



CP-ISRA INTERNATIONAL BOCCIA RULES

Introduction

The rules presented in this text relate to playing of the game of Boccia.

The Rules of the Game relate to all international competitions held under the auspices of the International Boccia Commission. These competitions comprise all events sanctioned as Category A, B, or C, and consist of, but are not exclusive to Regional Championships, World Championships, World Cup and Paralympic Games. Bids must be presented to IBC by the CP – ISRA National Members 18 months prior to the year in which the competition will be held.

National Organisations may add points of clarification, however these must not alter the meaning of the rules and they should be clearly identified on any Sanction Form submitted to the IBC.

Spirit of the Game

The ethics and spirit of the game are similar to that of tennis. Crowd participation is welcomed and encouraged, however spectators, including team members not in competition, are encouraged to remain quiet during the action of a Player throwing the ball.

1.DEFINITIONS

JACK BALL	the white target ball.
BALL	one of the red or blue balls.
SIDE	in individual Boccia, a side is defined as one (1) single competitor. In team and pairs Boccia, a side is defined as three (3) and two (2) members, respectively, of the team as a single unit.
COURT	the playing area as enclosed by the boundary lines. This includes the playing boxes.
MATCH	a competition between two sides when a specified number of ends are played.
END	is one section of a match when the jack ball and all the balls have been played by two sides.
ASSISTIVE DEVICE	is the term used to describe an aid to playing the game used by BC 3 Players, for example a ramp or chute.
VIOLATION	is any action assumed by a Player, side, substitute, Sport Assistant or Coach which is against the rules of the game.
THROW	is the term used for propelling a ball onto court. It includes throwing, kicking or releasing a ball when using an assistive device.
DEAD BALL	is a ball which has gone out of court after it has been thrown, a ball which has been removed from the court by the Referee following a violation, or a ball which has not been thrown after a side's time has expired.
DISRUPTED END	is when balls are moved outside the normal order of play, either accidentally or deliberately.
V LINE / JACK LINE	The line that the Jack ball must cross over to be considered in play

2. EQUIPMENT AND FACILITIES

- 2.1 **Boccia balls** - a set of Boccia balls consists of six red, six blue, and one white jack. Boccia balls used in sanctioned competitions must meet the criteria laid down by the International Boccia Committee.
- 2.1.1 **Boccia ball criteria:** - **Weight:** 275 gr. +/- 12 gr. **Circumference:** 270 mm +/- 8mm. No trade markings are required on balls, provided that they meet the above criteria. An official stamp for each competition will be used to certify that the balls have been checked and meet the criteria.
- 2.1.2 The balls must have a defined colour of red, blue and white, and they must be in good condition without any visible marks that show that the balls may have been tampered with, ie: visible cut marks. Balls that appear to have been tampered with will not be accepted. Balls of questionable colour will not be accepted.
- 2.2 **Measuring Device** - Must be provided by the IBC to the Head Referee/ Technical Delegate of each sanctioned event.
- 2.3 **Scoreboard** - this should be placed in a position where it can be seen by all Players.
- 2.4 **Timing Equipment** - Wherever possible timing equipment should be electronic.

2.5 **Dead Ball Container** - this should allow Players to see how many balls are in the box and should be placed where it is visible to all players.

2.6 **Red/Blue Colour Indicator** - this can be of any design, provided it allows the Players to clearly see which side should play.

2.7 **The Court**

2.7.1 The surface should be flat and smooth such as a tiled or wood gymnasium floor. Surfaces should not be dirty.

2.7.2 The dimensions will be 12.5m x 6m (ref. Appendix 1. Court Layout).

2.7.3 All court markings will be between 2 cm & 5 cm in width and must be easily recognisable. Adhesive tape should be used to mark lines. 4 cm to 5 cm tape will be used for external boundary lines, throwing line, the "V" line (the Jack ball line) and 2 cm tape for internal lines, such as the line dividing playing boxes and the cross.

Defined cross size: 25 cm, using 2 cm tape.

2.7.4 The throwing area is divided into six throwing boxes.

2.7.5 The "V" shaped line marks the area where if the jack lands it is invalid.

2.7.6 The centralised "+" marks the replaced jack position.

2.7.7 All measurements of the outside lines are measured to the inside of the relevant line. Lines inside the court are measured to a thin pencil line with the tape evenly spread over either side of that marking. The front throwing line will be placed on the outside of the 2, 50 m. (ref. Appendix 1. Court Layout).

3. ELIGIBILITY FOR PLAY

Eligibility to compete is described in detail in the Classification section of the CP-ISRA Rules Manual. The Manual contains details of the classification profiles as well as the process for athlete classification, reclassification and protests.

4. DIVISIONS OF PLAY

4.1 **General**

There are seven divisions of play. Each division is played by competitors of either sex. The divisions are:

Individual BC 1

Individual BC 2

Individual BC 3

Individual BC 4

Pairs - for Players classified as BC 3

Pairs - for Players classified as BC 4

Team - for Players classified as BC 1 and BC 2

4.2 **Individual BC1** - is played by Players classified within the CP-ISRA Classification system as CP1 or CP2 (foot Player). Players may be assisted by one Sport Assistant, who must remain seated at least 2 metres, if possible, behind the playing box in a designated area. This Sport Assistant may only come forward and assist if visibly requested by the Player. These Sport Assistants perform tasks such as:

- adjust or stabilise the playing chair
- passing a ball to the Player
- to roll the ball

4.3 **Individual BC2** - is played by Players classified within the CP-ISRA Classification system as CP2 (U). Players are not eligible for assistance by a Sport Assistant. They can only ask assistance from the Referee, in their time, to pick up a ball from the court or to go into the court.

4.4 **Individual BC3 (Players using an assistive device)** - is played by Players with a very severe locomotor dysfunction in all four extremities of a cerebral or non-cerebral origin. Players will not functionally propel the wheelchair and will be dependent on assistance or an electric wheelchair. Players will have no sustained grasp or release action. They may have arm movement, but have insufficient functional range of movement to consistently propel a Boccia ball into court. Each Player is allowed to be assisted by a Sport Assistant, who will remain in the Player's box, but who must keep his/her back to court, and eyes averted from play. (ref.11.1.3/ 13.1).

4.5 **Individual BC4** - is played by Players with a severe locomotor dysfunction of all four extremities combined with poor dynamic trunk control, with non-cerebral origin or degenerative cerebral origin. The Player will be able to

demonstrate sufficient dexterity to manipulate and throw a Boccia ball consistently into court. Poor grasp and release will be evident, combined with poor timing of release and follow through. Lack of control over smoothness and speed of movement and synchronisation may also be observable. Players are not eligible for assistance by a Sport Assistant. They can only ask assistance from the Referee, in their time, to pick up a ball from the court or go into the court.

- 4.6 **Pairs BC3** - Competitors must be classified as eligible to play in the individual BC3 division. A Pair BC3 must include a substitute. Exceptions will be at discretion of the IBC whose decision will be final. A Pair BC3 must include at least one CP Player on court. Each Player may be assisted by a Sport Assistant as determined in rules relating to individual play. The rules for play in this section are the same as for team competition except that boxes 2-5 are used in appropriate sequence.
- 4.7 **Pairs BC4** - Competitors must be classified as eligible to play in the individual BC4 division. A Pair BC4 must include a substitute. Exceptions will be at discretion of the IBC whose decision will be final. The rules for play in this section are the same as for team competition except that boxes 2-5 are used in appropriate sequence.
- 4.8 **Team** - Competitors must be classified as eligible to play in the individual BC1 or BC2 division. A team must include at least one BC1 Player on court. Each team is allowed one (1) Sport Assistant who must abide by the rules laid down under individual BC1. Each Team must start the match with three Players on court and is allowed to have one or two substitutes. Where there are two substitutes, the Team must include two BC1 Players.

- 4.9 **Coach-** one Coach per division of play is allowed to enter the Warm-up and the Call-Room areas designated for each competition.
- 4.10 For further details on Classification, please refer to the CP – ISRA Manual.

5. MATCH FORMAT

5.1 Individual Divisions

In individual divisions a match consists of four (4) ends except in the case of a tie-break. Each Player initiates two ends with control of the jack ball alternating between Players. Each Player receives six (6) coloured balls. The side throwing red balls will occupy throwing box 3 and the side throwing blue balls will occupy throwing box 4.

5.2 Pair Division

In the pairs division a match consists of four (4) ends except in the case of a tie-break. Each Player initiates one end with the control of the jack ball passing in numerical order from throwing box 2 to 5. Each Player receives three balls. The side throwing red balls will occupy throwing boxes 2 and 4 and the side throwing blue balls will occupy throwing boxes 3 and 5.

5.2.1 **Number of balls for Pairs:** maximum of 3 per Player and one Jack per pair. All remaining balls from a set(s), and the balls being used by substitutes, will be put in a designated area.

5.3 **Team Division**

In the team division a match consists of six (6) ends except in the case of a tie-break. Each Player initiates one end with the control of the jack ball passing in numerical order from throwing box 1 to 6. Each Player receives two balls. The side throwing red balls will occupy throwing boxes 1, 3 and 5 and the side throwing blue balls will occupy throwing boxes 2, 4 and 6.

5.3.1 **Number of balls for Teams:** maximum of 2 per Player, and one Jack per Team. All remaining balls from a set(s), and the balls being used by substitutes, will be put in a designated area.

6. PLAY

When preparing for a match, the formal process begins with the Call Room. The game begins with the presentation of the jack ball to the Player at the start of the first end.

6.1 **Start Time**

Both sides will receive a start time. Players / Captains (ref. 19.1.1), as determined by the division of play, must be present in the Call Room 15 minutes ahead of this start time, or as stipulated by the Organising Committee in any specific Rules of Competition manual produced. An official time clock will be situated outside the Call Room and will be clearly identified. At the appointed time the doors of the call room shall be closed and no other person or equipment

may enter after registration. (Exceptions may be considered by the Head Referee or the Technical Delegate.) A side that is not present for the start of the match forfeits the match (ref. 10.4.6.).

6.2 **Boccia Balls**

6.2.1. Each Player/side is allowed to use their own balls-sanctioned by the IBC - which can be examined by the opposing side in the call room.

When a Player or side wins the coin spin and chooses, for example, red balls, the opponent may inspect those balls, including the Jack.

6.2.2. Each side can use his own Jack ball.

6.2.3. Balls must be checked at least 48 hours prior to competition, by the Technical Delegate and / or the Head Referee.

6.2.4. The Host Organising Committee of each competition must provide sets of sanctioned Boccia balls, if possible, two per court.

6.2.5. A side is able to examine Boccia balls prior to a match, before and after the coin toss, and if a request is considered reasonable, different ball / balls / set may be used. At least one spare set of balls must be available for each court and only that set(s) shall be used for changing balls. During the match, Boccia balls may be changed at the discretion of the Referee.

Balls can only be changed during the match if they come apart.

6.3 **Coin Spin**

The Referee spins a coin and the winning side chooses whether to play red or blue.

6.4 **Warm up Balls**

The Players will position themselves in their designated boxes. Each side may throw their own warm up balls when indicated to do so by the Referee. A Player/side may throw up to six (6) warm up balls in two (2) minutes. They may not throw the Jack. Substitutes do not throw warm up balls at any time.

6.5 **Throwing the Jack Ball**

6.5.1 The side playing red balls always initiates the first end.

6.5.2 The Referee will present the jack ball to the appropriate Player and indicate the start of the end.

6.5.3 The Player must throw the jack ball into the valid area of the court

6.6 **Fouled Jack**

6.6.1 The jack will be fouled if:

- it fails to cross the jack ball line / V line
- it is thrown out of court
- a violation is committed by the Player throwing the jack ball.

6.6.2 If the jack is fouled then the jack will be thrown by the Player who is due to throw the jack on the following end. If the jack is fouled on the final end, it will be thrown by the Player who threw the jack on the first end. The jack will continue to advance in sequence until it is thrown into court.

6.6.3 When the jack is fouled, in the following end the jack will be thrown by the Player who was due to throw the jack, had the jack not been fouled.

6.7 Throwing the first ball into court

6.7.1 The Player who throws the jack ball also throws the first coloured ball.

6.7.2 If the ball is thrown out of court, or is retracted following a violation, that side will continue to throw until a ball lands in the valid area of the court or all their balls have been thrown. In the Pairs and Team division any Player, from the side indicated to throw can throw the second (2nd) ball into court. This is a decision of the Captain.

6.8 Throwing the first opposition ball

6.8.1 The opposition side will then throw.

6.8.2 If the ball is thrown out of court, or is retracted following a violation, that side will continue to throw until a ball lands in the valid area of the court or all their balls have been thrown. In Pairs and Team divisions any Player indicated by the Captain can throw.

6.9 Throwing the remaining balls

6.9.1 The side to throw next will be the side which does not have the closest ball to the jack ball, unless they have thrown all their balls, in which case the other side will throw next.

6.9.2 The procedure in 6.9.1. will continue until all balls have been thrown by both sides.

6.10 Completion of end

After all balls have been thrown, including any penalty balls awarded to either side, the Referee will score the end (ref. 7.). The Referee will then verbally announce the completion of the end. After this, the Referee must allow the BC3 Sport Assistants to turn into court. If a Sport Assistant of a BC3 Player turns around after the Referee has confirmed the score, but before the Referee says 'End finished', they will be told to turn back into the box and not to do it again (a friendly warning). If the Player/side of that Sport Assistant then asks the Referee for a measure, the Referee will not measure.

6.11 Preparation for subsequent end

Players or their Sport Assistants will retrieve the balls for the beginning of the next end. Officials may assist. The subsequent end will then start. (ref. 6.5.2.).

6.12 Throwing balls

6.12.1 No jack or coloured ball must be thrown until the Referee has given the start signal, or indicated which coloured ball is to be thrown.

- 6.12.2 At the moment of throwing balls, the Player, their Sport Assistant, their wheelchair and any equipment brought into the box must not touch the court markings or any part of the court surface not deemed to be a part of the Player's throwing box.
- 6.12.3 When the ball is released, the Player must have at least one buttock in contact with the throwing chair.
- 6.12.4 When the ball is released, the ball must not be touching any part of the court which is outside of Player's throwing box.

If a ball is thrown and it bounces off of the Player that threw it, or the opposing Player or their equipment, it is still considered to be in play.

If a ball rolls on its own, without being touched by anything, it will remain on the court in that position.

6.13 Balls out of Court

- 6.13.1 Any ball, including the jack ball, will be considered out of court, if it touches or crosses the boundary lines.
- 6.13.2 A ball that touches or crosses the line and then re-enters the court is considered to be out of court.
- 6.13.3 A ball which is thrown and fails to enter the court, except in the case of 6.17, will be considered out of court.

6.13.4 Any ball that is thrown out of court becomes a dead ball and is placed in the Dead Ball container. The Referee is the final arbiter in these matters.

6.14 **Jack knocked out of Court**

6.14.1 If the jack ball is knocked out of court during the match, it is re-positioned on the "Replaced Jack Cross".

6.14.2 If this is not possible because a ball is already covering the cross, the jack ball will be placed as close as possible in front of the cross with the ball centred between the side lines. ('In front of the cross' refers to the area between the front throwing line and the replaced Jack cross.)

6.14.3 When the jack has been replaced the side to throw next will be determined according to rule 6.9.1.

6.14.4 If there are no coloured balls on the court after the jack has been replaced, the side which knocked the jack ball out will play. (Ref. 6.15.).

6.15 **Equidistant balls**

When determining which side is to throw next, if two or more balls of different colours are equidistant from the jack and there are no other balls closer, it is the side that threw last that must throw again. The side to throw will then alternate until either the equidistant relationship is disturbed, or one side has thrown all of its balls. Play will then continue as normal.

6.16 **Balls thrown simultaneously**

If more than one ball is simultaneously thrown by one side when it is that side's turn to throw, both balls are deemed to have been played and will remain on the court. If in the Referee's opinion there is an intention to gain an advantage because the time is running out, then both balls must be retrieved. (Rule 11.3.2 may apply.)

6.17 **Dropped ball**

If a Player accidentally drops the ball the Referee can allow that Player to replay that ball. It is up to the Referee to determine whether the ball was dropped as a result of involuntary action, for example, or it was a deliberate attempt to throw or propel the ball. There is no limit as to the number of times a ball may be re-thrown and the Referee is the sole arbiter. In this case, time will not be stopped.

6.18 **Referee errors**

If due to an error of a Referee the wrong side throws, the ball(s) is returned to the throwing Player. In this case time must be checked and amended as appropriate. If any balls have been disturbed the end should be treated as a disrupted end. (ref. 12.)

6.19 **Substitution**

In the BC3 and BC4 pairs division each side is allowed to make one Player substitution during a match (Ref. 4.6.). In team division each side is allowed to make two Players substitution during a match. It must take place between ends and the Referee must be informed of the substitutions.

The substitutions must not delay the playing of the match. Once a Player has been removed from the match they may not be substituted back in. (Ref. 4.8.).

6.20 Positioning of Substitutes & Coaches

Coaches and Substitutes should be positioned at the end of the court in the appropriately defined area. The definition of this area, however, will be determined by the Organising Committee, and dependent upon the overall court layout.

7. SCORING

- 7.1 Scoring will take place by the Referee after all balls have been thrown by both sides, including penalty balls where appropriate.
- 7.2 The side with the ball closest to the jack ball will score one point for each ball closer to the jack than the opponent 's closest ball to the jack.
- 7.3 If two or more balls of different colours are equidistant from the jack and no other balls are closer, then each side will receive one point per ball.
- 7.4 At the completion of each end the Referee must be sure that the score is correct on the score sheet and the scoreboard. Players / Captains are responsible for ensuring that the scores are recorded accurately.
- 7.5 At the completion of the ends, the points scored on each end are added together and the side with the higher total score is declared the winner.

- 7.6 The Referee may call Captains (or Players in individual divisions) forward if measuring has to take place or the decision is close.
- 7.7 If the scores are equal, a "tie-break" end is played. In a pool match the points scored in a tie-break end shall not count towards a Player tally in that game, it shall only determine the winner.

8. TIE-BREAK

- 8.1 A "tie-break" constitutes one extra "end".
- 8.2 All Players will remain in their original boxes
- 8.3 The jack ball is placed on the "Replaced Jack Cross".
- 8.4 In a tie-break end the winner of the coin spin will choose which side plays first. The Jack ball of the side that plays first will be placed on the cross for this end.
- 8.5 The "end" is then played as a normal "end".
- 8.6 If a situation detailed in 7.3. occurs and each side receives equal points on this "end", the scores are marked and second "tie-break" is played. This time the opposite side will begin the "end". This procedure continues, with the "first throw" alternating between sides, until there is a winner.

9. MOVEMENT ON COURT

- 9.1 With the exception of overstepping the throwing box lines to manoeuvre the wheelchair in preparation for the next

shot, the permission of the Referee must always be sought before moving from the playing box.

9.2 Players must remain in their designated throwing box throughout the match. However, Referee permission can be requested to leave their box for the following situations:

9.2.1 after the Referee has indicated which side to throw, the Player throwing and / or the Captain may leave their throwing box to ascertain positioning of the balls in court.

When a Player asks for permission to leave the throwing box, they may only go onto the court area. They may not go behind the boxes.

9.2.2 in matters of dispute or confusion (the time clock must be stopped)

9.2.3 Scoring at the completion of an end.

9.2.4 The BC3 Players can not go into other boxes while preparing their next shot or to orientate the ramp. (Ref. 9.1 / 9.2.).

If any Player needs assistance to go onto the court, they may ask the Referee or the linesperson to assist them.

10. PENALTIES

10.1 **General**

In the case of a violation there are three different forms of penalties:

- penalty
- retraction
- warning & disqualification

10.2 **Penalty**

10.2.1 A penalty is the award of two extra balls to the opposing side and will be thrown at the conclusion of the end.

10.2.2 Dead balls of the side awarded the penalty balls will be used. If there are not enough dead balls then the ball(s) of that side which are furthest from the jack will be used.

10.2.3 If there is more than one ball competing to be a "penalty ball" then the side will choose which one shall be used.

10.2.4 If any scoring balls are used as "penalty balls", the Referee should note the score before removing the balls. After the "penalty balls" have been thrown, any extra points will be added to the score. If in the act of throwing the penalty balls a Player should alter the positioning of the balls so that an opponent's ball lies nearer to the jack ball, then the Referee shall score the end from the new position.

10.2.5 If more than one violation occurs in the course of an "end" by one side, the two "penalty balls" that accompany each violation are thrown separately. Therefore, two "penalty balls" (for the first violation) are retrieved and then played, then the two "penalty balls" (for the second violation) are retrieved and then played, and so on.

10.2.6 Violations committed by both sides cancel each other out. For example, if during an "end" the red side has two violations committed against it, and the blue side has only one violation, then blue will receive "penalty balls" for one violation only.

10.2.7 If a violation which leads to the award of "penalty balls" is committed while "penalty balls" are being thrown, the Referee will, in sequence:

10.2.7.1 retract one set of penalty balls, per violation, from that side should they have been awarded more than one set of "penalty balls", or

10.2.7.2 award "penalty balls" to the opposing side, in that sequence.

10.3 **Retraction**

10.3.1 Retraction involves the removal, from the court, of the ball that was thrown when a violation was committed. The ball will be removed for the remainder of the end and placed in the dead ball container.

- 10.3.2 A Retraction penalty can only be given for a violation which occurs during the act of throwing.
- 10.3.3 If a violation is committed which leads to a Retraction the Referee will always try to stop the ball before it dislodges other balls.
- 10.3.4 If the Referee fails to stop the ball before it dislodges other balls, the end will be deemed to be a disrupted end. (ref. 12.)
- 10.3.5 A violation which results in a Retraction is deemed to have occurred at the point when the ball is released.

10.4 **Warning and disqualification**

- 10.4.1 When a warning is given to a Player, the Referee will note it in the score sheet.
- 10.4.2 If a second warning is given to a Player, the Player is disqualified. (ref. 10.4.6)
- 10.4.3 If a Player in an Individual Division or in the Pairs Division is disqualified, the side will forfeit the match. (ref. 10.4.6.)
- 10.4.4 If a Player in the Team Division is disqualified, the match will continue with the two remaining Players. Any unthrown balls of the disqualified Player will be placed in the dead ball container. In any subsequent ends the side will continue with four balls. If the Captain is disqualified, another team member will assume the role. If a second Player

within a team is disqualified, the side will forfeit the match. (ref. 10.4.6.)

10.4.5 A disqualified Player may be reinstated for future matches within the same tournament.

If a Player is disqualified for un-sportsman like behaviour, a panel consisting of the Head Referee and two International Referees not involved in the match, or from the same country as the Player, will decide if the Player may be reinstated for future matches. (ref. to 10.4.7)

10.4.6 If a side forfeits a match, then the opposing side is awarded the match by a score of 6-0, unless the opposing side has scored more than six, in which case that score will apply. The disqualified side will score zero.

10.4.7 In the case of repeated disqualification the Organising Committee, in consultation with the appointed Technical Delegate are obliged to consider and determine appropriate sanction.

11. VIOLATIONS

11.1 **The following actions will lead to the award of penalty balls** (ref. 10.2.):

11.1.1 failing to ask permission before moving from the throwing box. (ref. 9.1.)

11.1.2 a Sport Assistant in the BC3 or Pairs BC3 Division turns into court to view play during an end, and before the Referee verbally announces the

completion of the end and allows the Sport Assistants to turn into court.

11.1.3 if in the opinion of the Referee there is inappropriate communication between Player/s, their Sport Assistants and / or Coaches (ref. .13.1.).

11.1.4 the Player prepares his next shot, orienting the wheelchair and/or the ramp or rolling the ball in the opposite sides time. (If the athlete has picked up a ball and has it in his/her hand or lap, but is not rolling it, it is okay. - i.e.: if the Referee has signalled for blue to play and red picks up their ball, that is not okay. If red picked up their ball before the Referee signalled for blue to play and puts the ball in their hand or lap, that is okay)

11.1.5 the Sport Assistant moves the wheelchair, the ramp or rolls the ball without the Player asking.

11.2 The following actions will lead to the award of penalty balls and the retraction of the thrown ball (ref. 10.2. / 10.3.).

11.2.1 releasing a ball while the Sport Assistant, the Player or any of the material used by him is touching the court marking or a part of the court surface not deemed to be part of the Player 's throwing box. (ref. 6.12.2)

11.2.2 failing to move an assistive device to break the horizontal plane of the previous shot.

11.2.3 releasing the ball when the assistive device is overhanging the throwing line.

- 11.2.4 releasing the ball without having at least one buttock in contact with the throwing chair.
- 11.2.5 releasing the ball when the ball is touching a part of the court which is outside of the Player 's throwing box.
- 11.2.6 releasing the ball when the BC3 Sport Assistant looks back into the court.
- 11.3 **The following actions will lead to the award of penalty balls and a warning (ref. 10.2./10.4.)**
 - 11.3.1 any deliberate interference with or distraction of another Player in such a way that it affects their concentration or their throwing action.
 - 11.3.2 deliberately causing a disrupted end.
- 11.4 **The following actions will lead to the retraction of the thrown ball (ref. 10.3.):**
 - 11.4.1 throwing a ball prior to the Referee indicating which colour to play. If it is the jack ball, it is fouled.
 - 11.4.2 throwing a ball when it is the opposing sides turn to throw, unless the Referee has made an error.
 - 11.4.3 if a ball stops in a ramp after it has been released it will be retracted.
 - 11.4.4 if a BC3 Sport Assistant stops the ball in the ramp for any reason it will be retracted.

11.4.5 if a BC 3 Player is not the last person to have physical contact with the ball it will be retracted (ref. to 16.3)

11.4.6 if a coloured ball is thrown before the Jack ball it will be retracted. (ref. to 11.4.1)

11.5 The following actions will lead to the side receiving a warning (ref. 10.4.):

11.5.1 unreasonably delaying a match.

11.5.2 a Player not accepting a Referee's decision and/or acting in a manner detrimental to their opponent or competition personnel.

11.5.3 Faults committed between ends. (An example for 'faults between ends' is when a Player leaves the court area between ends or during a time-out.)

11.6 When a Player displays sporting behaviour of a poor standard to the Referee or the opposition Players, this should lead to immediate disqualification. (ref. 10.4.6.)

11.7 If a violation is committed when jack is thrown, the jack is fouled (ref. 6.6.).

12. DISRUPTED "END"

12.1 If an end is disrupted due to a Referee's error or action the Referee, in consultation with the linesman, will return the disturbed balls to their previous position. If in the opinion of the Referee this is not possible then the end will be restarted. The Referee will be the final arbiter

- 12.2 If an end is disrupted due to a side's error or action, the Referee will take action according to 12.1, but may consult with the disadvantaged side in making any decision.
- 12.3 If a disrupted end is caused and penalty balls have been awarded, the penalty balls will be played at the completion of the re-played end. If the Player or side that caused the disrupted end has been awarded penalty balls, they will not be able to play those balls.

13. COMMUNICATION

- 13.1 There will be no communication between Player, Sport Assistant, Coach and substitutes during an end. The exception is when a Player requests his/her Sport Assistant to carry out a specific action such as altering the positioning of the chair, moving the assistive device, rolling the ball or passing the ball to the Player.
- 13.2 In Pairs Division and Team Division Boccia, during the playing of an end Players can not communicate with other Players on their side unless the Referee has indicated it is their turn to throw.
- 13.3 Between ends, the Players may communicate between themselves and with their Sport Assistant. This must cease once the Referee is ready to begin the "end". The Referee will not delay the game to allow for lengthy discussion. A Captain/Player may not leave his/her box between ends, unless being substituted, during a time out or under permission of the Referee (ref. 6.19. / 13.4.).
- 13.4 One time-out per side is allowed in Team or Pairs Division matches. This can be called by either the Coach or team

Captain between ends. Time-out will last for three minutes. Players may leave their box for a time out, but must return to the same playing box.

Players can not leave the court area during a time-out. If they leave the court area for any reason they will be given a written warning that will be recorded on the score sheet. (Ref. 11.5.3)

- 13.5 A Player may ask another Player to move if he/she is positioned in such a way as to be impinging upon the playing of a shot, but can not ask them to go out of their box.

14. CLARIFICATION AND PROTEST

- 14.1 During a match a side may feel that the Referee has overlooked an event or made an incorrect decision which affects the result of the match. At that time, the Player/Captain of that side may draw the Referee's attention to this situation and seek clarification. The time must be stopped (ref. 15.10.).

- 14.2 During the match a Player/Captain may request a ruling from the Head Referee, whose decision is final.

- 14.2.1 According with the rules 14.1. and 14.2. during a match the Players must draw the Referee's attention to a situation that they don't agree with and seek clarification. They must also request a ruling from the head Referee if they want proceed to point 14.3.

- 14.3 If a side feels that the Referee has not acted in accordance with the rules then they must not sign the score sheet. Within 30 minutes, a written protest may be presented to

the Competition Secretariat for consideration and action. If no written protest is received then the result stands. (ref. 17.)

15. TIME

- 15.1 Each side shall have a time limit for the playing of each end which will be calculated by the Referee and/or time-keeper.
- 15.2 Propelling the jack ball is not counted as part of a side's time allocation.
- 15.3 A side's time shall start when the Referee indicates which side should play.
- 15.4 A side's time will stop the moment each ball thrown becomes stationary within, or crosses the court boundaries.
- 15.5 If a side has not released the ball when the time limit is reached, that ball and other remaining balls of that side become invalid and shall be placed in the dead ball container.
- 15.6 If a side releases a ball after the time limit is reached then the Referee will stop the ball and remove it from the court before it disturbs play. If the ball disturbs any other balls the end will be disrupted.
- 15.7 Time limits do not apply to penalty balls.
- 15.8 During each end the remaining time for both sides will be displayed on the scoreboard. At the completion of each end the time used by both sides will be noted on the score sheet.

15.9 During the playing of an end, if the time is incorrectly calculated, the Referee can adjust the timing to compensate for the error.

15.10 During matters of dispute or confusion, the Referee may stop the time clocks.

If it is necessary to stop during an end for translation, the time should be stopped. (refer to 15.10) **If possible**, the translator should not be from the same team as the Player.

15.11 The following time limits shall apply:

BC1 5 minutes /Player/end

BC2, BC4 5 minutes /Player/end

BC3 6 minutes /Player/end

Pairs BC3 8 minutes /Pair/end

Pairs BC4 6 minutes /Pair/end

Team 6 minutes /Team/end

15.12 The time keeper shall announce, loud and clear, when the remaining time is **1 minute, 30 seconds, 10 seconds** and **time** when the time is expired.

16. CRITERIA/RULES FOR ASSISTIVE DEVICES

16.1 Assistive devices should be contained within a size that when laid on its side fits into an area measuring 2.5m x 1m.

- 16.2 Assistive devices should not contain any mechanical device that would aid propulsion, either acceleration or deceleration of the ball. Once the ball is released by the Player, nothing should obstruct the ball in any way. Inserts are not allowed.
- 16.2.1. The ramp will not have any mechanical or other device which helps the ramp's orientation, the acceleration or deceleration of the ball (like laser, levels, brakes, etc...).
- 16.3 A Player must make direct physical contact with the ball immediately prior to its release into court. Direct physical contact also includes using an aid attached directly to the Player's head, arm or mouth. The distance from the Player's forehead, forearm (measured from the shoulder) or mouth to the tip of the aid must be no longer than 50cm
- 16.4 Assistive devices must be checked at least 48 hours prior to competition, by the Technical Delegate and/or the head Referee and wherever possible in conjunction with the sport specific classification.
- 16.5 After each shot a Player's assistive device must be clearly moved to break the horizontal plane of the previous shot.
- 16.6 A Player can use more than one assistive device during a match. The Player can make the change only after the Referee has indicated it is their turn to throw. All the assistive devices must remain in the Player's box. (ref 11.2.1.).
- 16.7 During each end, the Referee/linesman will retrieve balls for Players with assistive devices to prevent a Sport Assistant turning to face the playing area.

16.8 An assistive device must not overhang the front throwing line when the ball is released.

16.9 If a ramp breaks during an end in individual play, the time must be stopped and the Player will be given ten (10) minutes to find a replacement ramp. In Pairs competition, a Player may share ramps with his/her team mate. A replacement ramp may be substituted between ends (the Head Referee should be notified of this).

17. PROTEST PROCEDURE

17.1 At the end of each game competing sides will be asked to sign the score sheet. Should a side wish to protest a decision or action during that game the score sheet should not be signed.

17.2 The court official will note the time of game completion (after registering the result on the score sheet). Formal protests must be done within a 30 minute period from the conclusion of that game.

17.3 A completed Protest Form should be handed to the designated office by the Player/Captain or team manager, accompanied by 100€ At Paralympic Games fees will be in accordance with the Organizing Committee. This protest form should detail both the circumstances and the justification, quoting rule references, for making the protest. The Organizing Committee, or its designate, shall convene a Protest Panel as quickly as possible. This panel shall consist of:

- the Head Referee
- two International Referees not involved in the game, or from the countries involved in the protest

The decision of the Protest Panel will be made as soon as possible and presented in writing to the Player/team Captain and to the other side involved.

Once the Protest Panel is formed, they should consult with the Referee who was involved with the match that is being protested, before making a final decision. The Protest Panel should meet in a private area. **All discussion regarding a protest must remain confidential.**

17.4 Should it be necessary to review the decision of the Protest Panel, this will be done after receipt of a further completed protest form. If applicable both parties involved shall be heard. Upon receipt of this protest, the Organising Committee, or its designate, shall as soon as possible convene a Jury of Appeal consisting of:

- the appointed Technical Delegate
- two International Referees not involved in the previous protest or from the countries involved in the protest

The decision of the Jury of Appeal shall be final.

Either party involved in the game being protested, may ask for a review of the Protest Panel's decision. They must submit a protest form accompanied by 100€

Protests must be submitted with thirty (30) minutes of receiving the Protest Panel's original decision. The Protest Panel, or their designate, will record the time that the Player or side, or the appropriate person (i.e.: team manager or Coach) receives the original decision and that person must sign the sheet. **All discussion regarding protests must remain confidential.**

- 17.5 If a protest decision requires that a match be re-played, it will be re-played from the beginning of the end where the situation that motivated the protest occurred.

18. WHEELCHAIRS

- 18.1 Competition wheelchairs should be as standard as possible; however, alterations made for everyday life are eligible to be used in competition.
- 18.2 The maximum seat height, which includes a cushion or supporting board, is 66cms.
- 18.3 In case of dispute the Head Referee in conjunction with the appointed Technical Delegate shall make a determination. Any decision is final.

19. THE CAPTAIN'S RESPONSIBILITY

- 19.1 In Team and Pairs Division, each side is led by a Captain. The Captain should be clearly identified to the Referee. The Captain will act as the executive of the team and assume the following responsibilities:
- 19.1.1 Ensuring all team / pair members are present for the start time.
- 19.1.2 Representing the team / pair at the coin spin and deciding whether to play red or blue balls
- 19.1.3 Deciding which team member should throw during the match.

- 19.1.4 Deciding which team member should play the penalty balls.
- 19.1.5 To call a "time out".
- 19.1.6 Acknowledging the Referee's decision in the process of scoring.
- 19.1.7 Consulting with the Referee in the situation of a disrupted end or where there is a dispute.
- 19.1.8 Signing the score sheet
- 19.1.9 Submitting a protest
- 19.1.10 Requesting permission from the Referee for any team Player to enter the court if necessary.

20. Specific Situations

- 20.1 If a Player becomes ill during an end (a serious situation) it will be possible to interrupt the match for a maximum of ten (10) minutes so that they can receive medical attention. The time must be stopped.
- 20.2 In individual play, if a Player is unable to continue, the match will be forfeited. (refer to 10.4.7)
- 20.3 In BC3 pairs, during the ten-minute time limit, Sport Assistants may not look into the court area. The Player must be attended to by a medical person who may be assisted with communication by that Player's Sport Assistant if necessary.

20.4 In teams, if a Player is unable to continue, the present end must be finished without his/her remaining ball(s). A substitute may only come into the game between ends. (refer to 6.19 and 10.4.5)

20.5 In pairs competition, if a Player is unable to continue, the present end must be finished without his/her remaining ball(s). If their teammate still has balls that can be thrown, they may throw them on their time. A substitution must take place between ends (refer to 6.19). If there is no substitute available the match will be forfeited (refer to 10.4.7).

20.6 In pairs competition, if there is a medical problem with a Sport Assistant, the Players may share one Sport Assistant for the remainder of the end. A substitution of Sport Assistants must take place between ends.

The IBC recognises that certain situations may arise that have not been covered within this manual. These situations will be dealt with at the time they arise in consultation with the Technical Delegate and/or Head Referee.

BOCCIA COURT LAYOUT

