

Lake County Bocce League Rules

- 1, Teams will consist of 2 players on each side
 - 2, The first player (chosed by coin toss or whatever) throws the pallino into the opposite court. That player also rolls the first bocce ball. The idea is to get as close to the pallino as possible. It doesn't matter if you hit the pallina.
 - 3, Have players from the opposing team take turns throwing their balls until one of the balls stops closer to the pallino than the starting team player's ball. If they fail to do so, the starting team tries to outdo its first attempt.
 - 4, Let the starting players take their second turn if the opposing team gets closer to the pallino than the starting team did without using all of their balls
 - 5, Continue in this fashion until all eight balls have been thrown. The team with the closest ball gets one point for each of its balls that are closer to the pallino than the other team's closest ball.
 - 6, Keep in mind that if the two team's closest balls are an equal distance from the pallino, no points are awarded.
 - 7, End the frame after all eight balls have been thrown and appropriate points have been awarded. The scoring team begins the next frame. If no team previously scored, the team that last threw the pallino begins the next frame.
 - 8, Continue playing until the first team reaches 12 points and wins the game.
- A, A player may use his bocce ball to knock his own bocce balls into a more advantageous location on the court.
- B, A player may use his bocce ball to knock the pallino to a new location.
- C, All players must play from the same location that the pallino was thrown from.
- A TAPE MEASURE IS A MUST TO DETERMINE THE NUMBER OF POINTS PER MATCH.**