ganesha. If one player succeeds and the other fails, the successful player is declared the winner, with a score of 1-0 entered into the record. If both players are successful, each player is credited with 3 points (one for a hit, two for a bust), no quarry point is awarded, and the second end begins with a 3-3 score. Should both players fail, the case is immediately halted and declared **unspeakable**; the judge shall destroy the scoresheet, any and all record or reference to the case ever being played shall be obliterated, and neither the players, judge, nor any spectator shall ever make mention of it again, under threat of the severest of penalties.

Lastly, should, in the opinion of the judge, there appear not to be time enough to finish a case, either because of darkness, inclement weather, or other unforeseen circumstances, he may declare a "Judge's Ganesha". The player trailing in the score then gets one shot at a bust to either tie or lose the case. If necessary, the judge may then permit one or more extra quarries to decide the case, or declare a tie if further tossing is impractical

TARGET MAINTAINENCE:

It is the responsibility of each player to properly reset the target after a hit by an opponent. Care should be taken to make sure a target is placed at the proper position relative to the ballstop and opposing target, and that the alignment and orientation of both buckets and their handles is set so as not to give any disadvantage to the opponent.

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. Players are to reset targets promptly; failure to do so may produce a loud coughing from the judge. Should this gentle admonishment fail to suffice, the judge may resort to sterner measures as necessary.

A regulation tournament should always begin with pristine targets, and replacements should be on hand in the event they become needed. The judge has the responsibility for calling for replacement targets between cases, should he determine that grossly unequal deformations are creating an unfair disadvantage for players tossing from one side of the field, or that the targets are in such a state of disrepair that they do not provide the opportunity for players to demonstrate the full measure of their skills.

Once any case has begun, targets may not be replaced under any circumstances except the following: a bucket may be replaced mid-case if and only if it has separated into two large pieces (excluding the handle). If no replacement is available, the players are faced with grave difficulties.

In the event that a large bucket has lost its integrity, the trailing player finds himself facing a Judge's Ganesha. He gets one toss at the surviving large bucket to attempt to tie the case; if successful the case is ruled a tie and no extra quarries are played. If a small bucket is destroyed, the trailing player has the option of taking a Ganesha toss, or continuing the case with *both* small buckets removed from the field. If the score is even after a quarry in which a bucket is made unusable, the judge declares the case a tie.

MISCELLANY:

If the score is tied when a judge decides darkness, inclement weather, or other unforeseen circumstances threaten the completion of a case, he shall call out "Last Quarry!" Players are to complete their tosses as rapidly as safety allows. If the score is still tied after the last quarry, the case is called a tie, but must be replayed in its entirety if part of a scheduled, league season.

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 first player to outscore his opponent in a quarry wins the case.

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.

Proper tossing requires that a player finish his stride without crossing the imaginary line even with the front of the target. Should the judge note that a player is committing a foot-fault, he may issue a warning. After a player has been warned, any further fouls may be subject to penalty, which can include the voiding of any points that would otherwise have been scored on the offending toss, and/or other remedies the judge deems appropriate.

The judge has the power to impose penalties on players that commit any other fouls, such as arguing a judge's decision or other unsportsmanlike conduct (e.g., dancing in front of a target when that rule is not in use). The judge has a wide latitude in determining the nature and severity of any penalties.

In extreme circumstances the judge has authority to declare a forfeit. Such circumstances include the failure of a player to appear promptly for a scheduled match; excessive delay or apparent abandonment of a case in progress; repeated, flagrant fouling by one player; or unruly behavior by spectators that interferes with normal play or threatens the safety of the players. A score of 64-0 is entered into the record at the expense of the offending player, or the home player in the event of mischief by the onlookers.

There are any number of other "unwritten" rules or customary practices which, obviously, are not appropriate to mention here, being part of the game's ancient oral tradition.

ADVANCED BOCCÉLISM

SECONDARY TARGETS AND OBSTACLES:

To provide extra challenges and spectacle, players may chose to add additional targets or obstacles to the playing field. Most commonly, empty aluminum beverage cans are set out in the field, either to be struck for extra points, or as extra nullifying obstacles, acting similarly to the pallina. The exact placing and scoring rules for any added targets are limited only by the imagination and common sense of the players.

REBOUNDS:

If players agree to count rebounds then the rules of play are adjusted such that any ball that ricochets off the ballstop and hits the target is scored as a legal hit, and all balls tossed in a dalrymple are live and should not be moved until the end of the dalrymple. Any toss bouncing off another ball is still in play, and should a ball on the field be knocked into a target, that is scored as a legal hit.

CUT-THROAT:

Cut-throat is a casual form of the game for three or more players. Instead of the usual case structure of eight dalrymples, players toss a set number of quarries in a round-robin format. The number of quarries played is determined by the number of players, four quarries for each participant. Thus, three players would toss twelve quarries, four players would toss sixteen quarries, and so forth.

To decide which two players toss the first quarry, all the competitors take positions equidistant from the pallina and simultaneously cork, with the closest two tossers winning. As with regular corks, the closest tosser initiates the quarry. The remaining tossers wait their turn in order of the quality of their cork. In the absence of a regular judge, the player first in line takes the judge's chair.

Points are scored in the usual fashion, with the exception that there is no chance for boccéd points or any Ganeshas. The player who wins a quarry stays on the field to face the next challenger, and initiates the next quarry. In the event of a pull, the challenger "wins" the quarry even though no points were scored, and the previous winner goes to the back of the queue, under the doctrine of "pull goes to the challenger".

Play continues through the required number of quarries, at which time the scores are totaled and the player with the most points is declared the winner. Should there be a tie between two players, sudden death extra quarries commence immediately. If more than two players are tied, all players must shrug and throw up their hands, open new beers, and move on to the next case.

DANCING:

One of the most dangerous but exciting variations is called Doing The Dance. As one player prepares to toss, his opponent takes a defensive position in front of the primary target. The defensive player, or **dancer**, may perform any manner of gyrations or contortions in order to distract the tosser and cause a shot to go awry. In addition to the benefits of distraction, a dancer may be awarded a bonus point for the quality of the dance, at the discretion of the judge. However, the dancer must avoid all contact with the ball; should the ball touch (or **blaze**) the dancer, the tosser shall be awarded one bonus point *plus* any hit points or bonus points normally scored if the ball goes on to hit the target, *and* the tosser may choose to rethrow the ball at an undefended target to try and accumulate additional points for that quarry.

A dancer may, also at the judge's discretion, be penalized a **cowardice point** (or **yellow**) for too soon fleeing from the approaching toss.

Players may elect to Do The Dance for an entire case, or for only some portion thereof. In many parts of the country the 7th is known as "the dancing dalrymple", accompanied by song, festivities and the shotgunning of beers. It is recommended that dancing players don protective headgear and undergarments to prevent unfortunate injuries from marring and delaying the proceedings.

TOURNAMENT PLAY:

Playing "tournament style" creates a structured schedule of play that can further stoke the fires of competition. Individual players or groups of players organized into teams play a predetermined, equal number of cases; final standings are calculated using **Tournament Points** (sometimes called **Team Points**). Tournaments can be one-day events or can stretch over several days, for example when large numbers of players gather for an event such as the American Boccélism Association's National Invitational Tournament.

Three Tournament Points are awarded for each case played; one **end point** for the player or team with the higher score in the first end, one end point for the player or team with the higher score in the second end, and one **case point** for the winner of the case. If the score during an end is even then that end point is divided and one-half Tournament Point is awarded to each player or team.

The use of Tournament Points can help distinguish close cases from blowouts, and provide an incentive for players with large early leads to continue to toss their best rather than "coasting" to victory and depriving spectators of a display of the full measure of the players' skills; similarly, a player facing a steep deficit after the first end can strive to salvage an end point instead of going through the motions or wasting tosses practicing for the inevitable Ganesha attempt.

For more details about tournament organization, consult the American Boccélism Association's "Code Of Laws," which describes the procedures used at the National Invitational Tournament, including precise and elaborate game rules, a necessity in the structured tournament environment.

GLOSSARY

(a brief list of terms and phrases commonly used in boccélism)

Answer - A player is said to have “answered” when, after the first toss in a quarry has scored a hit, the responding player succeeds in getting a better hit and winning the quarry. Also appropriate to use when a player follows a boc with a boc.

Ayrault - A dalrymple in which a player fails to score. The sad event of both players failing to score in a dalrymple is known as a Double Ayrault.

Ballstop - The fence, wall, backboard or other obstruction behind the target that prevents firmly tossed balls from rolling to the four corners of the earth. Ballstops may also allow for tosses to rebound toward the targets when that rule is applied.

Big Stay - A toss that, once the ball and buckets have come to a complete stop, results in the ball remaining inside the large bucket. All Big Stays are also bocs, except when playing cut-throat.

Blast - A descriptive term for any solid hit on the target. It is common for opposing players or spectators to offer the compliment “Nice Blast” after a good shot.

Blaze - The contact between a tossed ball and a dancing player. A blaze results in penalties for the player who is hit.

Boc - (Pronounced like “botch”) The result of any Big Stay, except when playing cut-throat. In addition to the usual hit, quarry, and bonus points, the tossing player steals any points scored by his opponent during the dalrymple, or gets immunity from being boccéd in that dalrymple. If the player initiating a quarry gets a boc and the responding player also gets a boc, negating the extra benefits of bocking, the second player is said to have gotten an Answer Boc.

Boccéd Points - (Pronounced like “botched”) Points subtracted from one player and awarded to the other player for getting a boc.

Boccélismo - A bastardized version of the real game using non-regulation equipment.

Bonus Points - Extra bonus points awarded by the judge (or a gentlemanly opponent, in the absence of a judge) in addition to ordinary hit and quarry points. Bonus points are usually awarded automatically because of a specific result (e.g., a stay), but may also be awarded on a discretionary basis (see Judge’s Point).

Botfly - Originally, a botfly was a toss that hit the bottom of the large bucket on the fly; the actual term was a “botbotfly”, but in common usage it became shortened to botfly. In the modern game, a botfly is a toss which strikes anywhere inside the large bucket on the fly, provided that the entirety of the ball is below the level of the rim. A player tossing a botfly is awarded an automatic bonus point.

Bucket - For the purposes of boccélism, a lightweight, galvanized metal container with a thin, metal handle. A large bucket and a small bucket are used together as a target.

Bust - A Big Upright STay. 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. A bust is worth two automatic bonus points, and is also a boc or an answer boc, except when playing cut-throat. All types of Ganesha attempts require a bust in order to be successful.

Case - The official term for a regulation match of boccélism. A full case consists of eight dalrymples.

Case Point - The Tournament (or Team) point awarded to the player who wins the case.

Clover - A descriptive term of honor for the occurrence of a player winning all four quarries in a dalrymple. A player may get a so-called “three-leaf clover” when, after winning the first three quarries of a dalrymple, his fourth toss is pre-empted due to a Ganesha attempt by his opponent.

Cork - The simultaneous tosses prior to a case, or game of cut-throat, to determine the initial order of tossing. The balls are tossed toward the pallina (or pallino, or jack ball), with the toss that comes closest without actually touching the pallina winning the honor.

Cowardice Point - see Yellow.

Crunch - A blast that partially or completely closes the aperture of the small bucket.

Cut-throat - A version of the game where three or more players compete in a round-robin fashion in a set number of quarries.

Dalrymple - The basic scoring unit of a case, consisting of four quarries. The total of all points scored in the quarries is officially recorded at the conclusion of each dalrymple.

Dancer - The defending player in a case where the dancing rule variation is employed.

Dancing - A rules variation, known officially as Doing The Dance, in which players defend their own targets by standing in front and moving, shaking and screeching in an attempt to distract the opponent.

Doing The Dance - see Dancing.

Do-Si-Do - (pronounced “Doh-see-doh”) A descriptive term for a glancing hit to the side of a bucket, causing it to shift ever so slightly sidewise, without upsetting the normal orientation. A hit that similarly moves both buckets is called a Double Do-Si-Do.

Emblazoned - When players are Doing The Dance, a player who is blazed by a toss is referred to as being “emblazoned”.

End - An end consists of four dalrymples. Players switch sides of the field at the conclusion of the first end of a case.

End Line – The line marking the back of the tossing box, located four feet six inches behind the fault line.

End Point – The Tournament (or Team) Point awarded to the player with the highest score for the end.

Extra Quarries - Any quarry or quarries played to break a tie at the end of regulation. Or, in the event of a successful Ganesha toss, any quarry or quarries played to break the tie created by the Ganesha. In Extra Quarries, the first player to win a quarry is declared the winner.

Fault Line – The line demarcated by the front edge of the small bucket; legal tossing requires a player to release the ball before touching the ground past the line.

Foot Fault – A tossing violation caused by a player touching the ground beyond the fault line before releasing the ball. Judges sometimes issue a warning before calling a fault; when a fault is called it voids the result of the toss.

Forced Ganesha - A required Ganesha toss at the conclusion of the first end of a case for any player so enfeebled as to have failed to score.

Ganesha - General term for any of several circumstances in which a player trailing in score gets one toss in an attempt to even the score, regardless of the margin of deficit. A player must get a bust to successfully complete a Ganesha toss.

Hail Ganesha - An optional Ganesha toss for any player in dire straits, usually as a last-gasp effort by a player facing imminent defeat. Players must loudly declare "Hail Ganesha!" and bow in the direction of the target before making the attempt.

Handle - A toss that strikes only the handle of one or the other of the buckets without tipping or dislodging either bucket. A player tossing a handle is awarded an automatic bonus point.

Hit - Any contact between the ball and the target.

Jack Ball - see Pallina.

Judge's Ganesha - A Ganesha toss imposed by the judge to abruptly conclude a case that cannot be finished for any of a number of circumstances.

Judge's Point - A bonus point awarded by the judge for a particularly meritorious hit. Almost always reserved for rewarding a spectacular or interesting hit that does not qualify for any automatic bonus points.

Large Bucket - see Bucket.

Long Case - A version of the game believed to have been originated at the Sigma Nu fraternity chapter of a small, Midwestern liberal arts college. Two-man teams compete in a twelve-dalrymple case, changing ends after six dalrymples. Each team is required to consume a twelve-pack of beer, over the course of a match, so that a case of beer is consumed during a case of boccéllism. When two individual players attempt the same trick it is called a Very Long Case.

Mistake - see Long Case.

Nookie - On a fully-marked court, the nookies are the triangular areas on either side of the respective Tossing Boxes that are used for ball storage, players' beverages, hand towels and other accessories. The judge's announcement "The Balls are in the Nookies!" prior to the start of a case indicates the field of play is ready for action and that players should take their positions on the court.

Obstacles - Any objects, usually empty aluminum beverage cans, placed on the field to create barriers or void the results of a toss if hit.

Pail - see Bucket.

Pallina - A small, white ball that is placed in the center of the field and serves as the object for corking. Also called a Pallino, or a Jack Ball.

Pallino - see Pallina.

Perfect Dalrymple - A descriptive term for a dalrymple in which one player wins all four quarries with four-point shots, scoring (at least) sixteen points in the dalrymple.

Priest - A descriptive term for a style of finesse shot, the primary characteristics of which are an arcing trajectory, with the ball landing short of the target and bouncing toward or into the target.

Primary Target - When using Secondary Targets, the combination of two lightweight, galvanized metal buckets, one larger and one smaller, set in precise orientation to one another, are referred to as the Primary Target.

Pull - A descriptive term for a quarry in which neither player scores a hit.

Quandary - A player is said to be “in a Quandary” when he is forced to try and answer a spectacular or high-scoring hit. Usually reserved for the late dalrymples of a tightly contested case.

Quarry - The unit consisting an exchange of single tosses by each player. The player who scores the best hit in a quarry is awarded the Quarry Point.

Rim-shot - A descriptive term for a toss which strikes only the rim of one or the other of the buckets.

Roll-up - 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 boundaries have been set. A player tossing a roll-up is awarded an automatic bonus point.

Salvage Hit - A descriptive term for a hit a player gets while trying unsuccessfully to answer a superior blast. Any points awarded as the result of such a hit are referred to as Salvage Points.

Secondary Targets - Any objects, usually empty aluminum beverage cans, placed on the field to provide extra options for scoring.

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. A player tossing a shell is awarded two automatic bonus points.

Small Bucket - see Bucket.

Small Stay - A toss that, once the ball and buckets have come to a complete stop, results in the ball remaining inside the small bucket.

Spinner - A descriptive term for a hit that causes a bucket to rotate rapidly around its horizontal axis. A hit that causes both buckets to rotate thusly is known as a Double Spinner.

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. A player tossing a stay is awarded an automatic bonus point, except when the toss is a bust, which is awarded two points.

Target - The combination of two lightweight, galvanized metal buckets, one larger and one smaller, set in precise orientation to one another; also, the name of a well-known retail establishment where boccélism equipment may be purchased.

Target Box - The area on the court inside which both buckets must be placed to create a proper target. The target box is located in the front and center of the tossing box.

T'Bita - T'Bita is a word of obscure origin common to several West African languages. The word is used as a formal exclamation of joy for certain major life events, such as the announcement of a wedding engagement or the birth of a healthy male child. In boccélism, the judge's shout of “T'Bita!”, echoed by players and spectators, is reserved for that exciting hit which succeeds in blasting both buckets in the air at the same time. A player tossing a T'Bita is awarded an automatic bonus point. In New Orleans it is common for female spectators to expose their breasts as part of the celebration of a T'Bita.

Team Points – see Tournament Points.

Tink (or Tinker) - An onomatopoeic term for a very slight hit.

Tipper - A descriptive term for a hit that tips over the large bucket. A hit that tips over the large bucket while also knocking the small bucket upside-down is sometimes, and somewhat inaccurately, called a Double Tipper.

Toss - A single throw by a player of a ball toward the target.

Tossing Box - The area on the court bounded by the sidelines, fault line, and end line; players must have at least one foot touching the ground inside the tossing box at the release of the ball.

Tournament Points – Tournament Points (also known as Team Points) are used for determining winning players or teams over the course of multiple cases during tournament play. Three points are awarded for each case, one point each for the player with the highest score in each end (End Points), and one point for the winner of the case (Case Point).

Ultimate Toss - A player's final toss of a case. Also known as the Terminal Toss.

Unspeakable - A horrific display of ineptitude that results when both players complete the first end of a case without scoring. Such occurrences are to be erased from the memory of all involved by the consumption of as much alcohol as may suffice.

Very Long Case - see Mistake.

Whitaker – Anglicized version of the term “dalrymple.” Encountered primarily in the Upper Midwest of the United States, particularly around Detroit.

Wilkerson – A busybody neighbor that comes out to complain about a friendly game of boccéism; used with some disparagement.

Yellow - A negative discretionary point subtracted from a player's score by the judge when, while Doing The Dance, an unmanly dancing player flees the oncoming toss far earlier than safety and prudence require.

Zero - see Ayrault.