

VOCCIS

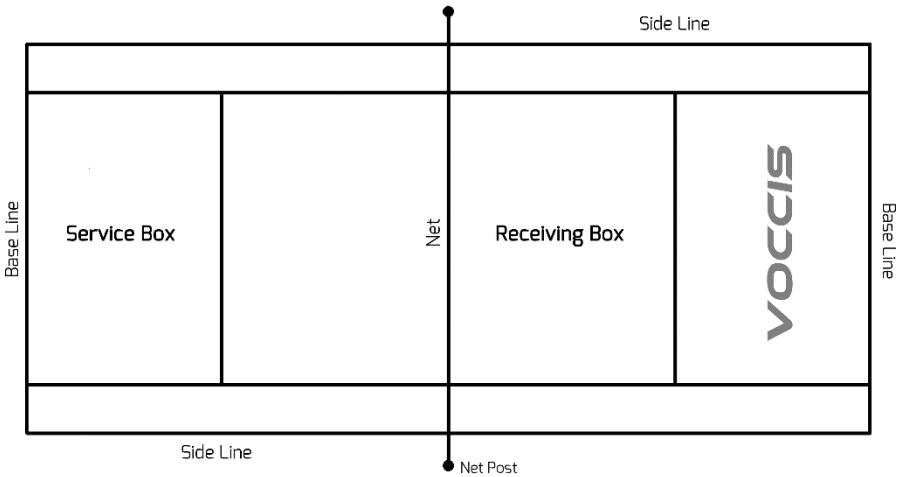
OFFICIAL VOCCIS RULEBOOK

2020 Edition



Quick-start Rundown of the Laws of Voccis

Voccis is played on a voccis/tennis court with a voccis ball by at least two players. Serve into your opponent's receiving box while standing anywhere within the service box. Each member of your team may hit the ball once using any body part, and the ball may only bounce once on your side of the court before being returned. Serving the ball into the net without it going over results in -1 point, but you serve again. Scores in voccis can fall below zero. If your serve touches anything, including the net, before going over the net, your opponent serves. Points are only scored on your serve. Games are played to 11 points and must be won with a lead of 2 points.



Voccis!

You are now involved in the best game in the world.

Ball

You haven't played voccis until you've played with an official voccis ball! They bounce better, play faster, and respond more accurately. While other balls have been used to attempt playing voccis, you will find that those balls detrimentally alter the dynamic of the game. You can find a list of official voccis ball retailers at voccis.org.

Inflation: 3.7-6 PSI (25-41 kPa)
Pressure test: The ball will rebound between 40 and 46 inches when dropped from a height of 2 yards onto solid ground.

Arena

A standard voccis or tennis court.

See section *Court Dimensions and Layout* on page 3.

Definitions

Rally: game play starting with the serve and continuing until a point is scored or the serve is lost.

Go: a set of consecutive rallies served by the same person, ending when the serve is lost.

Game: won by the first team scoring at least 11 points with a lead of two points.

Match: any odd number of games decided in advance.

The Atmosphere of Voccis Play

No, we are not speaking of the physical air temperature or humidity or even the ratio of oxygen to nitrogen molecules required for play, but rather the temperament and attitude of players, which is nearly as tangible. Voccis is fun! It was created for the purpose of bringing enjoyment and exercise to those who play. Thus, the player who truly understands the goal of the game will be friendly in play, humble in defeat or victory, and strive to be gracious on tough calls. There are no re-dos in voccis. While each team endeavors to be as fair as possible, hard calls (usually arising from in-bounds/out-of-bounds decisions) do arise. At these times, even as difficult as it may be if you ever find yourself on the losing side of the scoreboard, charitably concede the advantage.

Sides

A coin flip determines sides. The team on the side serving against the wind serves first. If there is no detectable wind, the team serving toward the sun serves first. If there is no wind or sun, the team facing south or east* will serve first.

Teams keep the same sides for the entire game.

If multiple games are played (during a match), teams switch sides every new game, regardless of wind or number of players.

For the next game of a match, the losing team serves first.

*in the northern hemisphere

Positions

Players may align themselves in any formation desired on the court.

Each team may decide if they want to use any positions or rotations in formation.

There are no substitutions.

Serving order is maintained throughout the match.

Service

Serve from within your service box into your opponent's receiving box.

The server may use any body part to serve the ball, including but not limited to feet, hands, or head.

To initiate a serve, the server may toss, drop, or hold the ball, but must contact the ball before it hits the ground.

If a serve hits the server's side of the court, or goes out of bounds, or touches a member of their team before entering the opponent's receiving box or before being touched by a member of the opposing team, then the serving team loses the serve.

If the ball touches the net on a serve but does not go over, the serving team loses one point, even if their current score is zero. (Teams *can* have negative points.) This is also the only circumstance where the server gets another serve as many times as this happens.

If the ball touches the net on a serve and continues to the opponent's side during a serve, the serve is lost. *No points are scored by either side.*

Each player may serve only one go (set of consecutive rallies) until the rest of the players on the team have served a go. The same serving rotation is maintained throughout all games in a match.

The losing team shall serve the first rally of the next game of a match. Serving order continues where it left off.

Play

After the serve, the entire court is in bounds, including the bounding lines.

The ball may only bounce once on your side after the opposing team returns it.

This bounce may happen before OR after a player touches the ball.

Each player on a team may hit the ball once.

You may use any part of your body to hit the ball.

If the ball bounces out of bounds or hits a fence or post or any other object it is out of play.

Players may touch the net.

Players may reach over the net.

Players may not touch opponents.

Players may not touch the opponent's court.

Players may return the ball before it crosses the plane of the net.

Players' feet may never cross the plane of the net, horizontally or vertically.

If you touch the ball before it crosses the plane of the net but it continues onto your side of the court, you have used your one hit.

You may be standing out of bounds when you return a ball.

Gameplay can continue in the air between opponents even out of bounds.

There is no blocking in voccis; only hitting. You may block, but it is considered a hit.

The ball must not be caught and/or thrown; it should rebound from the hit.

The ball may touch various parts of the body if the contacts take place simultaneously.

If the ball returns to your side after bouncing on your opponent's side due solely to wind or backspin on the ball, play continues as if your opponent had successfully returned it.

Faults *Any fault ends the rally.*

Catch: the ball is caught and/or thrown. i.e. It does not rebound from the hit.

Double contact: the ball contacts various parts of a player's body in succession, or a player hits the ball twice before the ball contacts an opponent or the opposing court.

Double bounce.

Touching the opponents' court.

Touching an opponent during a game.

Hitting the ball with either foot past the plane of the net.

Serving faults

If the server violates the service order.

Foot fault: having any part of your foot outside the imaginary vertical plane of the lines of the service box while serving. Hands may cross the plane.

Scoring

Points are only scored on your serve.

Games are played to 11 points, however...

...You must lead by 2 points to win. Therefore, scores may exceed 11 points.

You do not have to win on your serve.

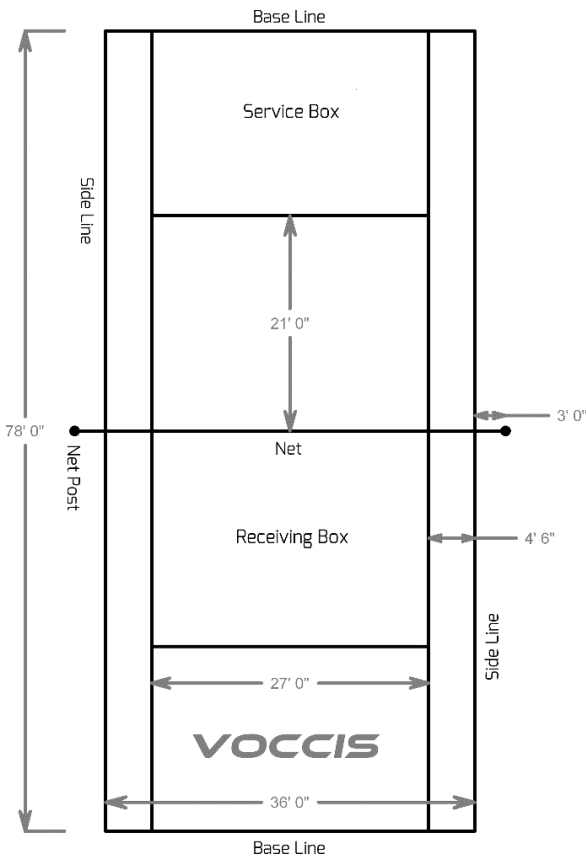
(You can win if the other team, by losing a point, gives you a lead of two.)

If the ball touches the net on a serve but does not go over you lose one point off your score, even if your current score is zero. You continue serving.

Your score *can* be negative.

If the ball touches the net and continues to your opponent's court during a serve, you lose the serve, but no points are scored by either team.

Court Dimensions and Layout





Officially Recognized Variations on Standard Play

Singles

All the same rules and court dimensions apply for one-on-one games as for teams.

Short-Game Rules

If a full game is too much, the following section is a variation on the standard rules for more consistent-length games.

Scoring

Rally scoring. A point is scored regardless of which team has the serve.

Note: During the serve a member of your team may touch the ball to prevent it from hitting the net, but doing so also forfeits your serve and gives your opponent a point.

Remember: If the ball touches the net on the serve but goes over, no points are awarded to either side. If it doesn't go over, you lose a point and serve again. The final point can only be scored on your serve. Games are played to 11 points.

Rules for Uneven Teams

Sides

When teams are uneven, the larger team serves first, serving on the side of the court that requires service into the wind. Thus, the opposing team (with fewer players) will serve with the wind. If there is no detectable wind, the larger team serves from the side facing into the sun. If there is no detectable wind at night, the larger team will face either south or east depending on how the courts were constructed.



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