

History

The game of Bocce, as commonly played today, was developed in Italy.

Gameplay

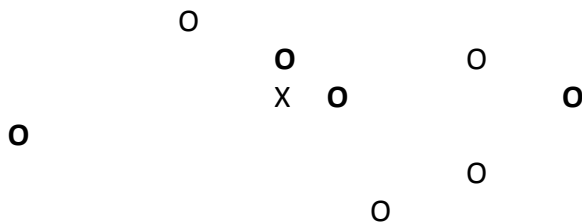
1 A complete set of Bocce contains 9 balls. 1 Pallino, and 4 bocce balls for each of the 2 teams.

1. Bocce can be played with 1, 2, or 4 players on each team. A total of 4 Bocce balls will be rolled for each team in each round.
2. The objective of the game of Bocce is to have your team’s bocce ball roll closer to the pallino ball than your opponent’s bocce.
3. The Pallino is a common name used for the ball that is used as the “target”.
4. The team that tosses that “target” ball first, will also toss the first Bocce to begin each round.
5. After both teams have tossed their first Bocce to begin the round, the team whose Bocce is farthest from the “target” ball will toss the 3rd Bocce ball. The team will continue tossing their Bocce balls until one of their balls stop closer to the pallino than their opponent’s ball, or they have tossed all of their bocce balls. If one team tosses all of their bocce balls, their opponents will finish the round by tossing whatever bocce balls they have left.
6. If a Bocce ball strikes another ball that has already been tossed and causes it to move the ball stays wherever it stopped after being struck, and the round is completed by rolling any remaining bocce balls. There is no penalty for striking any of the balls with another bocce.
7. The team that receives the point(s) at the end of each round will begin the next round by tossing the pallino.

Scoring

1. A Team receives 1 point for each bocce ball closer to the pallino than the other team’s closest bocce ball.
2. A Team can receive a maximum of 4 points in each round. (1 Point for each Bocce ball)
3. Only the team that has the closest bocce is able to receive points in each round.
4. A typical game of Bocce is played until one team reaches 13 points.

Score the round below. (X = Target Ball)



Answer: **O** Team Scored 2 points (They had 2 Bocce balls closer to the target than their opponents closest bocce.)

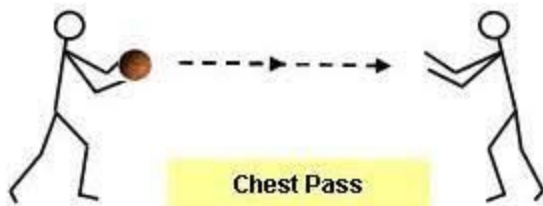
5th Grade Basketball Unit Study Guide

Skills

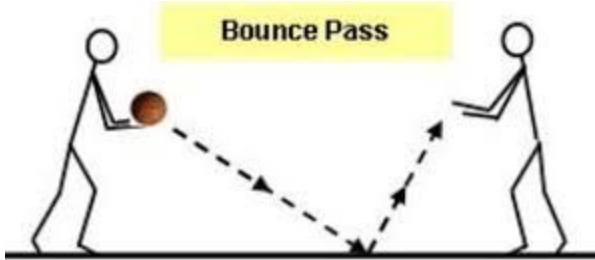
Dribble: pushing the ball to the ground with your finger pads repeatedly in order to move the basketball around the floor. The ball should bounce no higher than waist level in order to keep control.

Shot: pushing the ball off your finger pads into the air towards the basket. The player should push the ball with one hand and use the other hand as a guide. A good follow through of a shot will include the extension of the shooting elbow upwards followed by the flexion of the wrist down towards the basket as the ball is released.

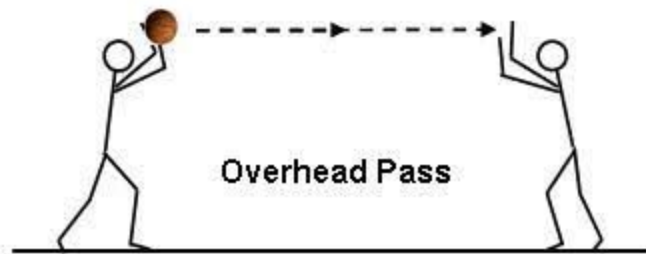
Chest Pass: stepping towards your target and pushing the basketball from your chest level directly to a teammate's hands located in front of their chest. Ball should be released forcefully and travel in a straight line.



Bounce Pass: stepping towards your target and pushing the basketball at the floor a little more than halfway to the target. The ball will then bounce off the floor and your teammate will catch the ball.



Overhead Pass: holding the ball above your head, stepping forward, and releasing the ball above your head to your teammate.



Dribbling Violations

Double Dribble: when a player dribbles, stops and picks up the ball and begins to dribble again. Also occurs if a player dribbles the ball with two hands at the same time.

Travel: when a player takes two or more steps with the basketball without dribbling.