



## GENERAL TABLETOP BOCCE 2.0 RULES

### GAME OBJECTIVE:

- Out-score your opponent, by rolling your “Colored Bocce 2.0 Balls” closer to the Pallino (little White Ball) in each game frame.

### ROLLING THE BALLS:

- Balls are to be rolled only--never lobbed or thrown.
- The player cannot cross the “Foul Line” when rolling the ball.

### CREATING TEAMS:

- Two Players (one-on-one competition) playing back & forth from each end of the tabletop court.
- Four Players (two against two) one team player on each end of the tabletop court.
- The Match starts with a flip-of-a-coin to see who rolls the “Pallino” (little White Ball).
- Winner of the coin toss also chooses the color of Bocce 2.0 Balls they will play.

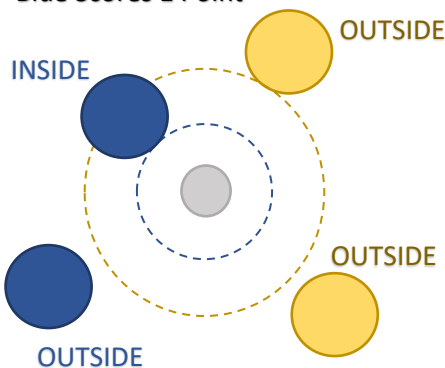
### STARTING THE FRAME:

- Rolling Bocce 2.0 balls from one end of the tabletop court is called a "Frame." A Frame is completed when all colored Bocce 2.0 balls have been rolled by each team.
- To start the game, *the winner of the coin toss rolls the Pallino*, which must pass the center line. If it does not pass the center line, or if it hits the back rail of the tabletop court, the opposing team must roll the Pallino.
- After the Pallino is in play, *the player who won the coin toss will roll their first colored Bocce 2.0 ball to start play*. A player from the opposing team will then roll their first Bocce 2.0 ball toward the Pallino.

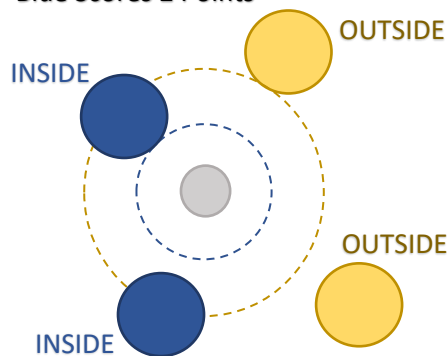
### SCORING:

- “Nearest Ball Rule” governs the sequence of play. The individual or team with a ball that is *closest to the Pallino*, STEPS ASIDE, and allows the opposing player to roll. One or more balls are to be rolled until a team ball is closer, or all their colored Bocce 2.0 balls have been played.
- **Only one team or individual scores in a frame.** A team or individual will score **one point for each of their colored Bocce 2.0 balls that are closer than the opponent’s closest ball**. If all four balls of one color are closer to the Pallino than any of the opponents colored Bocce 2.0 balls, four points are scored.

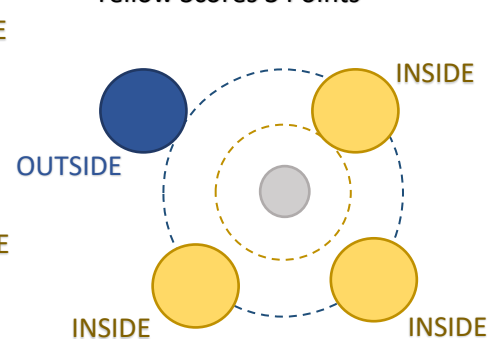
Blue Scores 1 Point



Blue Scores 2 Points



Yellow Scores 3 Points



- If a ball is rolled and doesn’t strike another ball or the Pallino before hitting the end wall of the table, it’s deemed dead, and *should be removed from the table during that frame*.

### STARTING NEXT FRAME:

- The individual or team that scored points on the prior frame *rolls the Pallino to start the next frame*.

### WINNER:

- First team (or player) to reach a **score of 10 wins the match**.

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