

Voyager Official Bocce Ball Rules Book



Voyager Village Bocce Ball League Rulebook Information 2011



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This rulebook is designed to acquaint Bocce Ball Manager, players and sponsors with specific league rules and conditions of play set fourth by the Voyager Village Recreation Department.

It is important for all participants to become familiar with the information contained in the following pages. Captains please review with your team so everyone has & knows the rules.

It is the intent of Voyager Village to provide an opportunity for adults to take part in an organized and structured athletic program which will enable its participants to achieve a sense of personal enjoyment and physical development.

Please keep in mind the value of sportsmanship when playing in recreational sports.

LEAGUES

Format

1. Generally, every team will play one game per week on their regular league night; although, circumstances may dictate a bye, double header, or time change. The League Director will have the final authority to make decisions pertaining to all Bocce Ball League Format.
2. The league format consists of a 14 week schedule. (This includes the play offs on Sunday August 28.) The top eight teams will be invited to the playoffs at the end of the season (Preferably 4 from Monday Night and 4 from Wednesday Night). Voyager Village will be offering one league for everyone every Monday and Wednesday Night. Teams will only be playing one of the two weeknights. **PLAYOFFS ARE SUNDAY AUGUST 28TH @3:00**

TEAM ROSTERS

1. A complete roster is due at registration. A minimum of 4 and maximum of 8 players may be on the roster. All information requested on roster must be complete. Also have subs listed on roster if that sub plays for only one team.
2. Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop from the league. Teams that drop from the league prior to playing in a game are eligible for a refund.
3. Players must **PLAY** in at least 3 regular season games to be eligible for the playoffs.
4. If possible the Voyager League will develop a substitute roster to call if you need to fill in your team for a certain week or a team can use a person as a substitute if that person is **NOT** on another Voyager Village team.

PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, telephone number, and e-mail address appear on the official team roster is filed with Voyager Village Recreational Department.
2. A team will forfeit any protested games that an ineligible player participated in. (An ineligible player would be someone who plays for another Voyager Village team.)

PRACTICE ASSIGNMENTS AND FIELDS

1. The Voyager Village Courts are available on a first come first serve basis.
2. Bocce balls will be located in the Golf Shop.

Local Rules and Regulations

Official rules as set forth by the United States Bocce Association will be used except where superseded by Voyager Village rules and regulations. The Voyager Village Recreation Director will have the final authority to make decisions pertaining to all Bocce Ball League Rules and Regulations.

1. Game Time – 55 minute matches. Game time will be a running clock. Captains should be aware of their start time and finish time. If time expires during a frame the teams may finish that side. The four players starting the game must also finish that game.
2. Teams will be made of 4 players. Each player will be permanently stationed at each end of the court, throwing two balls each. At the end of each frame, the game resumes at the opposite end of the court. The home team will have the first toss of the pallino, or choose the color of the balls. The home team is decided by a coin flip.
3. A player may toss the pallino any distance, so long as the pallino passes the center line of the court, and does not hit the back wall. If a player fails to properly toss the pallino, that player gets one more throw to get the pallino in play, if the second throw is outside the assigned playing field the opposing team gets the first throw of the bocce ball and a player at the other end on his team drops the pallino in proper area. Any time a player is rolling; opposing players must remain outside the courts or on the benches provided, with their feet out of way of any bocce ball. Either player on that team can throw the pallino.
4. The first ball will be thrown by the team who put the pallino in play. If the bocce ball hits the backboard, it is out of play and the opposing team throws the next ball. Play will continue with the team throwing their bocce balls until one is closer than the opposing team's ball, or has thrown all of its balls. Whenever a team gets a ball closer, they step aside and let the other team roll. The other team throws until they beat the opposing team's ball. This continues until both teams have used all their bocce balls. The team who scored last throws the pallino to begin the next frame. Consecutive throws by teammates shall be the option of the players. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. If a player rolls out of turn or plays more than two balls, the other team may leave all balls as is or remove the illegal ball from lay and return all balls to their approximate position. If the pallino is moved accidentally simply replace it.
5. Only one team scores in a frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team (Max of four points). If at the end of any frame the closest ball of each team is deemed to be equidistant from the pallino by the captains, no points are awarded to either team and the game resumes from the opposite end of the court, with the same team tossing the pallino. The captain or a participating team member will do the measuring and decision making with another member of the opposing team. Games will be played to 11 points.
6. All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from the game during that frame's play.

7. A bocce ball or pallino that is tossed and hits the back wall is considered out of bounds. If the pallino hits the back wall on the first throw the team gets a second throw, but if the second ball is also out of bounds or short a team member of the opposing side drops the pallino in play area and a member of that team throws the first bocce ball. If the first bocce ball hits the back wall a member of the opposing team throw the next ball.
8. A bocce ball that hits another bocce ball or pallino into the back wall, the pallino will continue to stay in play and the bocce balls that are against the wall must be taken out of play.
9. Team members may measure any balls at any time. Measuring is from the center of the pallino to the closest side of the bocce ball.
10. At the end of the game the captain or acting captain must go to Golf Shop and fill out score tally and sign it.

Final League Standings

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League winners will be the team that completes the schedule with the best win-loss record (2-point win, 1-point tie, 0-point loss). If teams are tied with the identical point total after completing the league schedule, the tiebreaker will be as follows (in order):

1. Head-to-head record
2. Head-to-head point differential
3. League point differential against playoff teams
4. Blind draw or coin flip

Awards

98% of all League entry will be paid back to the league in the form of golf shop credit or restaurant credit. Only the players that registered and paid the league entry will be awarded credit.

Player recognition in trophy case and golf shop credit or restaurant credit will go to the tournament winner. The winner and second place team in both leagues will receive winnings divided according to number of teams playing in that league. Than 1st, 2nd and consolation in the tournament will receive winnings. The 8 tournament teams will be decided by 1st and 2nd winners of the first half of the season and 1st and 2nd winners of the second half of the season.

Player Misconduct

1. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning.
2. Any player ejected from a game for any reason will automatically be suspended from their team's next game with the possibility of an extended suspension upon the Recreational Director's review.

3. An individual ejected from a game must leave the field and facility.
4. If they refuse to leave, the official, if present, will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
5. Voyager Village and the Recreational Director have the final authority to make decisions on penalties imposed to players for violations of the Voyager Village rules noted above.

Forfeits

1. Forfeit time is game time. A team that cannot field 4 players at game time will forfeit to the opposing team.
2. In the event of a double forfeit, both teams receive a loss.
3. Courts may be used for practice but the game area must be vacated 5 minutes prior to the next game.
4. Teams cannot be all subs at least one team members must play in each game.

Miscellaneous Information

1. Games that cannot be played, the win-loss record will be computed on games actually played.
2. Call the Voyager Golf Shop 800.782.0329 Ext 35 if you are in doubt as to the status of the game.
3. No schedule changes are allowed. Teams must play when scheduled.
4. **League Schedules and Standings can be found on the bulletin board outside of the Golf Shop.**

Insurance

Persons or players participating in activities sponsored by Voyager Village are not covered in any way for personal liability or property damage. There is a liability waiver on the roster that is signed by all participants. Players will play at their own risk.

