RECREATIONAL BOCCE BALL PROGRAM

Presentation by Larry Marx











GETTING STARTED

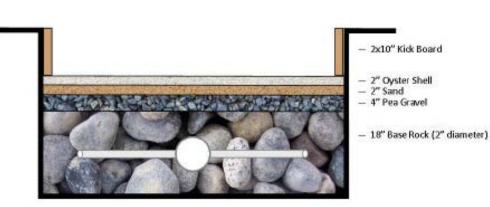
- Trial Bocce Parties
- Finding a Location
 - Level Area
 - Unutilized Space
 - Near Food & Beverage Outlet
 - Light & Sound
- Business Plan (P&L)

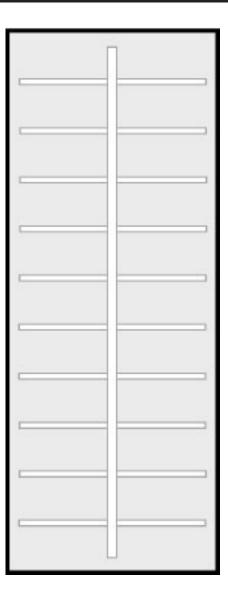




CONSTRUCTION

- Regulation size 50 x 10 90 x 15 (championship size)
- Surface
 - Oyster Shell*
 - Sand & Gravel
 - Rubber
 - Artificial Turf
- Drainage
- Lights
- Heaters
- Shade
 - Pergola
 - Umbrellas
 - Natural
- Cost \$18-20K after site is prepped/leveled









MAINTENANCE

- Grounds Crew or House Staff
 - Maintain only for scheduled events
- Equipment
 - Oyster Shell (Equestrian-Best Value)
 - Roller
 - Hose
 - Rakes
 - Bocce Broom
 - Pump (optional)
 - Clock with seconds
 - Tables & Chairs
 - Blower
 - Sifter







LEAGUES

- 2 Seasons- Spring and Fall
- 3 evenings- 370 players
- 8-12 players per team
- Cost \$60-75 per season
 - Includes antipasto (Light fare)
 - Trophies
 - Prizes
 - 50% Profit (offset all maintenance costs)
- Staff
 - 1 Bartenders
 - 1 Server
 - 1 Runner
 - Bocce Commissioner (Staff Management)









LEAGUES

- Communication
 - Sign-ups are 60 days in advance
 - Rules & Guidelines for all league play
 - Standings, Schedules, Rosters posted online
- Approximately 30 Clubs have used Larry Marx's program successfully
- Inter-Club play
- Do Not Build Courts without League Play

For rules/policies, league guidelines and set-up, sample business plan, etc. **Contact Larry Marx, CCM larrym@diablocc.org**









BENEFITS

Benefits

- Revenue
 - 22% Food Increase
 - 30% Beverage Increase
 - (In Member Dining Areas)
- Generational Camaraderie
- Event Outlet
 - Bocce Parties
 - Corporate Events
 - Member Events
 - Add-ons to other Club events ie; golf, tennis
 - Beautification of Club Grounds

Obstacles

- Location
- Formation of Teams (staff assistance)
- Rules & Organization

Bocce Tip:

To maintain an even balance while throwing, try holding a glass of nice wine in your other hand... we hear it does wonders for ones game.







BOCCE BALL FAQ'S

1. How do I sign up for Bocce Ball?

Return the registration form with all the members of your team listed to the front desk of the office. You may pick up a form or for last minute reservations, you may contact a bocce administrator.

2. How many players can be on a team?

You must have at least eight players to start a bocce team and no more than fourteen. At least three players must be in attendance before a match starts in order not to forfeit. The sign-up sheet has a spot for ten players to sign-up. If more spaces are needed, the captain can add member's names and numbers to the back of the sheet.

3. When and where will bocce leagues be played?

The two courses will be located near the tennis club house, just past the golf practice area. League play will be on Wednesdays, Thursdays and Sundays with 2-3 times available each day; 5:30pm and 7:15pm. A strict time limit of 1 ½ hours per match will be enforced.

4. Will there be food and beverage available?

Snacks and light food will be provided for members during league play. Full menu and bar will be available.

5. How much does it cost?

\$60 per person.

6. Will there be space to sit & eat at the bocce courts?

There will be plenty of seating for all players and ample amount of tables and chairs for eating.

7. Can children play bocce ball?

Children are allowed to be with their parents, although not preferred, but just like the fitness center, pool and clubhouse, children must be at least 14 years of age in order to play down at the courts and are not to be left unattended.





BOCCE BALL FAQ'S

8. Can I sign up as a single?

We will do our best to place you on a team with others or with an incomplete team. Please let us know if you have an interest in being team captain, as one will be picked/ decided for each team.

9. What is the dress code?

The dress code is country club casual. Closed toe and comfortable shoes are recommended.

10. Can I have a bocce event/party?

Of course! Please contact your catering department with any questions you may have. We can accommodate anything.

11. What are the deadlines concerning bocce?

Registration will run until the start of the season although it is typical for the league to be full several weeks prior.

12. What are the bocce ball courts hours of operation?

The bocce ball courts will be available for members from 8:00 am until 10:00 pm on normal club business days.

13. Is there time for open play at the bocce courts?

Members can use the courts any time there is not a league being played or about to be played. Bocce ball sets will be available at the club. Members will need to sign out when they take sets and need to be checked off when sets are returned. Open play is on a first come basis.

14. Is there a fee for playing?

For our members to play is free during open times. If you wish to have the courts prepped and cleaned there will be a small fee. Please try to let us know beforehand so we may have it ready.





BOCCE BALL FAQ'S

15. What if I am waiting to play while there are other groups playing?

If other teams/groups are waiting for a court, please limit your time to one game. About ½ hour. From then groups should alternate as long as there is a team in waiting.

16. Is there any equipment associated with bocce ball?

There is equipment to rake and clean the courts as well as scoreboards, but members are not required to clean them before play or use the scoreboards. This equipment will be available down by the courts, and is the responsibility of the users. Please return to its place after use.

17. Can any member play in a Bocce League?

Yes, teams can be made up of any combination of adult members. All men, all women or coed; it's up to you. All types of membership are welcome for league and open play.

18. Can guests play in the club's Bocce League?

Members have first priority, but we will open up the leagues for any friends or guests of a member who want to play if there are spots open and no members in waiting.

19. Can I sign up for more than one team?

Yes you can, but the teams will need to be in separate leagues. Our leagues are Wednesdays, Thursdays, and Sundays so the limit this season will be three teams. If teams meet in the playoffs, the team with the lowest seed of the two teams have priority for that player.





RULES OF BOCCE

Playing the Game / Scoring:

Beginning the Game:

The match shall begin with the home team having the first toss of the pallino (White Ball). Once the pallino has been validly put into play (placed in the distance between center line and backboard) the home team (Red Bocce) will have first roll.

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 backboard. If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to toss the pallino past the center line the pallino reverts to the original team. In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino. **However, the center line rule does not apply to the bocce balls.**

A pallino that is in play and is moved from original location

remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Scoring:

Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the balls are voided and the point is awarded to the next nearest bocce. The game will resume from the opposite end of the court with the same team tossing the pallino. Captains of each team are responsible for keeping the score sheet and for reporting the results of the match. The team who scores 12 points first or who is ahead at the end of the games time limit wins the game. Each match is won best out of three games. At the end of game one player's must swap sides, if any substitutes shot from one end they must swap along with original shooters for game two. If a third game is necessary





RULES OF BOCCE

players are allowed to switch and shoot from either side. Captains are responsible for signing the scorecards at the end of the match.

If the bocce ball hits the back board, the ball is considered a dead ball and that team must roll again. Otherwise he/ she steps aside and his team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team who scored last, throws the pallino to begin the next frame.

Measurements:

All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. One representative from each team may be present for the measurement and tie breakers based on judgment are to be made by a staff of the country club's team. If both teams agree on which team has the point(s) and it is later determined that a mistake has been made, all balls played are valid. If both teams have balls remaining, the team that does not have the closest ball to the pallino rolls again. If all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with the "Scoring" rule.

If 2 opposing bocce balls are touching the pallino the balls are voided and the next nearest bocce ball holds the point; if no other ball is on the field, the team that threw the bocce ball last will throw again.

Fouls:

If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play. If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship. If placement of the balls cannot be achieved, please consult a bocce official for rules pertaining to that specific case.





RULES OF BOCCE

Foul Line:

Player's movements are limited to the foul line. The player may step on, but should not step over the foul line before releasing the pallino or bocce ball. If the intent of the foot foul rule is abused, the offending player may be removed from the game by a club's Administrator or the opposing team can choose to have the last bocce ball removed from play. That would also mean that the bocce balls would have to be placed where they lied before the previous throw. When a player releases the pallino or bocce, both feet must be on the court unless the player has a significant physical impairment.

Over Shooting/Volo:

Over shooting is when a player throws a ball that lands past the center court line and a volo is when a player throws the ball over the height of that players shoulders; **Shooting or Volos are NOT allowed in the club's league**. The ball that was thrown is out of play and if it comes in contact with other bocce balls, they are to be returned to their original position.

Disputes:

The club's Bocce officials will referee the game. Any dispute which cannot be resolved by the team captains shall be decided by the club's Bocce official; and then agreed to by both captains. Upon his/her decision the game shall continue.

Dead Balls:

Should a player's bocce ball make contact with the back board, regardless of anything it has touched, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.

If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original





RULES OF BOCCE

position. The thrown ball is removed from play.

Substitutions:

When a team wins a game players exchange ends of the court and substitutions may be made. Substitutions may be made during the game, but must be made while still obeying all other game rules. The team winning the previous game will toss the pallino to start the next game. A team may make as many substitutions per game, as long as playing rules are considered and the substitutions are made between frames.

Rescheduled Games:

A game that is stopped for any reason, will be continued at the score and point where it was left off. For postponed games please contact your club representative.

Games may not be rescheduled unless both captains agree. All rescheduled games must be played 3 weeks after the originally scheduled date. If the club bocce Commissioner determines the games must be canceled due to rain, those games will be rescheduled as determined by the club bocce Commissioner.

How to Become a Player:

You must sign up each season to participate in the club's Bocce League. Sign ups are on a first come first serve basis, and we will sign teams up until each day fills. Spring league sign ups begin January 1st and fall league sign ups begin June 15th of each year. We will not be signing up any teams before these dates. All completed rosters must be turned into a club official before the deadline. The deadline is the team's scheduled second game.

No more than 14 people may be on the roster and no less than 8. A person can only play on one team in the open league. A team forfeits any game in which they play a nonroster player. The opposing team may not waive non-roster player forfeits.





RULES OF BOCCE

If a team fields less than 3 players, the game is a forfeit. A 3 member team may play throwing only 2 balls per player. A 4th player arriving late may enter the game after the completion of the frame.

There is a minimum age limit of 18 to be in the bocce leagues. Consecutive or alternating throws by teammates shall be at the option of the players.

Conduct and Courtesy:

Team captains act as coaches and are responsible for the actions of their players.

Tardiness:

If a team fails to arrive on time they will have 10 minutes maximum to arrive. After the first 5 minutes the tardy team will forfeit game 1, after 10 minutes the tardy team will forfeit entire game.

Being Respectful:

Only the participating player should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play. When measurement is taking place, **ONLY THE TEAM CAPTAINS ARE ALLOWED TO OBSERVE THE CLUB'S BOCCE OFFICIAL**.

Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in the player's expulsion by the ruling official from the game or match.

All trash, pop tops, cigarette butts, etc. are to be discarded in appropriate containers.

Forfeits:

If a team forfeits any three matches, they will be dropped from league play and the team captain will be notified by





BOCCE BALL LEAGUE FORMAT

email. All games previously played will be null and void.

Registration:

Forms will be made available well in advance, and must be turned in to one of the Bocce league administrators. Payment arrangements are to be made through membership accounts. Information will then be posted on the bocce link on the club's website. Hard copies will be posted on a bocce ball bulletin board.

League Format:

Teams play for a period of 8-10 weeks depending on the number of teams in the league. Games will be timed. No blackouts. No cancellations. No rain outs. In the event a game cannot be played due to any outside reason, a draw will be declared. A team must have at least 4 players in attendance in order not to forfeit unless OK' ed by opposing team. There will be 2 seasons to start the club's bocce league; one from April to mid-June and the other August to October. As play begins the Bocce league will be evaluated and times and changes could occur.

Number of Players on a Team:

No less than eight players and no more than ten players.

Game Time:

Games will start immediately at 5:30pm and 7:15 and run for no more than 1 ½ hours. That means games will be on a 30 minute timer that will need to be adhered to.

Price Per Person:

The price per person is \$60. No matter how many players are on that team.

Schedule:

Teams will play on either a Wednesday night or Thursday night, depending on the league they join. Your playing day will stay the same throughout the season.

Information Regarding Bocce:

A link on the club's website will provide members with schedule information, standings, and any information pertinent to the league.





BOCCE BALL LEAGUE FORMAT

Club's Food & Beverage Policy:

The club's liquor license is very specific in that it states that members may bring in their own wine for our normal corkage, but there is absolutely no outside food, liquor or beer to be brought on to club property for the purpose of consumption.

Playing the Game:

Team captain flips a coin, winner gets to throw the pallino first. The pallino and the bocce balls must be thrown from behind the foul line. The pallino must travel beyond the halfcourt line or it is not in play. If the first pallino throw goes out of bounds, the opposing team gets throw the pallino, but the winner of the coin toss still throws the first bocce ball. If the first bocce ball goes out of bounds, that team must roll again until a ball is in play. Once a bocce ball is in play the opposing team must roll until one their bocce balls becomes closer to the pallino or they have thrown all their balls. The team whose bocce ball(s) is closer to the pallino is called "inside" and the opposing team is "outside". Only the inside team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of a frame the closest ball of each team is the same distance from the pallino, no points are awarded to either team. All measurements are made from the inside of the bocce ball to the inside of the pallino. If any part of the ball is touching any part of a boundary line, the ball is in play. All balls that are out of bounds after a throw has been made must be removed and placed at the end of the court, out of play.

Playoff Seeding and Scheduling:

To be announced at a later time during the season. Top 4 teams from each league advance to playoffs.

Disputes:

All disputes or inquiries are to be made first with the bocce official or between team captains.





BOCCE BALL DOCUMENT EXAMPLES

Sign-Up Sheet Example

<u>ک</u>	BOCCE BALL Official Team Rost Please turn in completed (r war at Front Desk		Country Club Members only sign-up, If space is available, after all Member sign-ups have been
Select your preferred Team Name:	league night: Wednesd	y, Thursday, S	Sunday	received, open team/league spots may be filled by guests of DCC Members, at an additional cost.
Captain's Name: ceach to	am must kæse a Captain)	Signatu	re;	
Cell Phone:	Alternate Phone:	1	(mail	
1. Print Name	Signata	e		Mhr. Number
	Email			
2. Print Name	Signata	e		Mbr. Number
	Email			
3. Print Name	Signate	e		Mbr. Number
	Email			
4. Print Name	Signata	e		Mbr. Number
	Email			
5. Print Name	Signatu	•		Mbr. Number
	Email			
6. Print Name	Signata	e		Mbr. Number
	Email			
7. Print Name	Signata	e		Mbr. Number
	Email			
8. Print Name	Signatu	e		Mbr. Number
	Email			
9. Print Name	Signatu	e		Mbr. Number
	Email			
10. Print Name	Signatu	v		Mhr. Number
1	Email			

Championship Tournament Example

	Bocce Tournament of Champions
	Fall 2013
Wher	e:
:	Country Club Saturday November 9, 2013 First match starts at 4PM Courts open for warm ups at 3 PM Appetizers will be served during the matches with a no host bar available Dinner served immediately after last matches are completed
	cal Rules:
	 Only players that played on the participating team during the season may play. No substitutions from other teams allowed.
	2. If the league champion is not able to play for any reason, the affected Club may pick any other league team as their representative.
	 Each team will play every other team one game with the first game starting at 4 PM. Time between games should not be more than 5 minutes from the time both games have been completed.
	4. All games are played to 12 points with no time limit.
	Each team may make <u>unlimited</u> substitutions per game with no return of the substituted player for that game.
	6. If a team has less than four players they are penalized 1 ball per player they are short. If a team has less than two players they forfeit the match after a 10 minute wait from the declared start time of the match. If an additional player arrives during the game, they may enter the game after the current frame has been completed at the end of the court where the team is short a player. Players currently playing may not change ends during the game.





BOCCE BALL DOCUMENT EXAMPLES

Club Profit and Loss Example

	PROFIT AND LOSS BOCCE	1			
	2 SEASONS @ 9 WEEKS EAG Based on 240 players 1 Season Estimate	н			
REVENUE					
240pp@\$50pp	Registration Fees		12,000.00		
\$10 pp/240ppi per wk.(9)			21,600.00		
\$2.50 pp/240ppl per wk(9) \$50 ppr wk. @ 9wks.	Food Sales **Corkage Fees	ŝ	5,400.00 450.00		
2 Addit. Social Mem.	"Membership Sales			(Dues + Init)	
		5	46.730.00		
	Total Revenue	ँ	40,100,00		\$ 46,730.00
COST					
40% of Fees	Food Cost	\$	(4.000.00)		
24% of Salus	Liquor Cost		(5.184.00)		
\$10 per person	Awards/Prizes		(2,400.00)		
Gene 6 hrs wk@15hr	Maintenance Labor Cost F & B Labor	5	(810.00)		
2 wistelf 🔮 \$75pp perday	Equipment, misc.,	ŝ	(4,050.00) (500.00)		
	TOTAL COST	\$	(16,944.00)		\$ (16,944.00)
	1999 - 1997 -				
	GROSS PROFIT 2 Seasons				\$ 29.786.00 \$ 59.572.00

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