

How to Play Ice Bocce and Official Rules:

1. Teams consist of 4 players.
2. Each team has 4 pucks – 1 team has orange pucks and the other team has purple pucks.
3. A pick toss will determine which team kicks off first and which color pucks you'll have. The pick is the smaller sized piece of round wood. There is an H for heads on one side and a T for tails on the other.
4. The winner of the pick toss has their choice of playing first or choosing the color of pucks they would like to play with.
5. The pick (the smaller one) is kicked down the ice lane, by the team that will play first, with one foot. The other foot is planted in the ice auger hole. If the pick is kicked completely off the lane, the same player will need to kick off again.
6. The team that kicks the pick is the starting team and will then send down their first puck (the larger round flat piece of colored wood – orange or purple) and try to get it closest to the pick. With a foot planted in the ice auger hole, the player gets down on their knees and sends the puck by force or sliding on their belly. The puck must be released before the foot leaves the auger hole.
7. The opposing team will then take a turn sending their colored puck down the lane.
8. Whichever team is the farthest from the pick will continue until they are the closest to the pick or have used all remaining pucks for their team.
9. Points are counted after ALL the pucks have been shot. Points are awarded for each puck that is closest to the pick before the opposing team's pucks.
10. The non-scoring team will then kick off the pick to continue play back to the other end of the lane.
11. A full Ice Bocce game is complete when both teams have gone down and back 2 times (4 kickoffs total or 25 minutes).
12. If your puck goes off of the lane (over half of the puck is sitting on snow rather than ice), tips on its side, or flips over, it is out of play.
13. If the pick goes off the lane during play by a puck it is dropped in the ice auger hole at the far end of the lane. All pucks that have been thrown remain where they are in play.
14. Ice Bocce matches will be preselected in a random order.
15. Any disputes between teams will be settled by a volunteer judge. All decisions made by an Ice Bocce judge are indisputable and final.
16. Final scores need to be reported by one member of each team at the registration table.
17. If there is a tie – there will be a sudden death match to determine the winner. Both teams will go down to the other side and only one will score points to determine tie breaker points.
18. Have fun