

W10953 Kooshie Indoor Bocce Set

Contents:

4" Kooshie (bocce) Balls – 2 each in 4 colors (8 balls total)

3" Kooshie (pallino) Ball – 1 white

Storage Bag - 1

Goal: Land your colored bocce balls as close as possible to the white pallino ball.

Set-Up:

2 Player Game – Each player selects two colors of bocce balls as their own.

4 Player / 2 Team Game – Divide players into two teams of two players each. Each player uses 2 bocce balls of the same color.

Play Area – Designate an open area for play. Depending on the strength of the players and the space available, the area could be as large as a school gym or as small as a 20' long room. Mark off or verbally agree to what area is in play and designate a start or toss line behind which players must stand when tossing any of the balls.

Game Length: Before the start of the game, decide how many points are required to win the game 7, 11, 15 or 21.

Game Play:

Player or team #1, tosses the white pallino ball anywhere into the play area. Team #1 then tosses one of their colored bocce balls into the play area and attempts to land it as close as possible to pallino ball. Team #2 tosses one of their bocce balls trying to get it closer to the pallino than the ball of team #1. Team #2 continues to toss balls until they get a ball closer to the pallino than Team #1. As soon as they have a bocce ball closer than team #1, team #2 stops throwing their balls and team #1 starts tossing their bocce balls trying to get closer than team #2. Teams go back and forth tossing as many balls as necessary to try to get closer to the pallino the other team. If one team does not get closer than the other and a team still has bocce balls remaining, they still get to toss their remaining balls at the end of the round. The team with fewer points gets to toss the pallino ball in the next round.

Scoring Points:

A player or team scores a point for the bocce ball that is closest to the pallino ball. A player or team can score multiple points (up to 4) if more than one of their bocce balls is closer to the pallino than any of the competitors balls. In this game, it is possible for part of the bocce ball to rest on top of the pallino. If only one bocce ball is touching the pallino, then it is considered the closest and earns a point. If balls from different teams are touching the pallino ball, then they cancel out one another and the next closest ball (or balls) earn points.

Bumping:

It is acceptable if one team's bocce ball bumps into and moves one of their own balls, the other team's ball or even the pallino ball. All balls stay where they end up and are not returned to their original position.

4 Player Game:

Instead of having 2 teams of 2 players, player play individually. Only the closest bocce ball (or two) earns points. With 4 players, the game may last a long time so a game to 7 points is recommended.

Winning: The first team to reach the winning number of points wins the game. Teams may go over the required number and still win.

