



# Burling (Ice Bocce) Rules

Revised 6/1/16

## I. The Honor Rule

1. This rule is the most important. Everyone is here to have fun, meet new people, and play sports. Be respectful and conscious of your actions.

## 2. Objective

1. To get your puck closest to the puckino.
2. Each Team has 4 pucks to launch.
3. After both teams have launched all their pucks, the closest 3 pucks to the puckino each get a point.
4. In each round, you must have at least one male and one female as burlers.

## 3. Equipment

1. Players must wear weather appropriate clothing as the rink is outdoors.
2. Helmet use is advised for beginner skaters.
3. Burling contestants must wear skates
  - If a player does not have his/her own skates, Community Ice Skating @ Kendall rents skates for \$5.
  - Community Ice Skating @ Kendall also supplies free helmets.
4. Anyone on the ice must be wearing skates- company policy.
  - Brooms, Pucks and Puckinos will be provided.

## III. How to Play

1. Burling courts are typically 40- 80 feet long and about 10-15 feet wide.

2. A Burling court includes a launching line about 10 feet wide.
  - i. There is a launching zone ten feet deep in front of the launching line.
3. Each Burling puck must be propelled and released by a Burling broom within the launching zone.
  - i. Launching can be done from a *standstill position* or launching can be skated into.
  - ii. The launching line may only be crossed once the puck is released.
4. Two teams go head to head in a match where the first team to 7 points wins.
5. Each team is comprised of at most 5 members.
6. Since there are 4 pucks, your team can figure out the best order in which to play based on how many players you have.
  - i. Rocks, Papper, Scissors will determine which team will begin the first round.
7. The first burler will start the game by launching the puckino.
  - i. After the puckino is in play, the same burler will launch their puck.
  - ii. The next burler will be the first burler from the opposite team, as turns alternate from one team to the other until the last burler has gone.
8. Teams can try to knock an opposing team's puck away from the puckino, or change up the game by knocking the puckino into a new location.
  - i. Regardless of what happens to the pucks or puckino during play each round, 3 points are awarded to the 3 pucks that are closest to the puckino.
  - ii. Thus each round will end with a score of 3-0 or 2-1.
  - iii. Each Match will last 3-5 rounds.

#### IV. Terminology

1. Burling- A game played on ice that is a combination of Bocce and Curling, hence Burling
2. Burler- A player that launches their puck towards the puckino.
3. Burl Master- The Burl Master stands to the side or end of the court near the puckino and tells the rest of the team where their pucks lie as well as the other team's pucks. The burl master blocks stray pucks from entering other courts, and will return his/her teams pucks to the launching zone after each round.
4. Puckino- the light weight puck that is illuminated. The puckino is the target that you try to get your pucks closest to.
5. Puck- a heavier round short cylinder that is launched towards the puckino.

6. Broom- the tool to launch pucks.
7. Launch Line- the line that marks the last opportunity to release the puck from the broom.
8. Launch Zone- the box defining the area that the puck must be launched from.
9. Launching- the act of pushing a puck with a broom towards the puckino.
10. Burlometer- the tool used to measure whose puck is closer to the puckino in the event of a close call.
11. Round- when all the pucks from both teams have been launched and score has been determined.
12. Match- a match is complete when a team reached 7 points
  - i. anywhere from 3-5 rounds