



BISFed

Boccia International Sports Federation

Competition Rules



This version of the rules is to be used for all BISFed sanctioned competitions. Individuals can apply for an editable version of the rules to be sent to them for translation by emailing admin@bisfed.com. BISFed will endeavour to publish translated documents however this version is FINAL for all disputes and appeals.

Document created by:

Richard Mallon

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Competition Rules

Introduction

Boccia

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

The Rules of the Game relate to all international competitions held under the auspices of BISFed (Boccia International Sport Federation). These competitions comprise all events sanctioned by BISFed and include World Open events, Continental Cups, Regional and World Championships and Paralympic Games.

Organising Committees for competitions may add points of clarification with the agreement of the BISFed-appointed Technical Delegate, however these points must not alter the meaning of the rules and they should be clearly identified on any Sanction Form submitted to BISFed.

Spirit of the Game

The ethics and spirit of the Game are similar to those 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 an athlete throwing the ball.

Competition Rules

1. Definitions

Jack	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 enclosed by the boundary lines. This includes the throwing 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 and all balls have been played by two sides
Assistive Device	Is an aid to play the game used by BC3 athletes, for example a ramp or chute
Violation	Is any action assumed by an athlete, side, substitute, sports 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 by a referee following a violation, or a ball that has not been thrown after the sides time has expired
Disrupted End	Is when balls are moved outside the normal order of play, either accidentally or deliberately
V Line	The line that the jack must cross to be considered in play
Yellow Card	Around 7cm x 10cm and shown to issue a warning
Red Card	Around 7cm x 10cm and shown to disqualify a side
Scale	Used to weigh the boccia balls with accuracy of 0.01g
Ball Template	Used to confirm the balls circumference.
Translator	Where the boccia rules permit, a translator may be provided by an athlete, team or pair. The translator must be accredited for access to the designated areas.

2. Equipment and Facilities

All supplies required to conduct a tournament must be provided by the Host Organizing Committee and approved by the BISFed Technical Delegate of each sanctioned event.

An equipment check must take place prior to the start of competition. The Head Referee and/or their designate will conduct the equipment check at a time determined by the Technical Delegate. Ideally, this should take place 48 hours before play begins. Equipment to be checked includes: balls, wheelchairs, assistive devices (ramps), head, arm or mouth aids, etc.

Equipment (e.g. wheelchairs, balls, ramps, pointers) is subject to random checks at any time during competition at the sole discretion of the Head Referee. If any equipment fails to meet the criteria during a random, or Call Room check the athlete or side will be issued a warning under rule 10.4. The equipment that fails the random or Call Room check cannot be used on court, unless that athlete can make a repair to make it legal. In the case of rejected balls, they will be confiscated by the HOC until the end of the last day of the competition. The warning will be noted on the score sheet and a notice will be posted at the entrance to the call room.

If any equipment fails a second random check, the athlete will be given a red card (10.4.2) and will be disqualified for that match.

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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 BISFed.

2.1.1 Boccia ball criteria

Weight: 275 g. +/- 12 g.

Circumference: 270 mm +/- 8mm

No trade markings are required on balls, provided that they meet the above 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 cut marks. No stickers are allowed on balls. The Head Referee and ultimately the Technical Delegate will make the final decision.

2.1.3 Ball Testing

2.1.3.1 The weight of each ball will be tested using a weighing device accurate to within 0.01g.

2.1.3.2 The circumference of the ball will be tested using a rigid template of thickness 7 – 7.5mm which contains two holes: one hole with a circumference of 262mm (the 'small' hole) and one with a circumference of 278mm (the 'big' hole.) The test procedure will be:

2.1.3.2.1 Each ball will be tested to check that it **will not** pass through the small hole under its own gravity by placing the ball on top of the small hole.

2.1.3.2.2 Each ball will be tested to check that it **will** pass through the big hole. This test is in two parts:

2.1.3.2.2.1 Each ball will be placed gently on top of the big hole. The ball must pass through the big hole under its own weight (i.e. under gravity alone).

2.1.3.2.2.2 Every ball will be dropped from a height of 0.5 meter onto the big hole in the test template. The template is then raised GENTLY AND SLOWLY to check whether the ball will still pass through the big hole. This test will be performed up to three times for each ball, and each ball must pass this test two of the three times. A ball which fails twice will be rejected.

2.1.3.3 The Head Referee may perform additional random tests under Rules 2.1.3.1 and 2.1.3.2 in the Call Room preceding any match.

2.1.3.4 Any ball which fails under Rule 2.1.3.1 or Rule 2.1.3.2 will be rejected and retained by the Head Referee until the end of the Competition; such a ball may not be used during the Competition.

2.2 Measuring Devices

Used to measure the circumference of a boccia ball; also to measure the distance between balls on court.

2.3 Scoreboard

This should be placed in a position where it can be seen by all athletes competing in a match.

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2.4 Timing Equipment

Wherever possible timing equipment should be electronic.

2.5 Dead Ball Container

A boccia ball that is out of play must be placed in a Dead Ball container so that all competitors can see how many balls are in the container.

2.6 Red/Blue Colour Indicator

A coloured paddle used by the referee to indicate which side (red or blue) should play next.

2.7 The Court

The surface should be flat and smooth (e.g. polished concrete, wooden, natural or synthetic rubber.) The surface should be clean. Nothing may be used to interfere with the playing surface (for example, powders of any kind).

The court dimensions are 12.5m x 6m (ref. Appendix 3 - Court Layout).

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 and 2 cm tape for internal lines; the lines dividing playing boxes and the cross. Defined cross size: 25 cm, using 2 cm tape.

The throwing area is divided into six throwing boxes.

The area between the throwing line and the V line marks the area where if the Jack stops it is invalid.

The centralised "+" marks the replaced Jack position, and is also the position used to place the Jack for a tie-break end.

All measurements of the outside lines are measured to the inside of the relevant line. Lines dividing the throwing boxes and the cross are measured to a thin pencil line with the tape evenly spread over either side of that marking. The throwing line will be placed on the outside of the 2.50 m. The V line will be placed inside the non-valid area for Jack (ref. Appendix 3 - Court Layout).

3. Eligibility for Play

3.1 Eligibility to compete is described in detail in the BISFed Classification Rules, which contain details of the classification profiles as well as the process for athlete classification, reclassification and protests.

3.2 All athletes must be 15 years of age before January 1st of the year in which they will be competing in an international event. International events include, but are not limited to Regional Championships, World Championships, other BISFed sanctioned events and Paralympic Games.

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4. Divisions of Play

4.1 General

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

- Individual BC 1
- Individual BC 2
- Individual BC 3
- Individual BC 4
- Pairs - for athletes classified as BC 3
- Pairs - for athletes classified as BC 4
- Team - for athletes classified as BC 1 and BC 2

4.2 Individual BC1

Is played by athletes classified within the BISFed Classification System as BC1

Athletes may be assisted by one Sport Assistant, who should be positioned behind the playing box in a designated area. The BC1 sport assistant is not allowed to prepare the throw by orientating the wheelchair, or to roll the ball without being instructed by the athlete to do so. The sport assistant is not allowed to have direct physical contact with the athlete during the act of throwing or kicking (ref.11.2.8).

These Sport Assistants perform tasks such as:

- adjust or stabilize the playing chair (if sport assistant stays inside the athletes' box without stabilizing the wheelchair, it is not considered a violation)
- passing a ball to the athlete
- rolling the ball to obtain a more spherical shape

4.3 Individual BC2

Is played by athletes classified within the BISFed Classification System as BC2

Athletes are not eligible for assistance by a Sport Assistant during the match. They may ask for assistance from the Referee, (as part of their time allowance) to pick up a ball that has been accidentally dropped, or to go into the court.

4.4 Individual BC3 (Athletes using an assistive device, ramp)

Is played by athletes classified within the BISFed Classification System as BC3

Each athlete is allowed to be assisted by a Sport Assistant, who will remain in the athlete's box, but who must keep his/her back to court, and eyes averted from play (ref. 11.1.3/11.2.6/ 13.1).

The BC3 sport assistant is not allowed to prepare the throw by orientating the wheelchair or the ramp, or rolling balls without being instructed by the athlete to do so. The BC3 sport assistant may not look into the court while orienting the ramp.

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The sport assistant is not allowed to have direct physical contact with the athlete during the act of throwing, including helping the athlete by pushing or adjusting the wheelchair or the pointer (ref. 11.2.8).

4.5 Individual BC4

Is played by athletes classified within the BISFed Classification System as BC4 – Non-cerebral origin and BC4 foot player. The athlete must choose if he/she uses the upper or the lower limbs to propel the ball.

The BC4 throwing athletes are not eligible for assistance by a Sport Assistant during the match. They may ask for assistance from the Referee, during their time allowance, to pick up a ball that has been accidentally dropped, or to go onto the court.

The BC4 foot player as described in the BISFed Classification System may be assisted by one Sport Assistant, who should be positioned behind the playing box in a designated area. The BC4 sport assistant is not allowed to prepare the throw by orientating the wheelchair, or rolling the balls without being instructed by the athlete to do so.

The sport assistant is not allowed to have direct physical contact with the athlete during the act of kicking (ref. 11.2.8). These Sport Assistants perform tasks such as:

- adjust or stabilize the playing chair (if sport assistant stays inside the athletes' box without stabilizing the wheelchair, it is not considered a violation)
- passing a ball to the athlete
- rolling the ball

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 BISFed whose decision will be final. A Pair BC3 must include at least one athlete with CP on court. Each athlete 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.

The sport assistant is not allowed to have direct physical contact with the athlete during the act of throwing, including helping the athlete by pushing or adjusting the wheelchair or the pointer (ref. 11.2.8).

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 BISFed 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 athlete 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 athletes on court

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and is allowed to have up to two substitutes (ref. 21.10). Where there are two substitutes, the Team must include two BC1 athletes

The sport assistant is not allowed to have direct physical contact with the athlete during the act of throwing or kicking (ref. 11.2.8).

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.

For team and pairs matches only, the coach is allowed to enter the FOP (Field of Play).

4.10 Further Details

For further details on Classification, please refer to Section 4 – Classification and Sport Profiles – of the 1st Editions of the BISFed Boccia Classification Rules, published on BISFed website.

5. Match Format

5.1 Individual Divisions

In individual divisions a match consists of four (4) ends except in the case of a tiebreak. Each athlete initiates two ends with control of the Jack alternating between athletes. Each athlete 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. When entering the call room each athlete may bring into the call room 6 red balls, 6 blue balls and 1 Jack.

5.2 Pairs Division

In the pairs division a match consists of four (4) ends except in the case of a tiebreak. Each athlete initiates one end with the control of the Jack passing in numerical order from throwing box 2 to 5. Each athlete 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. Three per athlete and one Jack per pair. All remaining balls from that set, and the balls being used by substitutes, will be put in a designated area.

5.2.2 When entering the call room each member of the Pair may bring into the call room 3 red balls, 3 blue balls and 1 Jack per Pair.

5.3 Team Division

In the team division a match consists of six (6) ends except in the case of a tiebreak. Each athlete initiates one end with the control of the Jack passing in numerical order from throwing box 1 to 6. Each athlete 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.

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5.3.1 Number of balls for Teams. Two per athlete, and one Jack per Team. All remaining balls from that set, and the balls being used by substitutes, will be put in a designated area.

5.3.2 When entering the call room each member of the team (including substitutes) may bring into the call room 2 red balls, 2 blue balls and 1 Jack per team.

6. Play

When preparing for a match, the formal process begins with the Call Room. The match begins with the presentation of the Jack to the athlete at the start of the first end.

6.1 Start Time

Both sides will receive a start time. Athletes must be present in the Call Room (ref. 20) 15 minutes or 20 minutes ahead of this start time, as determined by the division of play or as stipulated by the Organizing Committee in any specific Rules of Competition manual produced. An official time clock will be situated at the entrance of 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 the Call Room door is closed. A side that brings their own balls to the Call Room must use their own balls during the match. A side that is not present for the start of the match forfeits the match by the higher of 6-0; or the greatest points difference in any match in that pool or knock out series.

If both sides are not present in the call room, both sides forfeit the match by the higher of 6-0, or the greatest points difference of that pool or knock out. The score will be recorded for each side as "forfeit by 0-(?)".

In the situation where both sides forfeit the match, with it being a knockout round, the Technical Delegate and Head Referee will choose the appropriate action.

6.2 Boccia Balls

6.2.1 Each athlete or side may use their own colored balls. In individuals, each athlete may use their own Jack. In pairs or teams each side must use only one Jack.

6.2.2 The Host Organizing Committee of each competition must provide sets of Boccia balls that meet the criteria defined in 2.1 of these rules.

6.2.3 A side is permitted to examine an opponent's Boccia balls, including the Jack, prior to a match, before and after the coin toss.

6.3 Coin Toss

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

6.4 Warm up Balls

The athletes will position themselves in their designated boxes. Each side may throw their own warm up balls, including the Jack, when indicated to do so by the Referee. An athlete /side may throw up to seven (7) warm up balls in two (2) minutes. Substitutes do not throw warm up balls at any time.

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6.5 Throwing the Jack

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

6.5.2 The Referee will present the Jack to the appropriate athlete and indicate the start of the end by verbally asking for the Jack.

6.5.3 The athlete must throw the Jack into the valid area of the court

6.6 Fouled Jack

6.6.1 The Jack will be fouled if:

- when played it comes to rest in the non-valid area for the Jack.
- it is thrown out of court
- a violation is committed by the athlete throwing the Jack.

6.6.2 If the Jack is fouled then the Jack will be thrown by the athlete 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 athlete who is in the box that 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 athlete 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 athlete who throws the Jack 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 athlete, from the side indicated to throw may throw the second (2nd) ball into court.

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 athlete may 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, unless they have thrown all their balls, in which case the other side will throw next. This procedure will continue until all balls have been thrown by both sides.

6.9.2 If an athlete decides not to throw any remaining balls, they may indicate to the referee that they are done throwing, for that end, and the remaining balls will be declared 'Dead Ball(s)'.

6.10 Completion of end

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6.10.1 After all balls have been thrown, including any penalty balls awarded to either side, the Referee will verbally announce the score and then the completion of the end. (BC3 sport assistants may turn to face the court at this time) (ref. rule 7)

6.10.2 Sport Assistants may enter the court when directed by the referee.

6.11 Preparation for subsequent end

Athletes, their Sport Assistants or officials will retrieve the balls for the beginning of the next end. The next 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 athlete, their Sport Assistant, their wheelchair and any equipment or clothing brought into the box must not touch the court markings or any part of the court surface not deemed to be part of the athlete's throwing box.

6.12.3 When the ball is released, the athlete must have at least one buttock in contact with the seat of the chair.

6.12.4 When the ball is released, the ball must not be touching any part of the court that is outside of athlete's throwing box. If a ball is thrown and it bounces off the athlete who threw it, or off an opposing athlete or their equipment, it is still considered to be in play. If a ball in play rolls on its own, without being touched by anything, it will remain on the court in the new position.

6.12.5 A ball, after being thrown, kicked, or exiting the bottom of a ramp, may roll out the side of the athlete's box (either in the air or on the floor), and through an opponent's box, before crossing the throwing line and into the field of play.

6.13 Balls out of Court

6.13.1 Any ball, including the Jack, will be considered out of court, if it touches or crosses the boundary lines. If the ball (Jack or coloured) is touching the line and supporting another ball, the ball on the line will gently be removed. If the ball that was supported falls and touches the line, that ball will also be out of court. Each ball will be dealt with according to 6.13.4 or 6.14.

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 coloured ball that is thrown or knocked 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

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6.14.1 If the Jack is knocked out of court, or into the non-valid area for the Jack during the match, it is repositioned on the "Replaced Jack Cross".

6.14.2 If this is not possible because a ball is already covering the cross, the Jack will be placed as close as possible in front of the cross with the ball centered 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 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 (even if the score is more than 1-1 for one of the sides) 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 retracted.

6.17 Dropped ball

If an athlete accidentally drops the ball, it is the athlete's responsibility to ask the Referee for permission to replay that ball. It is up to the Referee to determine whether the ball was dropped as a result of involuntary action, or if it was a deliberate attempt to throw or propel the ball. There is no limit to the number of times a ball may be rethrown 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 athlete. 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 10.3.4 and 12.)

6.19 Substitution

6.19.1 In the BC3 and BC4 pairs division each side is allowed to make one athlete substitution during a match (ref. 4.6/ 4.7).

6.19.2 In team division each side is allowed to make two athlete substitutions during a match (ref. 4.8).

6.19.3 A substitution may only take place between ends and the Referee must be informed of the substitutions.

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6.19.4 The substitutions must not delay the playing of the match. Once an athlete has been removed from the match they may not be substituted back in.

6.20 Positioning of Substitutes & Coaches

Coaches and Substitutes are to be positioned at the end of the court in the appropriately defined area. The definition of this area, however, will be determined by the Organizing 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 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. Athletes / 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 athletes, in individual divisions) forward if measuring has to take place, or the decision is close at the end of an end.

7.7 If the scores are equal, a "tie-break" end is played. The points scored in a tiebreak end will not count towards a side's tally in that match; it will only determine the winner.

8. Tie-Break

8.1 A "tie-break" constitutes one extra "end".

8.2 All athletes will remain in their original boxes.

8.3 In a tiebreak end the winner of the coin toss will choose which side plays first. The coin toss determines the beginning of the end and takes place as soon as both sides are 'Ready'. The Jack of the side that plays first will be used.

8.4 The Jack is placed on the "Replaced Jack Cross"

8.5 The "end" is then played as a normal "end".

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8.6 If a situation detailed in 7.7 occurs and each side receives equal points on this "end", the scores are recorded and a 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.

8.7 Before, during or after the coin toss, the BC3 sport assistant cannot look into the court while orienting the ramp. If this does occur, the referee will let the athlete throw, and then gives the proper violation (11.1.2/11.2.6)

8.8 When it is necessary to play an additional tie-break end to decide the final position of the sides within a pool, the referee will:

- Toss the coin to choose which side plays red or blue.
- Toss the coin again to choose which side starts the end
- The Jack of the side that plays first will be placed on the "Replaced Jack Cross";
- The "end" is then played as a normal "end";
- If each side receives equal points on this "end", the scores are recorded on the score sheet and a second "tie-break" is played. This time the opposite side will begin the "end" with their Jack placed on the "Replaced Jack Cross";
- This procedure continues, with the "first throw" alternating between sides, until there is a winner.

9. Movement on Court

9.1 Once the referee has indicated which side is to play, athletes from that side are free to enter the court.

9.2 Athletes cannot go into other boxes while preparing their next shot or to orientate the ramp. If this happens the referee will ask the athlete to get back into their box before orientating their ramp.

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

9.4 In pairs or team competition if an athlete throws a ball and their teammate is still returning to their box the referee will ask that athlete to throw the ball only after their teammate is in their own box (the thrown ball is considered played). If that side repeats that situation, the referee will give a warning.

9.5 Routine actions before or after the throw, kick or roll are allowed without a specific request to the Sport Assistant.

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

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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. The time limit for penalty balls is two minutes for each violation (2 balls) for all divisions of play. The clock will be reset to 2 minutes after noting the remaining time on the score sheet. The clock will run as a normal end, stopping when the ball stops, or goes out of bounds, and restarting at the referee's signal.

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 an athlete should alter the positioning of the balls, 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 committed two violations, 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 of a ball from the court that was thrown when a violation was committed. The ball will be 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 might be deemed to be a disrupted end. (ref. 12.2)

10.3.5 A violation, which results in a retraction, is deemed to have occurred at the point when the ball is released.

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10.4 Warning and disqualification

10.4.1 When a warning is given a yellow card will be shown to the athlete, the Referee will note the warning on the score sheet.

10.4.2 If a second warning is given during the same match a yellow card and then a red card will be shown to that athlete, the athlete is disqualified (ref. 11.6). The Referee will note the disqualification on the score sheet.

10.4.3 If an athlete is disqualified for unsportsman like behaviour, the referee will show a red card and will note the disqualification on the score sheet.

10.4.4 If an athlete in Individual or Pairs Division is disqualified, the side will forfeit the match. (ref. 10.4.8).

10.4.5 If an athlete in the Team Division is disqualified, the match will continue with the two remaining athletes. Any balls not thrown by the disqualified athlete 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 athlete within a team is disqualified, the side will forfeit the match. (ref. 10.4.8)

10.4.6 A disqualified athlete may be reinstated for future matches within the same tournament.

10.4.7 If an athlete is disqualified for unsportsmanlike behaviour, a panel consisting of the Head Referee and two International Referees not involved in the match, or from the same country as the athlete, will decide if the athlete may be reinstated for future matches. (ref. 10.4.9).

10.4.8 If a side forfeits a match, then the opposing side is awarded the match by the higher of 6-0; or the greatest points difference in any match in that pool or knock out series. The disqualified side will score zero. If both sides are disqualified, they both forfeit the match by the higher of 6-0, or the greatest points difference of that pool or knock out. The score will be recorded for each side as "forfeit by 0-(?)".

10.4.9 In the case of repeated disqualification the appointed Technical Delegate and Head Referee are obliged to consider and determine an appropriate action

11. Violations

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

11.1.1 an athlete leaves the throwing box when their turn has not been indicated.

11.1.2 a Sport Assistant in the BC3 or Pairs BC3 Division turns into court to view play during an end.

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

11.1.4 the athlete prepares his/her next shot, orienting the wheelchair and/or the ramp or rolling the ball in the opposite sides time (this includes when the opponent is preparing to throw the Jack). (It is acceptable for the athlete to pick up a ball without playing it; e.g. it is permitted for red to pick up their ball before

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the Referee signals for blue to play and to put the ball in their hand or lap; it is not permissible for red to pick up a ball after the Referee has signaled for blue to play.) If the athlete throws such a ball it will be retracted by the Referee.

11.1.5 the Sport Assistant moves the wheelchair, the ramp or rolls the ball without the athlete 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 when the Sport Assistant, the athlete or any of their equipment or clothing is touching the court marking or a part of the court surface not deemed to be part of the athlete's throwing box (ref. 6.12.2) For BC3 athletes this includes while the ball is still in the ramp.

If the athlete wishes to use any items (bottles, coats, pins, flags...) or sport equipment (head pointer, ramp or ramp extension...) during an end, they must be inside the athlete's box at the beginning of that end. If an item is taken out of the athlete's box during the end, the referee will judge according to rule 11.2.1/15.5.

11.2.2 failing to move an assistive device (ramp) to the left and to the right to break the plane of alignment for the previous shot.

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

11.2.4 releasing the ball without having at least one buttock in contact with the seat of the chair.

11.2.5 releasing the ball when the ball is touching a part of the court, which is outside of the athlete's throwing box.

11.2.6 releasing the ball when the BC3 Sport Assistant looks back into the court.

11.2.7 Releasing the ball when the seat height is higher than the maximum 66 cm (ref. 17.1).

11.2.8 The BC1, BC3 or BC4 foot player sport assistant has direct physical contact with the athlete, head, mouth, or arm pointer during the act of propelling the ball, including helping the athlete propel the ball by pushing the wheelchair.

If the BC1, BC3 or BC4 foot player sport assistant is just touching the athlete casually and it does not have any effect on the throwing, the referee will not consider it a violation.

11.3 The following actions will lead to the award of penalty balls and a warning – yellow card (ref. 10.2 / 10.4):

11.3.1 any deliberate interference with or distraction of another athlete in such a way that it affects their concentration or their throwing action.

11.3.2 causing a disrupted end.

11.4 The following actions will lead to retraction of the ball (ref. 10.3)

11.4.1 throwing a ball prior to the Referee indicating which colour to play. If it is the Jack, it is fouled.

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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 athlete is not the person that releases the ball (ref. 15.3).

11.4.6 if a Sport Assistant and an athlete simultaneously release the ball.

11.4.7 if a colored ball is thrown before the Jack (ref. 11.4.1).

11.4.8 if a side has not released the ball when the time limit is reached (ref. 14.5).

11.5 The following actions will lead to receiving a warning – yellow card (ref. 10.4)

11.5.1 unreasonably delaying a match.

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

11.5.3 if a ball(s) fails to meet the criteria during a Call Room or random check (ref. 2. and 20.12.3.). This warning does not count as an 'on court' warning.

11.5.4 An athlete bringing to the Call Room more than the allowed number of balls (Ref. 5.1./5.2./5.3./20.6). This warning does not count as an 'on court' warning.

11.5.5 In Team and Pairs division, the warning is given to the athlete who brings more than the allowed number of balls. If they cannot determine who that athlete is, the warning is given to the captain. This warning does not count as an 'on court' warning.

11.5.6 When an athlete/sport assistant/coach leaves the court area during the match without referee's permission, even if it is between ends or during the time-out (e.g. leaving the field of play or going to the toilet), that individual may not return to the match.

11.5.7 An Athlete/SA or a Coach, who accumulates 3 yellow cards, on court, during the same tournament or 5 in the same year, will get a match suspension. The penalty only takes effect in the same season.

11.5.8 Bringing to the Warm up area, or into the Call Room, more than the allowed personnel will result in a yellow card for the athlete or the captain in the case of team or pairs matches.

11.5.9 A second yellow card in the Call Room and/or the warm up area during the same tournament, earns a red card.

11.6 The following actions will lead to receiving a disqualification – red card (ref. 10.4)

11.6.1 When an athlete/sport assistant or coach displays unsportsman like behavior to the Referee or the opposition athletes/side a red card will be shown and this will lead to immediate disqualification. (ref. 10.4.3).

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11.6.2 If the equipment fails to meet the criteria on a second call room check or random check (ref. 2./20.12.4.).

11.6.3 A red card always means at least one match suspension. If it occurs in a final, or it is the last match of a side in a tournament, the penalty will take place at the next tournament.

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 (the referee will always try to respect the previous score, even if the balls are not in their exact previous position/s). 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 Rule 12.1, but may consult with the disadvantaged side in order to avoid making any unfair decisions.

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 replayed end. If the athlete or side that caused the disrupted end has been awarded penalty balls, they will not be able to play those balls.

12.4 For the Paralympic Games, the HOC must provide an overhead television camera so that in the case of a disputed end, the Head Referee can make a rapid decision on whether an end is disrupted and what action to take so as not to delay the progress of the match.

13. Communication

13.1 There will be no communication between athlete, Sport Assistant, Coach and Substitutes during an end.

The exceptions are:

- when an athlete requests his/her Sport Assistant to carry out a specific action such as altering the positioning of the chair, moving the assistive device (ramp), rolling the ball or passing the ball to the athlete. Some routine actions are allowed without a specific request to the Sport Assistant.
- Coaches may congratulate or offer encouragement to an athlete after the shot and between ends.
- Communication between coaches, substitute athletes and their BC3 sport assistants but in a way that the athletes on court cannot hear them. If in the referee's opinion the athletes can hear them, the referee will consider inappropriate communication and give two penalty balls (ref. 11.1.3).
- During an end, when neither side has been indicated to play (eg: during a measure by a referee) athletes from both sides may also converse quietly but must cease as soon as the opposing side has been indicated to play.

13.2 In Pairs Division and Team Division, during the playing of an end athletes cannot communicate with other athletes on their side unless the Referee has indicated it is their turn to throw.

13.3 An athlete may not instruct his/her partner's Sport Assistant. Each athlete must communicate directly with their own sport assistant.

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13.4 Between ends, athletes may communicate between themselves, their Sport Assistant and their coach. This must cease once the Referee is ready to begin the end. The Referee will not delay the match to allow for lengthy discussion. A Captain/athlete may not leave his/her box between ends, unless being substituted, during a time out or under permission of the Referee (ref. 6.19/ 13.5).

13.5 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 two minutes. Athletes may leave their box for a time out, but must return to the same playing box. If both sides return to their boxes time-out will be considered to be over. Athletes cannot leave the court area during a time-out without the referee's permission. If they leave the court area for any reason they will be given a warning (Yellow card) that will be recorded on the score sheet. (Ref. 11.5.6)

13.6 An athlete may ask another athlete to move if he/she is positioned in such a way as to be impinging upon the playing of a shot, but cannot ask them to go out of their box.

13.7 Any athlete, not only the Captain, may speak to the referee in their own time.

13.8 After the referee determines which side will throw, athletes may ask for the score or for a measure. Requests about ball positioning (i.e. which opponent's ball is closer?) will not be answered. The athletes may come on court to ascertain for themselves how the balls are positioned.

13.9 If translation is required on the court during a match, the Head Referee will have full authority to select an appropriate translator. The Head Referee will first attempt to use either a competition sport volunteer or another referee who is not currently involved in another match. If no suitable translator is available, the Head Referee may choose to select an individual who is a member of the athlete's Country

13.10 Translators will not be seated on the Field of Play. No match will be delayed if a translator is not present when needed.

13.11 Any communication device (including a smart phone) taken into the Call Room and/or the FOP must be approved by the HR or TD. Any misuse would be inappropriate communication and warrant a two ball penalty.

14. Time

14.1 Each side will have a time limit for the playing of each end that is monitored by a timekeeper.

14.2 Propelling the Jack is counted as part of a side's time allocation.

14.3 A side's time shall start when the Referee indicates to the timekeeper which side should play, including the Jack.

14.4 A side's time will stop the moment each ball thrown becomes stationary within, or crosses the court boundaries.

14.5 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. In the case of BC3 athletes the ball is deemed to have been released once it starts to roll down the ramp.

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14.6 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.

14.7 The time limit for penalty balls is two minutes for each violation (2 balls) for all divisions of play.

14.8 During each end the remaining time for both sides will be displayed on the scoreboard. At the completion of each end the remaining time of both sides will be noted on the score sheet.

14.9 During the playing of an end, if the time is incorrectly calculated, the Referee will adjust the timing to compensate for the error

14.10 During matters of dispute or confusion, the Referee must stop the time clocks. If it is necessary to stop during an end for translation, the time must be stopped. Whenever possible, the translator should not be from the same team as the athlete.

14.11 Beginning 1 January 2014, the following time limits shall apply:

- BC1 – 5 minutes per athlete per end
- BC2 – 4 minutes per athlete per end
- BC3 – 6 minutes per athlete per end
- BC4 – 4 minutes per athlete per end
- Teams – 6 minutes per team per end
- BC3 Pairs – 7 minutes per pair per end
- BC4 Pairs – 5 minutes per pair per end
- Penalty balls – 2 minutes per violation (2 balls)
- Time out – 2 minutes
- Medical time out – 10 minutes
- Warm up – 2 minutes

14.12 The timekeeper shall announce, loud and clear, when the remaining time is 1 minute, 30 seconds, 10 seconds and time when the time is expired.

15. Criteria/ Rules for Assistive Devices

15.1 Assistive devices (ramp) must be contained within a size that when laid on its side fits into an area measuring 2.5m x 1m. Ramps, including any attachments, extensions and bases must be extended to the fullest position during the measurement.

15.2 Assistive devices (ramp) may not contain any mechanical device that would aid propulsion, or speed up / slow down the ball, or the orientation of the ramp (like lasers, levels, brakes, sighting devices, scopes, etc.). Once the ball is released by the athlete, nothing should obstruct the ball in any way.

15.3 An athlete must have direct physical contact with the ball at its release. Direct physical contact also includes using an aid attached directly to the athlete's head, mouth or arm. The maximum length of the aid is 50 cm. If the aid is attached to the athlete's head or mouth, it will be measured from the middle of the forehead or the mouth. If the aid is attached to the athlete's arm it will be measured from the middle of the shoulder.

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15.4 Between shots the assistive device (ramp) must be clearly moved to the left and to the right. If a ramp is fixed to a base, and cannot be moved independently from the base, the entire ramp including the base must be moved to the left and to the right.

15.5 An athlete can use more than one assistive device (ramps and/or head pointers) during a match. All assistive devices must remain in the athlete's box. (ref. 11.2.1.

15.6 During each end, the Referee/linesman will retrieve balls from the court (ie: Penalty balls) for BC3 athletes to prevent a Sport Assistant turning to face the playing area.

15.7 An assistive device (ramp) must not overhang the front throwing line when the ball is released.

15.8 If a ramp breaks during an end in individual play or a pairs match, the time must be stopped and the athlete will be given ten (10) minutes to repair that ramp. In Pairs competition, an athlete may share ramps with his/her teammate or/and the substitute. A replacement ramp may be substituted between ends (the Head Referee should be notified of this).

16. Clarification and Protest Procedure

16.1 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 athlete/Captain of that side may draw the Referee's attention to this situation and seek clarification. The time must be stopped (ref. 14.10).

16.2 During the match an athlete/Captain may request a ruling from the Head Referee, whose decision is final.

16.2.1 According with the rules 16.1 and 16.2, during a match the athletes 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 to proceed to point 16.3.

16.3 At the end of each match competing sides will be asked to sign the score sheet. Should a side wish to protest a decision or action, or feels that the Referee has not acted in accordance with the rules during that match the score sheet must not be signed.

16.4 The court official will note the time of match completion (after registering the result on the score sheet). Formal protests must be done within a 30-minute period from the conclusion of that match. If no written protest is received then the result stands.

16.5 A completed Protest Form must be handed to the Competition Secretariat by the athlete/Captain or team manager, accompanied by £ 150 or the equivalent corresponding Host Nation currency. This Protest Form should detail both the circumstances and the justification, quoting rule references, for making the protest. The Head Referee, or their designate, will convene a Protest Panel as quickly as possible. This panel shall consist of:

- the Head Referee
- two International Referees not involved in the match, and not from the countries involved in the protest

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16.5.1 Once the Protest Panel is formed, they should consult with the Referee 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.

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

16.6 Should it be necessary to appeal 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 Technical Delegate, or their designate, will 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

16.6.1 The decision of the Jury of Appeal shall be final.

16.7 Either party involved in the match being protested, may ask for a review of the Protest Panel's decision. They must submit a protest form accompanied by £ 150. Protests must be submitted within thirty (30) minutes of receiving the Protest Panel's original decision. The Protest Panel, or their designate, will record the time that the athlete 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.

16.8 If a protest decision requires that a match be replayed, it will be replayed from the beginning of the end where the situation that motivated the protest occurred.

16.9 If a reason for a protest is known before a match starts the protest should be submitted before the start of the match.

If a reason for a protest happens in the call room the Head Referee or Technical Delegate should be notified of the intention to present the protest. The protest will only be considered if the above procedures have been followed.

17. Wheelchairs

17.1 Competition wheelchairs should be as standard as possible; however, alterations made for everyday life are eligible to be used in competition. Scooters may also be used. Reflectors that allow the BC3 sport assistant to view the court are not allowed.

The maximum seat height, which includes a cushion or supporting board, is 66cm from the floor to the highest point of the seat where the buttock is in contact with the cushion. If for medical reasons, the seat of the wheelchair is tilted, the measurement is made from the floor to the point of weight bearing. It is the lowest point of the buttock.

17.2 If a wheelchair breaks during the match, the time must be stopped and the athlete will be given ten (10) minutes to repair it. If the wheelchair cannot be repaired the athlete needs to carry on playing. If he cannot, he will forfeit the match (ref. 10.4.8).

Competition Rules

17.3 In case of dispute the Head Referee in conjunction with the appointed Technical Delegate shall make a determination. Any decision is final.

18. The Captain's Responsibility

18.1 In Team and Pairs Division, each side is led by a Captain for each match. A "C", clearly visible to the referee, must identify the captain to the Referee. Each captain, club or Country is responsible to provide the "C". The Captain will act as the executive of the team and assume the following responsibilities:

18.1.1 Representing the team / pair at the coin toss and deciding whether to play red or blue balls.

18.1.2 Deciding which team member should throw during the match, including the penalty balls, if the athletes cannot come to an agreement.

18.1.3 To call a "time out" or a substitution. The coach may also call a "time out".

18.1.4 Acknowledging the Referee's decision in the process of scoring.

18.1.5 Consulting with the Referee in the situation of a disrupted end or where there is a dispute.

18.1.6 Signing the score sheet or nominates someone to sign on their behalf. The person signing will sign his or her own name.

18.1.7 Submitting a protest. The coach or the team manager may also submit a protest.

18.1.8 The Captain represents the team, but any individual athlete may ask questions of the referee

19. Warm Up Procedures

19.1 Prior to the start of each match athletes may warm up in the designated Warm Up area. The Warm Up area is to be used exclusively by the competitors who will play before the time designated by the HOC for each scheduled match. Athletes, coaches and assistants (and one Translator per Country) may enter the Warm Up area and proceed to their designated warm up court, within their scheduled time.

19.2 Athletes may be accompanied into the warm-up area by a maximum number of people as follows:

- BC1 1 coach, 1 assistant
- BC2 1 coach, 1 assistant
- BC3 1 coach, 1 assistant
- BC4 1 coach, 1 assistant
- Pairs BC3 1 coach, 1 assistant per athlete
- Pairs BC4 1 coach, 1 assistant
- Team (BC1/2) 1 coach, 1 assistant

19.3 If it is necessary, one translator and one physiotherapist/masseuse per Country may enter the warm-up area. These individuals may not assist with coaching.

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20. Call Room

20.1 An official time clock will be situated at the entrance of the Call Room and will be clearly identified.

20.2 Prior to entering the Call Room, each athlete must ensure that their competitor numbers and their accreditation tag are clearly visible. Coaches and Sport Assistants must also ensure that their accreditation tags are clearly visible. Competitor numbers will be placed on the chest or legs (in front) and BC3 sport assistants will have the competitor numbers on their back. Failure to do so will result in refused entry to the call room.

20.3 Registration is done at the Call Room Desk.

In Individual competition, all athletes must be registered between thirty (30) and fifteen (15) minutes before the scheduled start time of any specific match.

In Pairs and Team competition, all athletes must be registered between forty-five (45) and twenty (20) minutes before the scheduled start time of any specific match.

Each side (individual, team or pair) must register all together at the entrance to the call room at the same time, including coach and Sport Assistants, and must bring all of their sport equipment with them.

20.4 A Coach may only register an athlete if that athlete is at the entrance to the Call Room area. All sides must be in the Call Room and waiting in the designated Court area for their match. If an athlete needs to play back-to-back games, the coach or team manager may register the athlete, with the TD permission, for the following game. This includes playoff games when athlete's progression to the next level does not leave enough time to comply with call room time constraints.

20.5 Rule 6.1 will not apply if a delay is caused by the Host Organization. If for any reason matches are delayed, the HOC will notify all Team Managers as soon as possible in writing.

20.6 At the appointed time the doors of the call room will be closed and no other person or sport equipment may enter after the door is closed. (Exceptions may be considered by the Head Referee and/or the Technical Delegate).

20.7 Translators may only enter the call room if asked to do so by a Referee. The translator must be present in the area outside the designated call room prior to the start of any match in order to be eligible to enter the call room.

20.8 Athletes may be accompanied into the call room by a maximum number of people as follows:

- BC1: 1 coach, 1 assistant
- BC2: 1 coach
- BC3: 1 coach, 1 assistant
- BC4: 1 coach, (1 assistant, if athlete is a foot player)
- Pairs BC3: 1 coach, 1 assistant per athlete
- Pairs BC4: 1 coach (1 assistant, if athlete is a foot player)
- Team (BC1/2): 1 coach, 1 assistant

20.9 Referees will enter the Call Room to prepare for the match at latest when the Call Room door closes.

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20.10 Athletes may be asked to show their competitor numbers and their accreditation tag to the referee so that they can confirm the athletes' information.

20.11 Once registered and inside the Call Room, athletes, coaches and sports assistants must not leave the Call Room. Should they do so, they will not gain readmittance and will take no further part in the match. (20.15 is an exception.) Any other exceptions may be considered by the Head Referee and/or the Technical Delegate).

20.12 The examination of all Sports Equipment, (balls and confirming the approved stamps on wheelchairs, assistive devices (ramps), head, arm or mouth aids, etc.) and the coin toss (Ref. 6.3.) should be conducted in the Call Room.

20.12.1 Random Checking

20.12.2 Balls that fail the criteria in Rule 2.1 will be confiscated until the end of the last day of competition. The referee will record the rejected ball(s) on the score sheet. The athletes will be allowed to replace the ball/s with competition ball(s) at this time. After the match, these competition balls shall be returned to the Referee.

20.12.3 Where one or more balls fail a random check, the athlete will be issued with a warning under rule 10.4.1. If one athlete has more than one ball rejected at the same random check, it will be considered only one warning. This warning does not count as an 'on court' warning.

20.12.4 If an athlete's equipment fails the criteria on a second occasion on the Call room or random check, that athlete will be disqualified under rule 10.4.2. and 10.4.6.

20.12.5 When a ball(s) is rejected, that athlete can ask for the type of ball(s) they want (hard, medium or soft) if available. They will be given the appropriate balls but may not select the balls for themselves.

20.12.6 Athletes and Coaches may watch the random check. If something fails, the referee must call the Head Referee to repeat the evaluation.

20.12.7 In team and pairs division, it is necessary to identify the athletes' equipment in the call room, to know who will receive the violation, in case it fails the check.

20.13 Number of balls allowed entering in the call room

20.13.1 In individual matches each athlete may bring into the call room 6 red balls, 6 blue balls and 1 Jack. (Ref. 5.1);

20.13.2 Each member of a Pair (including substitutes) may bring into the call room 3 red balls, 3 blue balls and 1 Jack per Pair (Ref. 5.2.2);

20.13.3 Each member of a team (including substitutes) may bring into the call room 2 red balls, 2 blue balls and 1 Jack per team (Ref. 5.3.2).

20.14 Competition balls may only be used by athletes that do not bring their own balls to the call room, or by athletes whose balls do not meet the criteria in a random check.

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20.15 If there is a schedule delay, and someone asks permission to go to the toilet, the Head Referee or the Technical Delegate can allow this under the following guidelines:

- the other side of that match must be informed;
- if the athlete is in the call room a staff member must accompany that athlete;
- if the athlete is in the call room, they must return to the call room before the group is released for entrance into the Field of Play; the penalty for failure to return in time is, forfeit of the match.

20.16 Each side should bring to the call room only the items necessary to compete

21. Medical Time Out

21.1 If an athlete becomes ill during a match (it must be a serious situation) any athlete may ask for a medical time out if necessary. A match may be interrupted for a medical time out for ten (10) minutes during which the referee must stop the timing of the match.

21.2 An athlete may only request one (1) medical time out per match.

21.3 Any athlete who asks for a medical time out must be seen on court as soon as possible by the medical doctor assigned to the venue.

21.4 In individual play, if an athlete is unable to continue, the match will be forfeited (ref.10.4.4/10.4.8).

21.5 In team play if an athlete is unable to continue, due to illness, the present end must be finished without that athlete's remaining ball(s). A substitute may only come into the match between ends (ref. 6.19 and 10.4.5).

21.6 In BC3 and BC4 pairs competition, if an athlete is unable to continue, due to illness, the present end must be finished without that athlete's remaining ball(s). If their teammate still has balls to play, he or she may play the balls within their allotted time. In BC3 pairs, if it is the CP athlete that is unable to continue and there is not a CP substitute athlete, the match cannot proceed. A substitution may only take place between the ends (ref.6.19). If there is no CP substitute the match will be forfeited (ref. 10.4.8), unless the athlete is unable to continue only during the last end. In this case, that side does not forfeit the match. If this situation occurs during the last end and a tiebreak is required, the side will forfeit the match if there is no CP substitute.

21.7 If the medical time out is called for a Sport Assistant, the athletes in Pairs may share one Sport Assistant for the remainder of the end. A substitution may only take place between the ends. If there is not a substitute on court, the athletes need to share the one Sport Assistant for the remainder of that Match. In individual play, if the athlete has any balls remaining in the current end, and cannot propel them unassisted, such balls will be declared 'dead'.

21.8 In BC3 competition, during the ten-minute, medical time out, Sport Assistants may not look into the court area. The athlete must be attended to by a medical person who may be assisted with communication by that athlete's Sport Assistant if necessary.

21.9 In team competition if an athlete was the next to throw the Jack and was disqualified or became ill and is now unable to continue, and there are no substitutes, the Jack will be thrown by the person who is due to throw the Jack on the following end.

Competition Rules

21.10 In team play if an athlete cannot continue in subsequent matches (for a medical reason only) and there is no substitute, the team may continue to compete with two (2) athletes who will only use four (4) balls. If it is a BC1 athlete that is unable to continue, and there is not a BC1 substitute athlete, the match can proceed without a BC1 athlete

21.11 If an athlete continues to ask for medical time outs in subsequent matches, the TD in consultation with a medical doctor and a representative of that athlete's Country will determine if that athlete should be removed from the remainder of the competition. In individual play if an athlete is removed from the remainder of the competition all subsequent matches that they would have played will have a score corresponding to the score of the match with the highest point difference of that pool or knock out series.





BISFed recognizes 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.

The following pages (Appendix 1, 2 and 3) contain diagrams of gestures that will be used by referees, an explanation about protest procedures and a court diagram. The gestures have been developed in order to assist both referees and athletes to understand certain situations. Athletes cannot protest if a referee forgets to use a specific gesture.






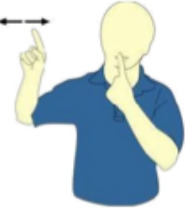



Competition Rules

Appendix 1 – Officials gestures/ signs



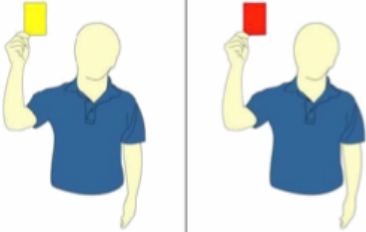

Referees

Situation to be signaled	Description of the gesture	Gesture to be done
Indication to throw Jack or warm up balls: <ul style="list-style-type: none"> • Rule 6.4 • Rule 6.5 	Move hand to indicate throwing.	
Indication to throw a coloured ball: <ul style="list-style-type: none"> • Rule 6.7 • Rule 6.8 • Rule 6.9 	Show colour indicator according to the colour of the side playing.	
Time out: <ul style="list-style-type: none"> • Rule 13.5 	Put the palm of the hand over the fingers of the other hand, which are in a vertical line (drawing a 'T') and saying which side called for it (eg. Time out for – athlete name/ team/ country/ ball colour).	
Substitution: <ul style="list-style-type: none"> • Rule 6.19 	Rotate one forearm around the other.	


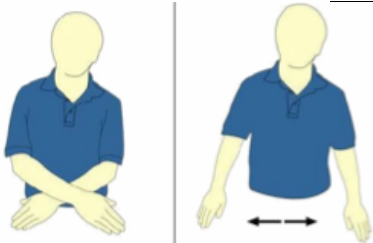

Competition Rules

<p>Measurement</p>	<p>Put one hand next to the other and pull them apart as if using a tape measure.</p>		
<p>Asking is they want to go onto the court:</p> <ul style="list-style-type: none"> • Rule 7.6 	<p>Point out athletes and then the referees eye.</p>		
<p>Inappropriate communication:</p> <ul style="list-style-type: none"> • Rule 11.1.3 • Rule 13 	<p>Point out the mouth and move the forefinger laterally with the other hand.</p>		
<p>Dead ball/ ball out:</p> <ul style="list-style-type: none"> • Rule 6.13 	<p>Point out the ball and raise the forearm vertically with the hand open with its palm towards the referees body and say: Out or Dead Ball. Then raise the ball that went out.</p>		
<p>Retraction:</p> <ul style="list-style-type: none"> • Rule 10.3 • Rule 11.2 • Rule 11.4 	<p>Point out the ball and raise the forearm with a concave hand before picking up the ball (wherever possible).</p>		





Competition Rules

<p>2 penalty balls:</p> <ul style="list-style-type: none"> • Rule 10.2 • Rule 11.1 • Rule 11.2 • Rule 11.3 	<p>Raise 2 fingers apart.</p>	
<p>Warning:</p> <ul style="list-style-type: none"> • Rule 10.4 • Rule 11.3 	<p>Show the yellow card for the warning violation.</p>	
<p>Second warning and a consequent disqualification:</p> <ul style="list-style-type: none"> • Rule 10.4 	<p>Show the yellow card for the second violation and then the red.</p>	
<p>Disqualification:</p> <ul style="list-style-type: none"> • Rule 10.4 • Rule 11.6 	<p>Show the red card.</p>	

Competition Rules


<p>Violations that cancel each other out:</p> <ul style="list-style-type: none"> • Rule 10.2.6 	<p>Raise vertically both thumbs.</p>	
<p>End completion/ end of the match:</p> <ul style="list-style-type: none"> • Rule 6.10 	<p>Cross the arms stretched and pull them apart.</p>	
<p>Score:</p> <ul style="list-style-type: none"> • Rule 7 	<p>Put the fingers over the correspondent colour on the colour indicator to show the score.</p>	

Scores

Score Examples			
			
<p>3 points for red</p>	<p>7 points for red</p>	<p>10 points for red</p>	<p>12 points for red</p>

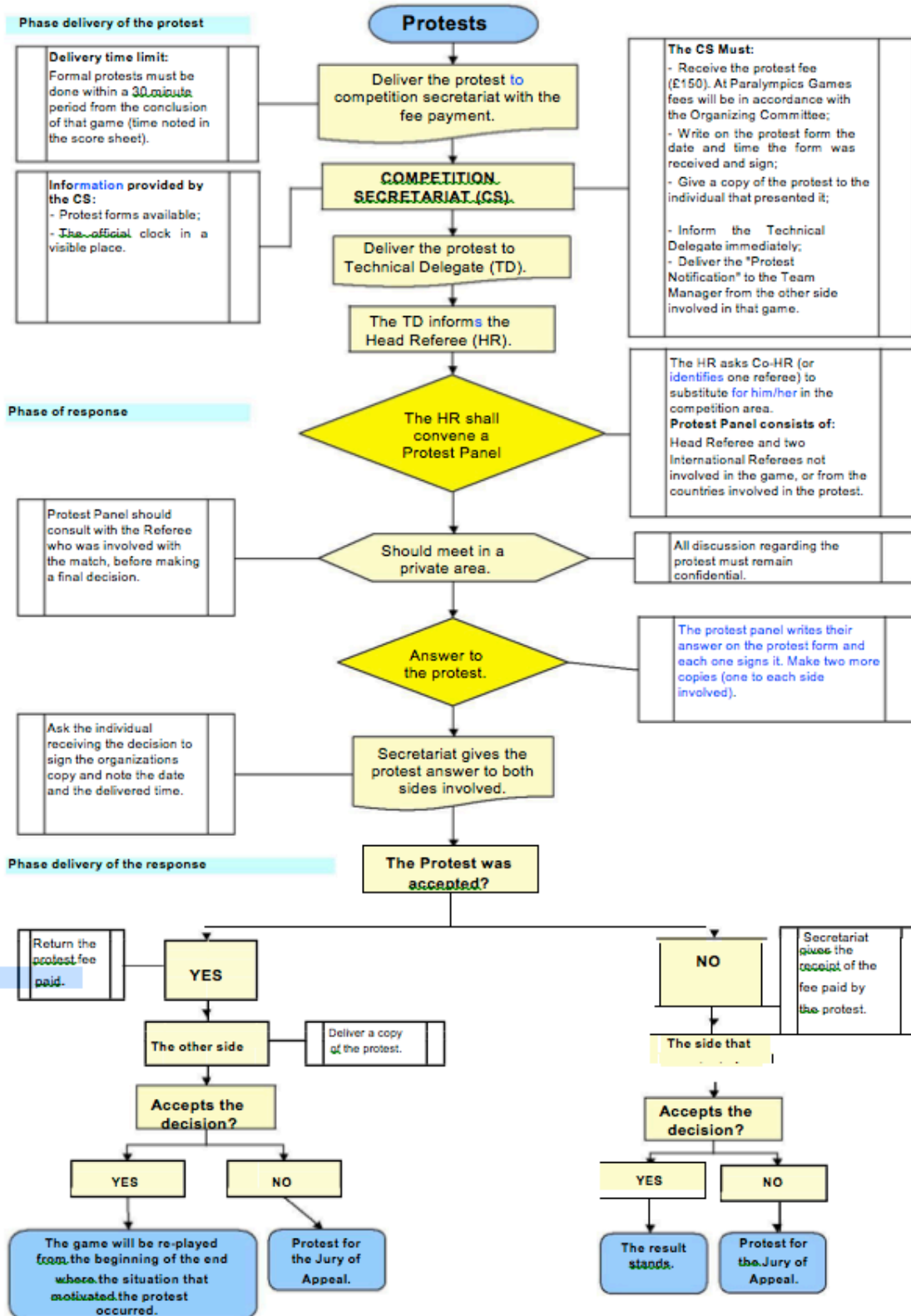
Competition Rules

Linesperson

Situation to be signaled	Description of the gesture	Gesture to be done
To call the referees attention	Raise the arm	

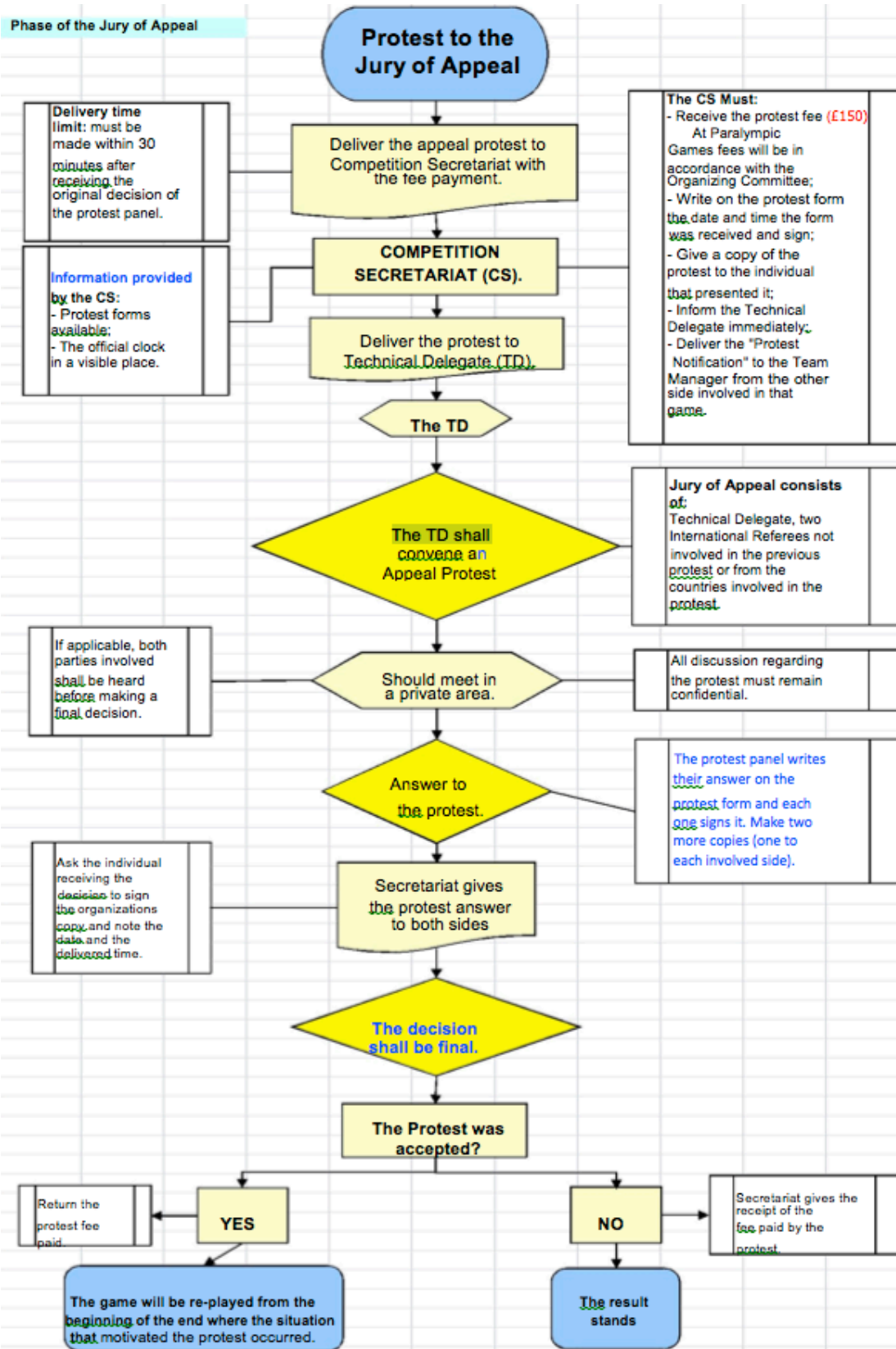
Competition Rules

Appendix 2 – Protests Protest procedure



Competition Rules

Protest to the Jury of Appeal



Competition Rules

Protest Guidelines

- If one side wants to present a protest outside the time limit (30 minutes), the secretariat should inform them that the time limit has expired. If a side insists that the protest be accepted, the secretariat will not accept it;
- Photographs and/or video recordings will not be accepted to support the protest presented;
- Replay the match, because of a protest: The Referee flips a coin and the winning side chooses whether to play red or blue. If a side had been awarded penalty balls, they will not be able to play those balls.
- Replay from the beginning of the end where the situation that motivated the protest occurred, because of a protest decision: The athletes remain in the same Boxes and will use the same coloured balls. Violations that were awarded in an end that is being replayed because of the decision of the Protest Committee are no longer valid, unless it was a written warning or a disqualification.
- If the reason for the protest is correct but not sufficient for a repetition of that match (For example, a procedural mistake in the Call Room), the protest fee will not be returned.
- All protest fees not returned because of the decision of the Protest Committee or the Jury of Appeals will be kept by the BISFed.

Competition Rules

Protest Notification

This notification is to inform the Team Manager from _____ (name of country), that the match played between _____ and _____ (name of athletes or countries) on ___/___/___ (insert date), at _____ (time of match) in division _____, has been protested by _____ (name) from _____ (Country).

Brief explanation of the protest:

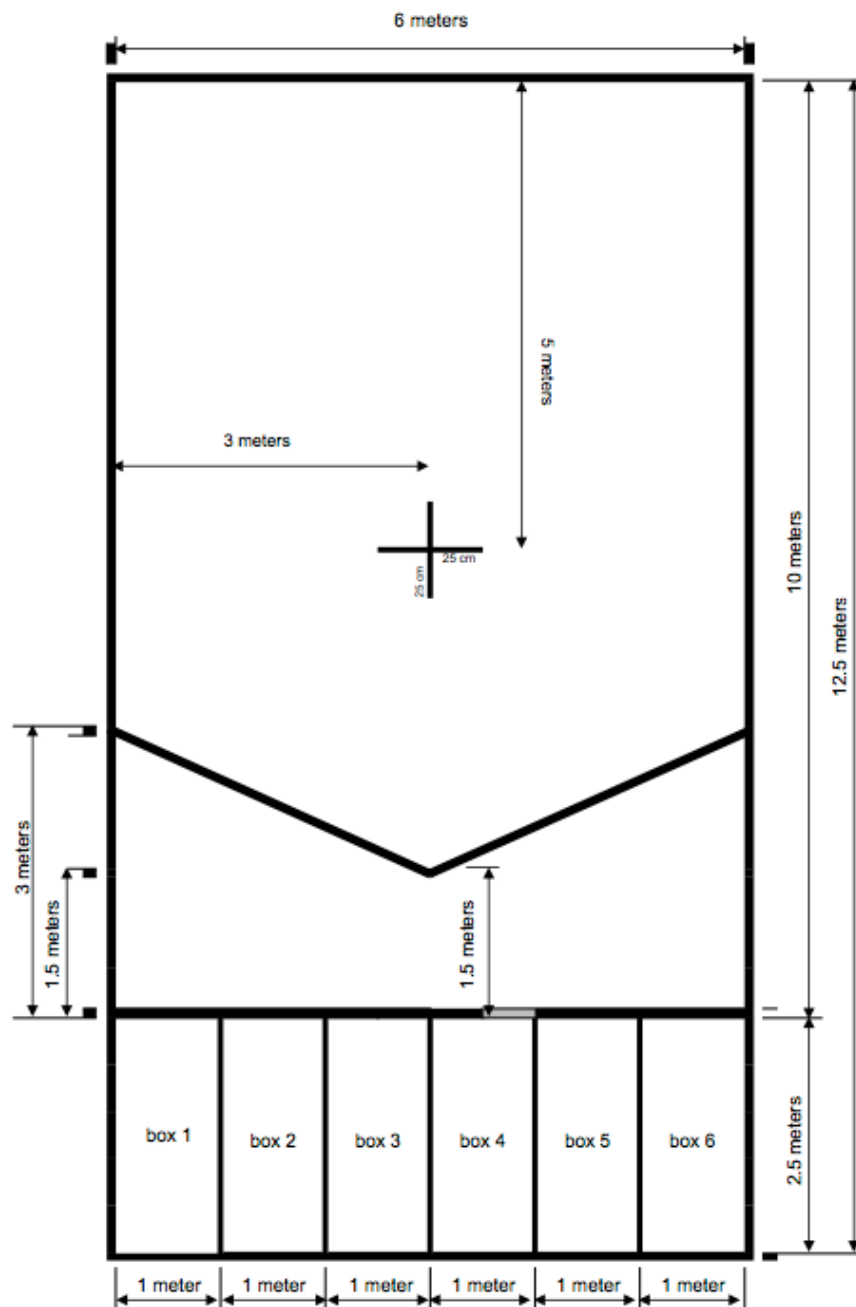
Delivered at: _____ h _____ m, on ___/___/___ (insert date),

Delivered by: _____

Received by: _____

Competition Rules

Appendix 3 – Boccia Court Layout



MEASUREMENT GUIDELINES Ref 2.7

Wide Tape for Exterior lines, Throwing line and V line

Thin tape for throwing box dividers and the 25cm x 25cm Cross

6 meter lines: from the inside of the side lines

12.5 meters side lines: from inside of the front line and inside of the back line

10 meters: from inside the front line to the back of the throwing line

5 meters: from inside the front line to the center of the cross

3 meters: from inside the side line to the center of the cross

3 meters: from the back of the throwing line to the front of the V line

1.5 meters: from the back of the throwing line to the front vertex of the V line

2.5 meters: from inside the back line to inside (which is also the back) of the throwing line

1 meter box lines: evenly spread over either side of the meter marks.

Competition Rules

Appendix 4 – Glossary of terms

Abbreviation	Description
BISFed	Boccia International Sport Federation
CP	Cerebral Palsy
CS	Competition Secretary
e.g.	'for example'
FOP	Field of play
HOC	Host organising committee
HR	Head referee
i.e.	'in other words'
IPC	International Paralympic Committee
TD	Technical delegate