

# *Social Sports Study Guide*

Croquet, Horseshoes, and Bocce

## *Social Sports*

Social issues relate to how people think and act, either alone or as a team member. They help us understand why people make choices that affect themselves and others. There are several benefits of meaningful recreational activities that go beyond the physical. Recreation and social interaction help relax an individual and contribute to good social and mental health.

It is important to display good manners such as taking turns, being polite, and not being a distraction while it is another person's turn. Remember to show good sportsmanship and play by the rules. Wait patiently out of the way of the next person's shot and pay attention to the flow of the game. Safety is extremely important! Always use your mallet, horseshoes, and bocce ball correctly. Stay out of the way while another student is taking a turn. Pay attention and stay alert so no injuries occur.

## *Croquet*

The object of the game is to race your opponents around the playing course and hit the finishing stake first. Two to six people can play the game.

### **Terms**

Roquet – A player's ball hits another ball. When this happens, the player has four options.

1. Take two strokes from where the ball stops.
2. Place their ball one mallet's head away from the hit ball and take two bonus strokes.
3. Place both balls in contact with each other and hit both balls in the same direction. Then the player has one bonus stroke left.
4. Place their ball against the hit ball; put their foot on their own ball and hit their ball to send the other ball in a different direction. One stroke remains.

Wicket – The white metal hoops that the players try to hit the balls through.

### **Rules**

- 1 The sequence of colors on the starting post determines the order of play. The top color is first.
- 2 The player continues as long as the ball passes through a wicket, strikes another ball (roquet) or the turning post.
- 3 To start, each player attempts to pass through wickets 1 and 2. Every wicket passed through gives the player a bonus stroke. If two wickets are passed through on one shot, that player gets two bonus shots.
- 4 Bonus strokes cannot be accumulated. Once a wicket is made or a stake is hit, the previous strokes are lost.
- 5 Players receive a single stroke after striking the turning post and the ball must be played where it comes to rest.
- 6 If a player hits another ball and both pass through a wicket, a bonus stroke is awarded.
- 7 No player may strike the same ball more than once during the same turn.
- 8 If a player goes through or is knocked through a wicket the wrong direction, then that player loses a turn.
- 9 Any ball that goes out of bounds is placed at the spot where it crossed the line.
- 10 When a player plays out of turn or plays the wrong ball, that player loses their turn.

## *Horseshoes*

The object of the game is to pitch (throw underhand) horseshoes at a stake mounted in the ground trying to land the shoes around or close to the stake.

### **Scoring**

1. A game is played to 21 points.
2. All shoes that land within six inches (one shoe width) of the stake can score points.
3. The shoe closest to the stake scores 1 point.
4. If both of your shoes are closer than your opponent's you get 2 points.
5. A ringer scores 3 points.
6. A leaner, where the shoe is leaning against the stake, scores 2 points.
7. If you and your opponent both get ringers, no points are scored. They cancel each other out.
8. Two ringers (double ringer) and one ringer by the opponent will score 3 points.
9. One ringer and the next closest shoe by the same player will score 4 points. Get it?

### **Rules**

1. Players shall pick shoes. Rock, paper, scissors will determine who goes first.
2. The shoes are thrown by starting at the back of the pitching box (behind the line).
3. Players throw both shoes, and then their opponent throws both shoes.
4. If no points are scored then the players alternate throwing first.
5. In doubles, there will be a partner at each end.
6. All players will remain quiet and still when someone is pitching.
7. Any player may knock a shoe on or off for points. Shoes are scored in their final resting place.

## *Bocce*

The object of the game is to roll your balls and get closest to the smaller target ball (pallino). Points are awarded to the balls closest to the pallino.

### **Rules and Scoring**

1. Decide who will throw the pallino first. After that, the person who scores will throw the pallino each turn.
2. The player who throws the pallino throws the first bocce. Then it is one player at a time, one ball at a time.
3. The player's ball closest to the pallino scores 1 point. If both of the player's balls are closest then they receive 2 points.
4. If the two closest balls are equal distance from the pallino, no points are scored.
5. If a player's ball is touching the pallino, known as a leaner, it scores 2 points. So if a player has a leaner and the next closest ball, they receive 3 points. Easy.
6. The first player to score 11 points is the winner.