

# BOCCE

## TUG OF WAR

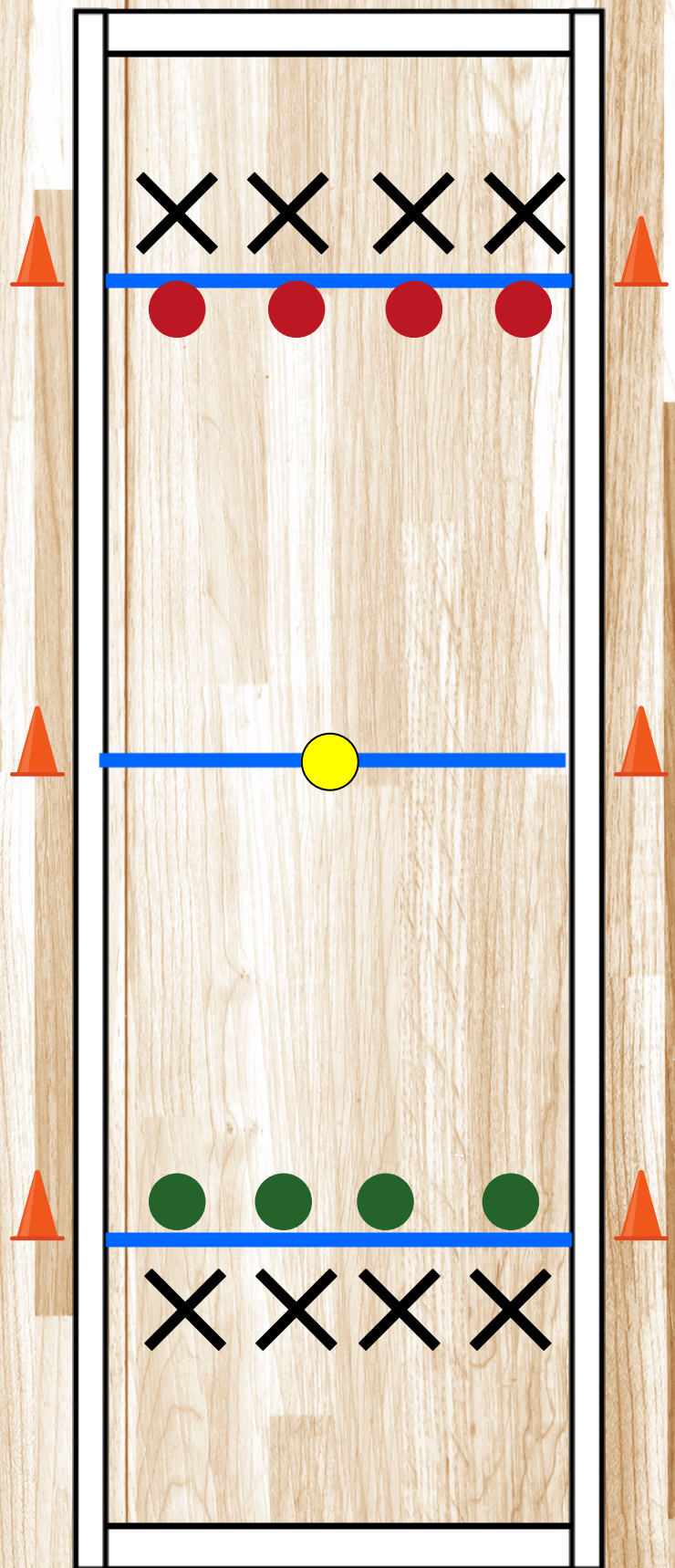
*Have players stand behind the foul line (indicated by the X to the right) to start.*

*Place a pallina in the middle of the court.*

*When you say "GO", players from both sides simultaneously and continuously roll bocce balls in an attempt to knock the pallina past the opposing team's foul line.*

*As balls are thrown back and forth, players just grab whatever ball is near them to roll back.*

*Once the pallina crosses a foul line, the game is over.*



*\*Players may not hold onto balls to prevent the opposing team from rolling*



# **BOCCE MADNESS**

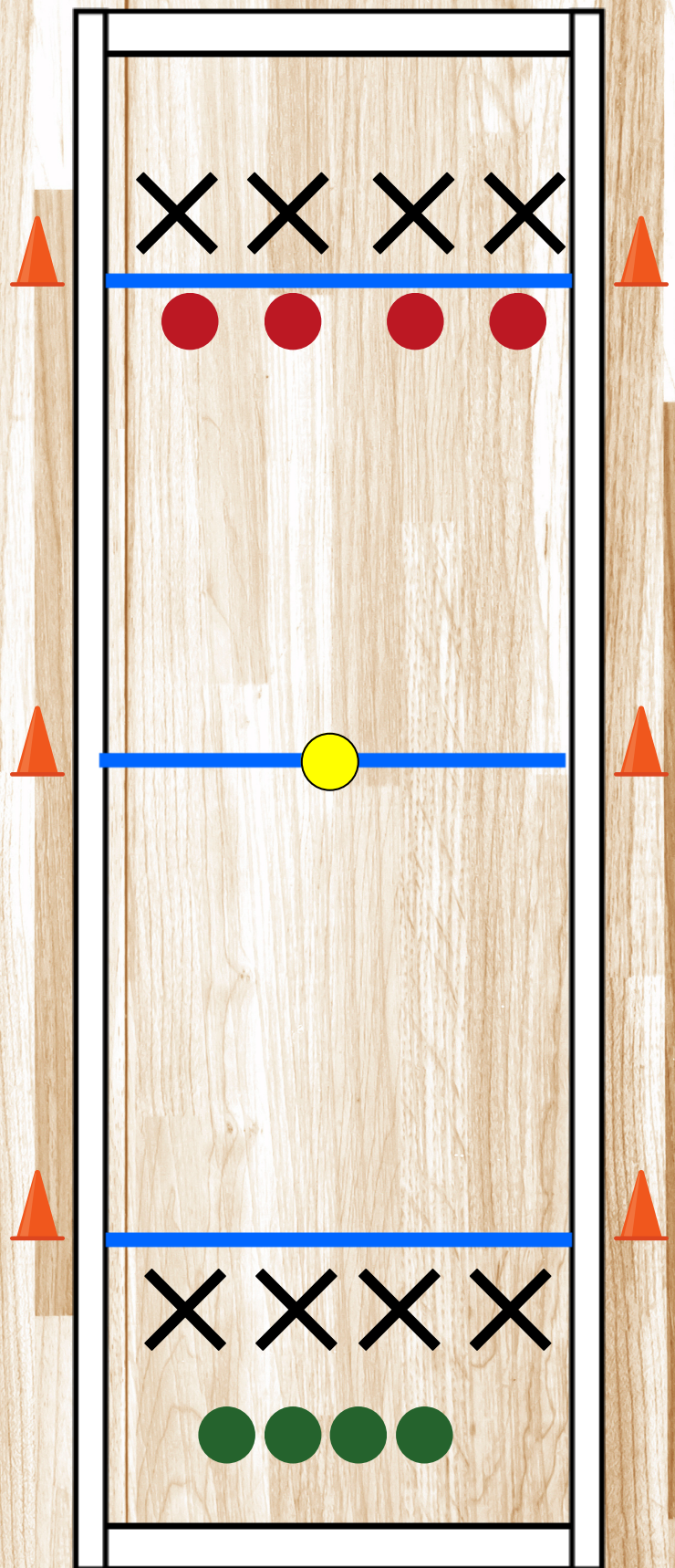
*Have players stand behind the foul line (indicated by the X to the right) to start.*

*Place a pallina in the middle of the court.*

*When you say "GO", players from both sides simultaneously roll ONE bocce ball at the pallina.*

*Wherever the pallina lands, measure which side has the closest ball, and they get a point.*

*Repeat until one team has 5 points- then they win the game.*



*\*Make sure all players roll at the same time to start, so no one gets a better chance to get closer.*

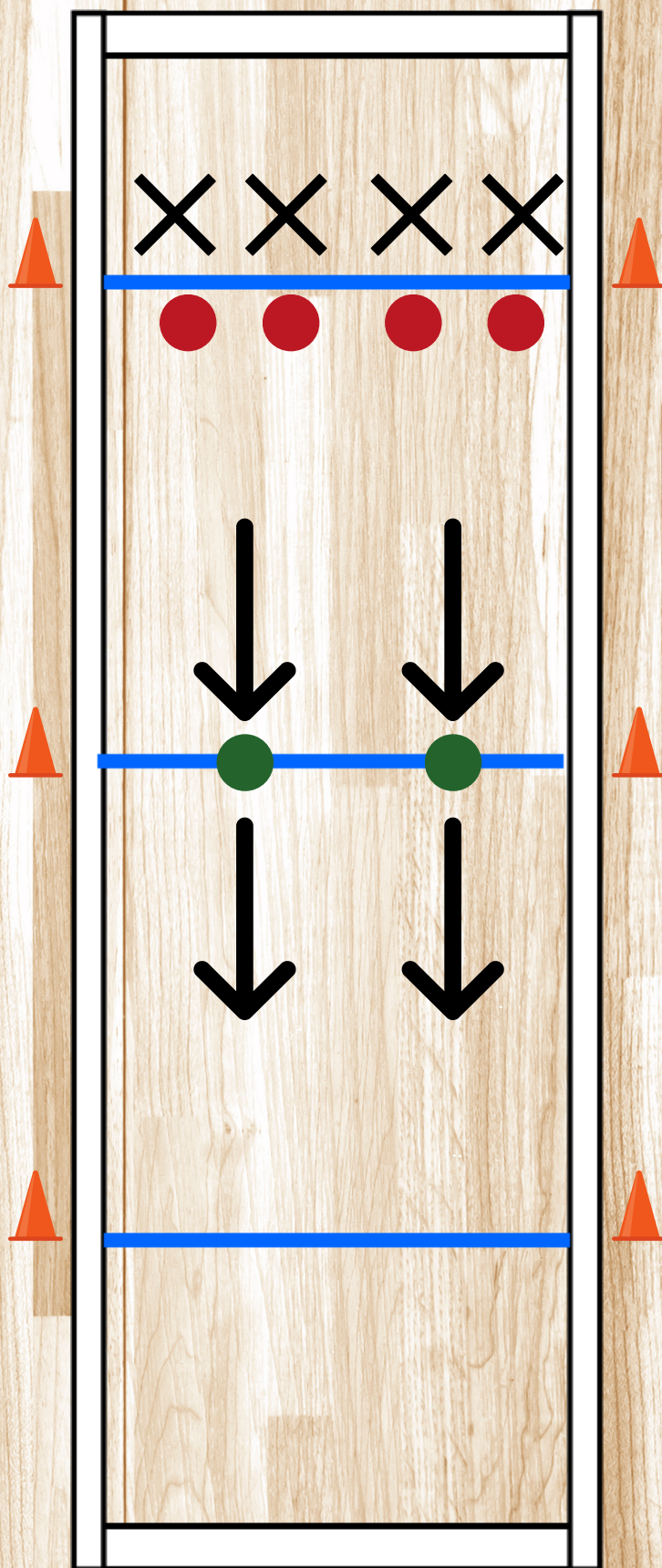


# **BOCCE KNOCKOUT**

***Divide players up into 2 teams. Have players stand behind the foul line (indicated by the X to the right) to start.***

***When you say "GO", players simultaneously roll bocce balls at the opposing color of bocce ball. The goal is to knock the opposing color balls past the last blue line at the end of the play area.***

***If playing with two courts simultaneously, the winner is whoever gets both opposing color balls across the line first. Or with one court, whichever team does it the fastest.***



***\*You will need someone to stand at the end of the court to get the bocce balls back down to the other side***



# PALLINA IN PLAY

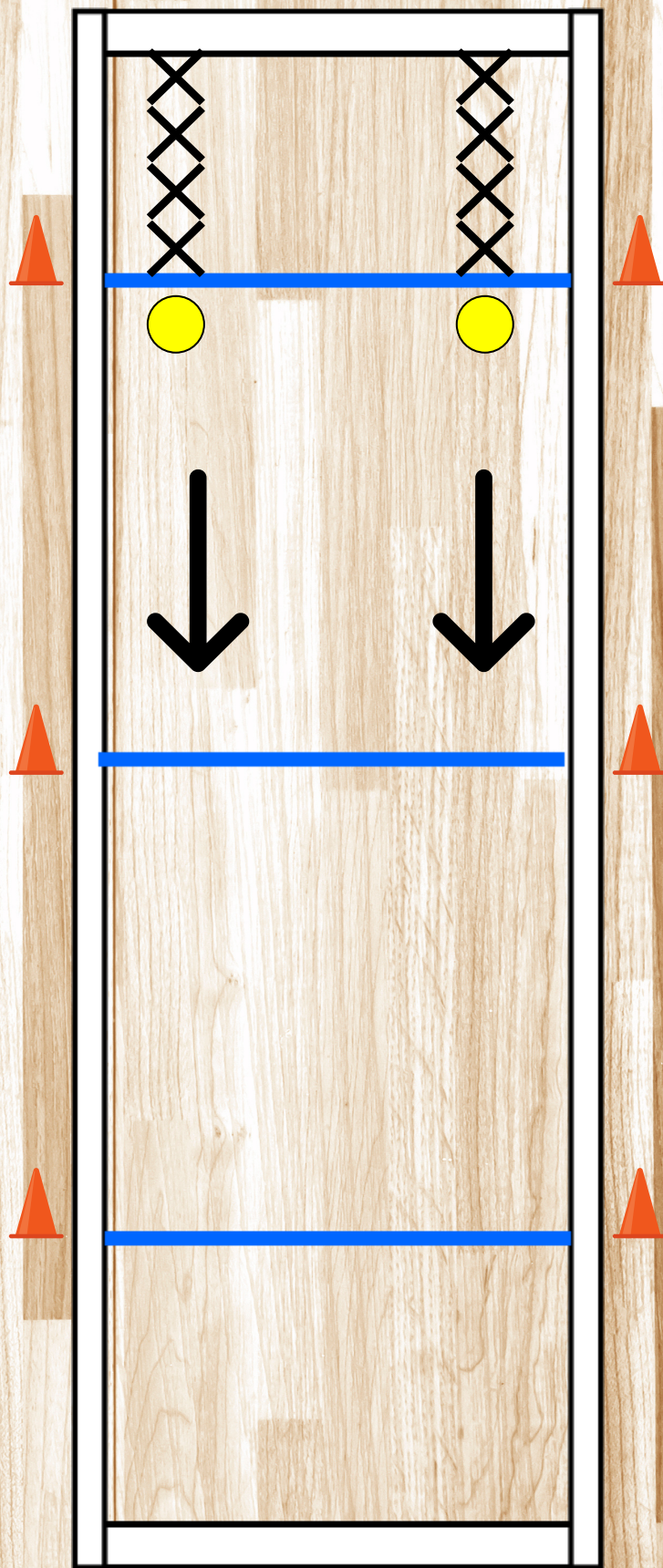
## RELAY

*Have players stand behind the foul line in a line (indicated by the X to the right) to start.*

*When you say "GO", players from both lines simultaneously roll the pallina in an attempt to place it into the play area.*

*If it lands in the play area, that player goes to the back of the line and sits down. If it doesn't land in the play area, that player rolls again until the pallina lands in the play area.*

*The first team to have everyone sitting wins.*





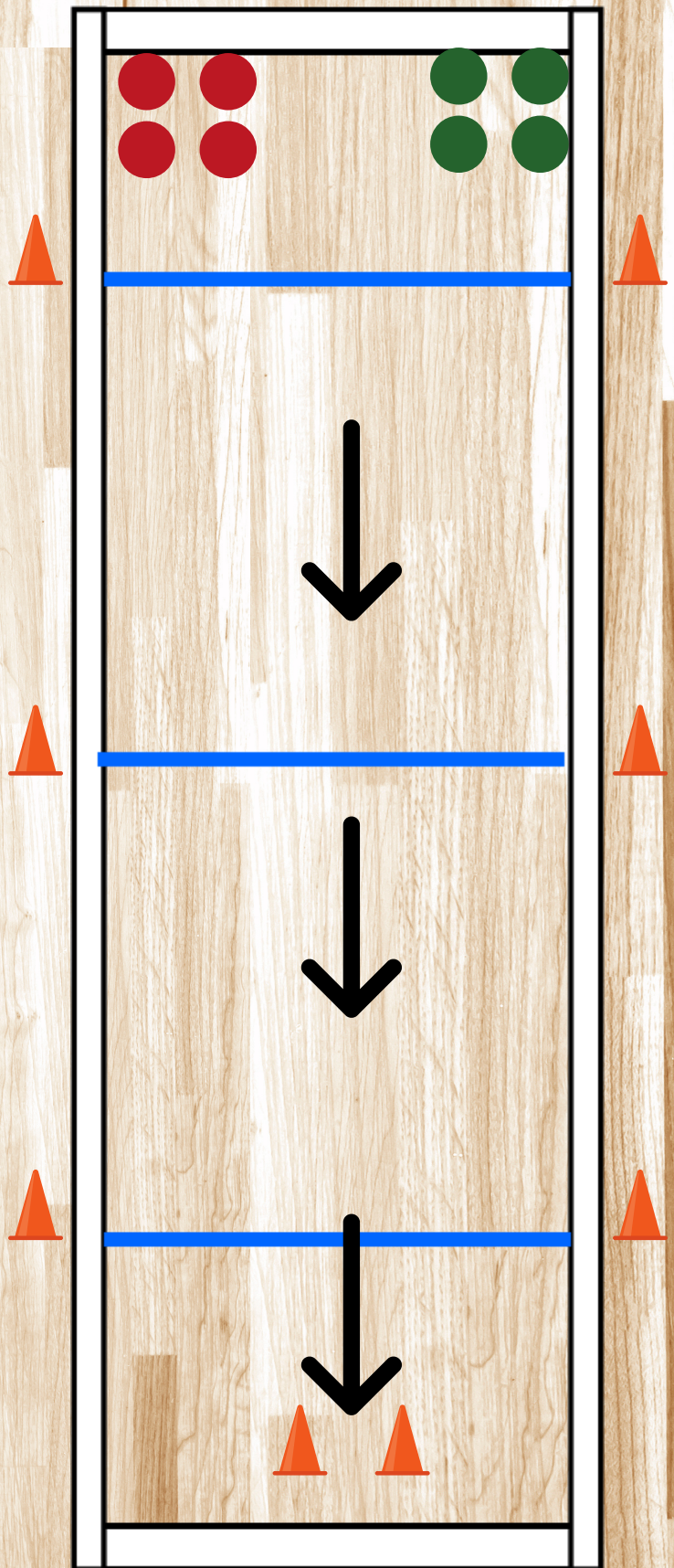
# **BOCCE DISTANCE**

## **ROLL**

*Divide players up into their teams. Have players from each team alternate rolling one bocce from behind the foul line.*

*The goal is for the bocce ball to go **COMPLETELY** through the cones that are setup. Each time that happens, that team gets **1** point.*

*The team with the most points at the end wins.*



*You can set up the cones anywhere inside the court, close/far, center/left/right to work on different distances*



# BOCCE FREEZE TAG

*Divide players up into 2 teams. Have ONE player start behind the blue line while the others stand a distance away. The first player rolls a ball to hit a "frozen" player. When that player is hit, they are "unfrozen" and can return to help roll balls to "unfreeze" the rest of their team. First team with everyone "unfrozen" wins.*

