

COMPETITION FORMAT

The **Pesta Sukan 2022 - Boccia** will be held from 16 – 17 July 2022 at
ActiveSG Pasir Ris Sport Centre – Sport Hall

EVENTS

The Competition will comprise of 5 medal events*:

CATEGORY	TYPE	MEDAL EVENTS
Individuals	Mixed	BC 1
Individuals	Mixed	BC 2
Individuals	Mixed	BC 3
Individuals	Mixed	BC 4
Individuals	Mixed	Community

* There should be a minimum of four (4) athletes per event. *

GAME FORMAT

PRELIMINARY ROUND

- Allocation of an individual to a pool, each individual will be given a seeding position. Each individual's seeding is determined by their position on the World Boccia ranking list. Allocation of an individual that does not have a world ranking list position, their seeding position will be based on a random system draw pre-decided by the Organizer.
- The games shall be played in a round-robin format / pool stage format* (Depending on the number of sign ups)
- (Pool Stage format) - Top two individuals / teams / pairs of each group will advance to the Semi-Finals round.

SEMI-FINALS ROUND

- The winners of Preliminary Round will advance into the Semi-Finals Round and cross play with each other (Winner of Group A versus 2nd of Group B and Winner of Group B versus 2nd of Group A).

FINALS PLAYOFF AND 3RD/4TH PLAYOFF

- The winners of Semi-Finals Round will enter the Finals Playoff to play for First and Second position of the competition.
- The losers of Semi-Finals Round will enter the 3rd/4th Playoff to play for Third and Fourth position of the competition.

MATCH FORMAT

- 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.

For detailed qualification criteria, please refer to BisFed Competition Manual

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(https://www.worldboccia.com/wp-content/uploads/2021/01/BISFed_Competition-and-Ranking-Manual_1.3_2018-05.pdf)

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1. Divisions of Play

1.1 General

There are five divisions of play. Each division is played by classified competitors of all gender.

The divisions are:

- 1.1.1 Class - BC 1
- 1.1.2 Class - BC 2
- 1.1.3 Class - BC 3
- 1.1.4 Class - BC 4
- 1.1.5 Open Class - Community

Classification for BC 1, BC 2, BC 3 and BC 4, an individual must hold a valid local or internationally recognised classification status.

Local classification Master List (on SDSC Website) https://sdsc.org.sg/boccia_about/

1.2 Class - BC 1

- 1.2.1 Is played by athletes classified within the Classification System as BC1
- 1.2.2 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.
- 1.2.3 Sport Assistants perform tasks such as:
 - 1.2.3.1 Adjust or stabilize the playing chair (if Sport Assistant stays inside the athletes' box without stabilizing the wheelchair, it is not considered a violation)
 - 1.2.3.2 Passing a ball to the athlete
 - 1.2.3.3 Rolling the ball to obtain a more spherical shape

1.3 Class - BC 2

- 1.3.1 Is played by athletes classified within the Classification System as BC2
- 1.3.2 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 into the court.

1.4 Class - BC 3 (Athletes using as assistive device, ramp)

- 1.4.1 Is played by athletes classified within the Classification System as BC3
- 1.4.2 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.
- 1.4.3 The BC3 Sport Assistant is not allowed to prepare the throw without being instructed by the athlete, Such as orienting the wheelchair or the ramp, or rolling the balls.
- 1.4.4 The BC3 Sport Assistant is not allowed to look into the court while orienting the ramp / adjusting the wheelchair / rolling the balls.
- 1.4.5 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.

1.5 Class - BC 4

- 1.5.1 Is played by athletes classified within the Classification System as BC4
- 1.5.2 The BC4 throwing athletes are not eligible for assistance by a Sport Assistant during the match.

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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.

- 1.5.3 The BC4 foot athletes as described in the 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.
- 1.5.4 The Sport Assistant is not allowed to have direct physical contact with the athlete during the act of kicking.
- 1.5.5 Sport Assistants perform tasks such as:
 - 1.5.5.1 Adjust or stabilize the playing chair (if Sport Assistant stays inside the athletes' box without stabilizing the wheelchair, it is not considered a violation)
 - 1.5.5.2 Passing a ball to the athlete
 - 1.5.5.3 Rolling the ball to obtain a more spherical shape

1.6 Open Class – Community

- 1.6.1 Is played by members/organisation/centres which have participated in SDSC's WeHeartBoccia Community Outreach Programme.
- 1.6.2 The individual will be members/organisation/centres which have participated in SDSC's WeHeartBoccia Community Outreach Programme.
- 1.6.3 The individual beneficiaries may be assisted by one staff, volunteer or a family member for task such as:
 - 1.6.3.1 Adjust or stabilize the playing chair of the individual player
 - 1.6.3.2 Passing / picking up a ball
 - 1.6.3.3 Rolling the ball to obtain a more spherical shape
 - 1.6.3.4 Any relevant actions in concern to safety

1.7 Sports Assistant Rules

BC1, BC3 and BC4 foot athletes are allowed to have a Sport Assistant. BC1 and BC4 foot athlete's Sport Assistant should be positioned behind the throwing box and may enter the throwing box when directed by their athlete. BC3 Sport Assistants must be positioned inside their athletes' throwing box and are not allowed to look into the playing area during the Ends.

Sport assistants perform tasks such as:

- Adjusting or stabilizing the athlete's chair – when asked by the athlete
- Adjusting the athlete's position – when asked by the athlete
- Rolling and /or passing a ball to the athlete – when asked by the athlete
- Positioning the ramp (for BC3) – when asked by the athlete
- Performing routine actions before or after the throw
- Picking up the balls after each end – when invited by the referee

1.8 Coaches

One Coach per division of play is allowed to enter the Warm up and the Call Room areas designated for each match.

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2. Equipment and Ball Check

- 2.1 Equipment and ball check must take place prior to the start of competition
- 2.2 The Head Referee and/or their designate will conduct the ball and ramp checks at a time determined by the Technical Delegate.
- 2.3 Gloves, splints or other devices that the Athlete uses on court need to be approved by classifiers and must be brought to equipment check.
- 2.4 Athletes using communication devices must have these approved at equipment check.

2.5	Boccia	Balls
	2.5.1	A set of Boccia balls consists of six red, six blue, and one white Jack. Boccia balls used in competitions must meet the criteria laid down by the PESTA SUKAN 2022 COMPETITION RULES & REGULATIONS.
	2.5.2	Each athlete or Side may use his or her own coloured balls. In the Individual division, each athlete may use their own Jack.
2.6	Boccia	Ball Criteria
	2.6.1	Weight: 275 g. +/- 12 g.
	2.6.2	Circumference: 270 mm +/- 8mm
	2.6.3	No trade markings are required on balls, provided that they meet the above criteria.
	2.6.4	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
	2.6.5	The Head Referee and ultimately the Technical Delegate will make the final decision as to whether any particular balls may be used.
2.7	Boccia	Ball Testing
	2.7.1	The weight of each ball will be tested using a weighing scale accurate to within 0.01g.
	2.7.2	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: 2.7.2.1 Each ball will be tested to check that it will not pass through the small hole under its own gravity by placing the ball gently on top of the small hole. 2.7.2.2 Each ball will be tested to check that it will pass through the big hole. 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). 2.7.2.3 Each ball will be tested using a standard BISFed Roll Test to check that it will roll under the influence of gravity by releasing the ball down an aluminium ramp 290mm in length at an incline of 25 degrees to the horizontal. Each ball must roll at least 175mm on the 100mm wide horizontal aluminium exit plate of the test device and will be deemed to have passed the test if it rolls true along the horizontal exit plate and drops off the end of the horizontal exit plate.

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	2.7.2.4 Each ball may be tested a maximum of three times and will be deemed to fail if it does not fall off the horizontal exit plate on one of the three attempts. A ball which falls off the side of the exit plate will be deemed to fail. 2.7.2.5 The Head Referee may perform additional random tests in the Call Room preceding any match. 2.7.2.6 Any ball which fails 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
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3. **Assistive Device**

Assistive Devices such as ramps and pointers are used by athletes in the BC3 Division subject to approval at the Equipment Check of each event. Gloves and/or splints used by any athlete must have approval from the Classifier and to be brought to the Equipment Check.

- 3.1 A ramp when laid on its side must fit 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.
- 3.2 A ramp may not contain any mechanical device that would aid propulsion; speed up or slow down the ball; or aid the orientation of the ramp (i.e. lasers, levels, brakes, sighting devices, scopes, etc.) Such mechanical devices are not permitted in the Call Room or on the field of play. A raised top used for sighting is not allowed. Once the athlete releases the ball, nothing should obstruct the ball in any way.
- 3.3 When propelling a ball, the ramp may not overhang the throwing line.
- 3.4 There is no restriction on the length of the head, mouth or arm pointer.
- 3.5 At the beginning of each end the ramp must be clearly moved at least 20cm to the left and 20 cm to the right after the referee indicates the side's turn to throw the Jack. The ramp must also be swung before any penalty throws. Athletes must reorient the ramp by making the 20cm swing of left and right when they or their teammate returns from the playing area. It is not required to swing the ramp between the other throws.
- 3.6 An athlete may use more than one ramp and/or pointer during a match. All assistive devices must remain in the athlete's throwing box for the entire end. If the athlete wishes to use any items (bottles, coats, pins, flags...) or other equipment (pointer, ramp or ramp extension...) during an end, these items must be inside the athlete's throwing box at the beginning of that end.
- 3.7 If a ramp breaks during the match, time must be stopped and the athlete will be given a ten (10) minute technical time out to repair that ramp. In a Pair match, an athlete may share ramps with his/her teammate or/and the substitute. A replacement ramp may be substituted between ends (the Head Referee must be notified of this).
- 3.8 Athletes that require the need of gloves and/or splints must have documented approval for the use of those items from Classification.

4. Wheelchairs

- 4.1 Competition wheelchairs should be as standard as possible. Scooters may also be used. There is no restriction on seat height for BC3 athletes, so long as they remain seated. For all other athletes the maximum seat height is 66cm from the ground to the lowest point of where the athlete's buttock is in contact with the seat cushion.
- 4.2 If a wheelchair breaks during the match, time must be stopped and the athlete will be given a ten (10) minute technical time out for repairs. If the wheelchair cannot be repaired the athlete must carry on playing or forfeit the match.
- 4.3 In case of dispute, the Head Referee in conjunction with the Technical Committee shall make a decision. Their decision is final.

5. Warm Up

- 5.1 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 TD for each scheduled match. Athletes, coaches and Sport Assistants may enter the Warm Up area and proceed to their designated warm up court, within their scheduled time.
- 5.2 Athletes may be accompanied into the warm up area by a maximum number of people as follows:
 - 5.2.1 BC1 1 coach, 1 Sport Assistant
 - 5.2.2 BC2 1 coach, 1 Sport Assistant
 - 5.2.3 BC3 1 coach, 1 Sport Assistant
 - 5.2.4 BC4 1 coach, 1 Sport Assistant
 - 5.2.5 Community 1 Official

6. Call Room

- 6.1 Prior to entering the Call Room, Each athlete and Sport Assistant must show their competitor bib numbers. Competitor number tag will be placed on either the athlete's chest or legs (On the front where is visible) Sport Assistants must have the same number tag as the athlete they are assisting on their back. Failure to comply with this requirement will result in entry being denied to the Call Room.
- 6.2 Athletes may be accompanied into the Call Room by a maximum number of people as follows:
 - 6.2.1 BC1: 1 coach, 1 Sport Assistant
 - 6.2.2 BC2: 1 coach
 - 6.2.3 BC3: 1 coach, 1 Sport Assistant
 - 6.2.4 BC4: 1 coach, (1 Sport Assistant, if athlete is a foot player)
 - 6.2.5 Community 1 Official
- 6.3 Registration is done at the Call Room desk, which is at the entrance to the Call Room. A side that is not present in the Call Room on time, will be forfeited for the match.
- 6.4 For Individual division, all athletes must be registered between **thirty (30) and fifteen (15) minutes** before the scheduled start time of any specific match.
- 6.5 For Team and Pair division, all athletes must be registered between **forty-five (45) and twenty (20) minutes** before the scheduled start time of any specific match.
- 6.6 Each side (Individual, Team or Pair, including Sport Assistant and Coach) must register together and must bring all of their equipment and balls with them. Each side should bring to the Call Room only the items necessary to compete.
- 6.7 Once registered and inside the Call Room, athletes, coaches and sports assistants may not leave the Call Room. Should they do so, they will not gain readmittance and will take no further part in the

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- match. Any other exceptions will be considered by the Head Referee and/or the Technical Delegate.
- 6.8 All sides must remain in the Call Room in their designated Court area immediately after they have registered. If an athlete needs to play back-to-back games, the coach or Team manager may, with the TD's permission, register the athlete for the following game. This includes playoff games when the athlete's progression to the next level does not leave enough time to comply with Call Room time constraints.
 - 6.9 At the appointed time the Call Room doors will be closed and no other person or equipment or balls may enter or take part in the match. (Exceptions may be considered by the Head Referee and/or the Technical Delegate).
 - 6.10 Referees will enter the Call Room to prepare for the match at the latest when the Call Room door closes.
 - 6.11 The examination of all equipment, checking balls and confirming the approved stamps on ramps and wheelchairs, plus the coin toss should be conducted in the Call Room. Any equipment that fails a check can not be used in court, unless that side can immediately make a repair to make it legal.
 - 6.12 Coin toss - The Referee flips a coin and the winning side chooses whether to play red or blue. A side is permitted to examine an opposing side's Boccia balls, before or after the coin toss.
 - 6.13 If the organiser causes a delay or for any reason matches are delayed, the TD will notify all Team Managers / Coach as soon as possible in writing and revised timings will be made.

7. **Random Check**

- 7.1 Equipment is subject to random checks at any time during the competition at the sole discretion of the Head Referee.
- 7.2 Balls that fail the criteria will be confiscated until the end of the tournament. 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. If an athlete brings too many balls into the Call Room, the extra balls will be confiscated until the end of the competition.
- 7.3 Where one or more balls fail a random check, the athlete will be issued with a yellow card and a warning. If one athlete has more than one ball rejected at the same random check, the offence will incur only one yellow card.
- 7.4 For Team and Pair division, athletes must identify each athlete's equipment and balls in the Call Room so that if an item fails a random check, it can be correctly associated with the correct athlete. If ownership is not admitted, the yellow card is given to the captain
- 7.5 If an athlete's balls or equipment (ramp, gloves, splints and other devices) fails the criteria on a second occasion on the random check, that athlete receives a 2nd yellow card and will be barred from the current match.
- 7.6 When a ball(s) is rejected, that athlete can ask for the type of competition 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.
- 7.7 Athletes and Coaches may watch the random check. If an item fails, the Referee must call the Head Referee to repeat the evaluation. Random checks may occur in the Call Room and / or on the court during the match.

8. Play

Preparation for a match begins in the Call Room.

8.1 On Court warm up

- 8.1.1 Once on court, the athletes will position themselves in their designated throwing boxes. The referee will indicate the start of a 2 minutes warm up period during which each side may throw up to seven balls, (including the Jack). The warm up is finished when both Sides have thrown all seven balls or after 2 minutes; whichever is the earlier.

8.2 Throwing the Jack

- 8.2.1 When throwing any ball (Jack, red or blue), the athlete must have all their equipment and clothing inside their own throwing box. For BC3 athletes this includes the Sport Assistant.
 - 8.2.1.1 The Side playing red always initiates the first end.
 - 8.2.1.2 The athlete may only throw the Jack after the Referee indicates it is that side's turn.
 - 8.2.1.3 The jack must come to rest in the valid area for the jack.

8.3 Fouled Jack

- 8.3.1 The Jack will be fouled if:
 - 8.3.1.1 When played, it comes to rest in the non-valid area for the Jack.
 - 8.3.1.2 It is thrown out of bounds.
 - 8.3.1.3 A violation is committed by the athlete throwing the Jack. The appropriate penalty will also be awarded.
- 8.3.2 If the Jack is fouled then the athlete who is due to throw the Jack on the following end will throw the Jack. If the Jack is fouled on the final end, the athlete who is in the box that threw the Jack on the first end will throw the Jack. The Jack throw will continue to advance in sequence until it is thrown into the valid area for the Jack on the court.
- 8.3.3 When the Jack is fouled, the following end will be started as if the foul had not occurred, and the Jack will be thrown by the athlete who was due to throw the Jack.

8.4 Throwing the First Ball Into Court

- 8.4.1 The athlete who throws the Jack also throws the first coloured ball.
- 8.4.2 If the ball is thrown out of bounds, or is retracted following a violation, that side will continue to throw until a ball lands in the playing area of the court or all their balls have been thrown.

8.5 Throwing the First Opposition Ball

- 8.5.1 The opposing side will then throw.
- 8.5.2 If the ball is thrown out of bounds, or is retracted following a violation, that side will continue to throw until a ball lands in the playing area or all their balls have been thrown.

8.6 Throwing the Remaining Balls

- 8.6.1 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 both sides have thrown all balls.
- 8.6.2 If an athlete decides not to throw any remaining balls, they may indicate to the Referee that they do not wish to throw any more balls during that end, and the remaining balls will be declared Dead Ball(s). Balls Not Thrown (BNT) will be recorded on the score sheet.

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8.7 **Completion End**

- 8.7.1 After all balls have been thrown and there are no penalty balls, the Referee will verbally announce the score and then, "End is finished." (BC3 Sport Assistants may turn to face the playing area at this time).
- 8.7.2 If there are penalty balls to be thrown, after acknowledging the end score with the athletes, the playing area will be cleared by the referee (the lines person may assist). The side awarded a penalty ball will select any one (1) of their coloured balls, which will be thrown at the target box at the cross. The referee will verbally announce the tallied score and then, "End is finished." (BC3 Sport Assistants may turn to face the playing area at this time) The total score from the End is recorded on the score sheet.
- 8.7.3 In the final end of a match, if all the balls have not been thrown and the winner is obvious, no penalty will be incurred if the Sport Assistant or coach cheers. This also applies for penalty throws.
- 8.7.4 Sport Assistants and coaches may enter the playing area only when directed by the Referee at the end of the End, when the referee announces "one minute !" when picking up the jack.

8.8 **Preparation For Subsequent End**

- 8.8.1 The Referee will allow a maximum of one minute between ends.
- 8.8.2 The one-minute begins when the Referee picks up the Jack from off the floor and announces "One Minute." After 45 seconds the Referee will call "15 seconds!" At one minute, the Referee will call "Time!" All actions of the opposing side must stop when the Referee gives the Jack to the athlete who is to throw.
- 8.8.3 The referee asks for "Jack!" If the opposing side is not ready, they will have to wait until the Referee indicates their turn to throw, at which time they may complete their preparation.

8.9 **Throwing Balls**

- 8.9.1 When the ball is released, the athlete must have at least one buttock in contact with the seat of the wheelchair/scooter. Athletes who can only play while on their abdomen, must have their abdomen in contact with the throwing chair. These athletes must have approval for this method of play from Classification.
- 8.9.2 If a ball is thrown and it bounces off the athlete who threw it, or off an opposing athlete or his/her equipment, it is still considered to be in play.
- 8.9.3 A ball, after being thrown, kicked, or exiting the bottom of a ramp, may roll out the side of the athlete's throwing box (either in the air or on the floor), and through an opposing Side's throwing box, before crossing the throwing line and going into the playing area.
- 8.9.4 If a ball in play rolls on its own, without being touched by anything, it will remain on the playing area in the new position.

8.10 **Balls Out of Bounds**

- 8.10.1 Any ball will be considered out of bounds, if it touches or crosses the exterior boundary lines. If the ball is touching the line and supporting another ball, the ball on the line will be removed directly outwards perpendicular to the boundary line in one motion while keeping the ball in contact with the floor. If the ball that was supported falls and touches the line, that ball will also be out of bounds. Each ball will be dealt with accordingly.
- 8.10.2 A ball that touches or crosses the exterior boundary line and then re-enters the playing area is considered to be out of bounds.

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- 8.10.3 A ball, which is thrown and fails to enter the court, will be considered out of bounds.
- 8.10.4 Any coloured ball that is thrown or knocked out of bounds becomes a Dead Ball and is placed in the appropriate area. The Referee is the sole arbiter as to whether a ball is out of bounds.

Jack knocked out of Bounds

- 8.10.5 If the Jack is knocked out of the playing area, or into the non-valid area for the Jack during the match, it is repositioned on the cross.
- 8.10.6 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 centred between the sidelines ('In front of the cross' refers to the area between the throwing line and the cross).
- 8.10.7 When the Jack has been placed on the cross the Side to throw next will be determined accordingly.
- 8.10.8 If there are no coloured balls on the playing area after the Jack has been replaced, the side, which knocked the Jack out, will play.

8.11 Equidistant Balls

- 8.11.1 When determining which side is to throw next, if two or more scoring balls of different colours are equidistant from the Jack (even if the score is more than 1-1 for one of the sides), it is the side that threw last that must throw again.
- 8.11.2 The side to throw will then alternate until either the equidistant relationship is disturbed, or one side has thrown all of its balls.
- 8.11.3 Play will then continue as normal. If a newly thrown ball disturbs the equidistant relationship, but remains to make a different but still equidistant relationship that same colour must play again.

8.12 Dropped Ball

- 8.12.1 If an athlete accidentally drops the ball, it is the athlete's responsibility to ask the Referee for permission to replay that ball.
- 8.12.2 The Referee will determine whether the ball was dropped as a result of involuntary action, or whether by a deliberate attempt to throw the ball.
- 8.12.3 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

8.13 Referee Error

- 1.1.1 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.
- 1.1.2 If any balls have been disturbed the end should be treated as a disrupted end.

9. Scoring

- 9.1 Scoring will take place by the Referee after both sides have thrown all balls, including penalty balls where appropriate. Penalty ball points, if any, are added to the score and recorded.
- 9.2 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.
- 9.3 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.
- 9.4 At the completion of each end the Referee must be sure that the score is correct on the score sheet and the scoreboard. Athletes are responsible for ensuring that the scores are recorded accurately. For each penalty throw, a coloured ball that stops within the target box will score one (1) point.
- 9.5 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.

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- 9.6 The Referee may call Athletes forward if measuring has to take place, or the decision is close at the end of an end.
- 9.7 If the scores are equal after the regulation ends have been played, including any penalty throws, 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.
- 9.8 If a side forfeits a match, then the opposing side is awarded the match by the higher score of 6-0; or the greatest points difference in any match in that pool level or knock out series. The barred side will score zero. If both sides are barred, they both forfeit the match by the higher score of 6-0, or the greatest points difference of that pool level or knock out series. The score will be recorded for each side as "forfeit by 0-(?)". If both sides forfeit the match, the Technical Delegate and Head Referee will decide the appropriate action.

10. **Disrupted End**

- 10.1 An end is disrupted when balls have been moved by contact from an athlete or the Referee, or by a ball thrown during a violation that the Referee fails to stop.
- 10.2 If an end is disrupted due to a Referee's error or action, the Referee in consultation with the linesperson, 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).
- 10.3 If the Referee does not know the previous score, then the end must be restarted. The Referee will be the final arbiter.
- 10.4 If an end is disrupted due to a side's error or action, the Referee will take action but may consult with the disadvantaged side in order to avoid making any unfair decisions.
- 10.5 If a disrupted end is caused and penalty balls have been awarded, the penalty ball(s) will be played at the completion of the [replayed] end. If the athlete or side that caused the disrupted End has previously been awarded penalty ball(s) in that End, they will not be able to play those penalty balls.

11. **Tie-Break**

- 11.1 A tie-break constitutes an extra end.
- 11.2 Athletes will remain in their original throwing boxes.
- 11.3 After a maximum of one minute after the Tie-Break End has been called there shall be a coin toss. The winner of the coin toss decides which Side will throw the first coloured ball. The Jack of the side that plays first will be used. During, or after the coin toss, the BC3 SA may not look into the playing area.
- 11.4 The Jack is placed on the cross.
- 11.5 The tie-break is then played as a normal end.
- 11.6 In a BC3 individual Division, prior to the release of their first coloured balls (both red and blue), must swing their ramp.
- 11.7 If a situation occurs when each side receives equal points on the tie-break the scores are recorded and a second tie-break is played.
- 11.8 This time the opposing side will begin the tie-break. This procedure continues, with the first throw alternating between sides, until there is a winner.

12. Movement on Court

- 12.1 A side may not prepare their next shot, orient the wheelchair or the ramp, or roll the ball in the opposing sides' time. (Before the colour is shown, it is acceptable for an athlete to pick up a ball without throwing it; e.g. it is permitted for red to pick up their ball before the Referee signals for blue to throw 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 signalled for blue to throw).
- 12.2 Once the Referee has indicated which side is to throw, athletes from that side are free to enter the playing area and any empty throwing box.
- 12.3 Athletes are allowed to orient the ramp from their own or any empty throwing box.
- 12.4 Athletes may not go into opponents' throwing boxes while preparing their next shot or to orient a ramp.
- 12.5 If any athlete needs assistance to go onto the court, they may ask the Referee or the linesperson to assist them.
- 12.6 Routine actions before or after the throw, are allowed without a specific request having to be made to the Sport Assistant

13. Violations

In the case of a violation there can be one or more of several consequences:

- One ball penalty
- Retraction
- One ball penalty plus retraction
- One ball penalty plus a yellow card
- Yellow Card

An athlete is considered a single unit, if a coach receives a yellow card, it does not transfer to the side.

13.1 One Ball Penalty

- 13.1.1 A one ball penalty is the award of one extra ball to the opposing side. This ball will be thrown after all the balls have been played in an End. The Referee tabulates the score; all balls will be removed from the playing area and the side awarded the penalty ball will select any one (1) of their coloured balls, which will be thrown at the target box at the cross. The Referee will show the colour indicator and call "One minute!" The athlete has 1 minute to throw the penalty ball. If this ball stops inside the 25cm target box without touching the outside line, the side throwing the penalty ball is awarded one additional point. The Referee will tally the score with the score from the End and it is recorded on the score sheet. In the case of a penalty ball, the clock will be reset to 1 minute after noting the current remaining time on the score sheet.
- 13.1.2 If more than one violation occurs during an end by one side more than one penalty can be awarded. Each penalty ball is thrown separately. The thrown ball is removed and tabulated (if it is scoring) and the side selects from all their six coloured balls to throw any subsequent penalty balls.
- 13.1.3 Violations committed by both sides do not cancel each other out. Each side will attempt to earn their point and will throw in order of penalty received. The first throw will be by the side that received the 1st penalty ball, after which throws alternate for any other penalty balls.
- 13.1.4 If a violation that leads to the award of a penalty ball is committed while a penalty ball is being thrown, the Referee will award a penalty ball to the opposing side.

13.2 Retraction

- 13.2.1 A retraction is the removal of a ball from the court. The retracted ball will be placed in the dead

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ball container, or designated area.

13.2.2 A retraction can only be given for a violation which occurs during the act of throwing

13.2.3 If a violation is committed which leads to a retraction the Referee will always try to stop the ball before it dislodges other balls.

13.2.4 If the Referee fails to stop the ball before it dislodges other balls, the end will be deemed to be a disrupted end.

13.3 Yellow Card

13.3.1 When earning two (2) yellow cards during a competition, the athlete is barred from the remainder of the current match but is eligible to play any remaining matches in the competition.

13.4 Violations Summary

The following actions will lead to the award of a One Ball Penalty:

13.4.1 An athlete leaves the throwing box when their turn has not been indicated.

13.4.2 A BC3 Sport Assistant turns to look into the playing area to view play during an end.

13.4.3 If in the opinion of the Referee there is inappropriate communication between athlete/s, their Sport Assistants and / or coaches.

13.4.4 The athlete and/or SA prepares his/her next shot, orienting the wheelchair and/or the ramp or rolling the ball in the opposing sides' time.

13.4.5 The Sport Assistant moves the wheelchair, or the ramp or the pointer or passes a ball to the athlete without the athlete asking.

The following actions will lead to the award of a penalty ball and the retraction of the thrown ball:

13.4.6 Throwing the Jack or a coloured ball when the Sport Assistant, the athlete or any of their equipment, balls or belongings is touching the court marking or a part of the court surface not deemed to be part of the athlete's throwing box. For BC3 athletes and their SA's this includes while the ball is still on the ramp.

13.4.7 Throwing the ball when the ramp is overhanging the throwing line.

13.4.8 Throwing the ball without having at least one buttock, (or abdomen, as per classification) in contact with the seat of the chair.

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

13.4.10 Throwing the ball when the BC3 Sport Assistant looks into the playing area.

13.4.11 Throwing the ball when the athlete's seat height is higher than the maximum 66 cm for BC1, BC2, BC4.

13.4.12 Preparing, and then throwing a ball when it is the opposing side's turn to throw.

The following actions will lead to the award of a penalty ball and a yellow card:

13.4.13 Any deliberate interference with or distraction of another athlete in such a way that it affects their opponent's concentration or throwing action.

13.4.14 Causing a disrupted end.

The following actions will lead to retraction of the ball:

13.4.15 Throwing a ball prior to the referee indicating which colour is to throw.

13.4.16 If a ball stops in a ramp after it has been released.

13.4.17 If a BC3 Sport Assistant stops the ball in the ramp for any reason.

13.4.18 In a BC3 match, if the BC3 athlete is not the person that releases the ball. An athlete must have direct physical contact with the ball at its release. Direct physical contact includes using an assistive device attached directly to the athlete's head, mouth or arm.

13.4.19 If the Sport Assistant is touching the athlete, or pushing/pulling the wheelchair as a ball is thrown.

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- 13.4.20 If a Sport Assistant and an athlete simultaneously release the ball.
- 13.4.21 If a coloured ball is thrown before the Jack.
- 13.4.22 If a side has not released the ball when the time limit is reached.
- 13.4.23 If the first coloured ball is not thrown by the athlete who threw the Jack
- 13.4.24 A BC3 athlete not swinging the ramp at least 20 cm to the left and 20 cm to the right after the Jack has been presented and before throwing the Jack; or before throwing a penalty ball, or before the first throw of each athlete tie break.
- 13.4.25 If any side throws more than one ball at the same time.

An athlete, Sports Assistant and/or coach who commits any of the following offences will receive a yellow card

- 13.4.26 An athlete bringing to the warm up area, or into the Call Room, more than the allowed personnel.
- 13.4.27 An athlete bringing to the Call Room more than the allowed number of balls. The extra balls will be confiscated and held until the end of the competition.
- 13.4.28 An athlete when their balls fail to meet the criteria during a random check. A notice will be posted at the entrance to the Call Room for failed balls and failed equipment.
- 13.4.29 Unreasonably delaying a match.
- 13.4.30 An athlete not accepting a referee's decision and/or acting in a manner detrimental to the opposing side or competition personnel.
- 13.4.31 Leaving the court area during the match without referee's permission, even if it is between ends or during a medical or technical time-out, that individual may not return to the match.
- 13.4.32 The Sport Assistant or coach enters the playing area without the Referee's permission.

An athlete, Sports Assistant and/or coach who commits any of the following offences will receive a 2nd yellow card and is barred from the current match.

- 13.4.33 Receiving a 2nd yellow during the same competition
- 13.4.34 A second yellow card in the Warm Up Area or Call Room to the athlete or SA during the same competition will lead to being barred from the current match. If this is in preparation for an individual match the athlete loses to their opponent by forfeit
- 13.4.35 A second yellow card on court during a match will lead to being barred from the match and could result in a forfeit.

14. Communication

- 14.1 There will be no communication between athlete and Sport Assistant, during an End.
- 14.2 The exceptions is: when an athlete requests his/her Sport Assistant to carry out a specific action such as altering the position of the wheelchair, moving an assistive device, rolling the ball or passing the ball to the athlete. Some routine actions are allowed without a specific request to the Sport Assistant.
- 14.3 An athlete may ask another athlete or BC3 SA 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 Throwing Box.
- 14.4 Any athlete may speak to the referee in his or her **own time**.
- 14.5 After the referee determines which Side will throw, any athlete from that Side 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 onto the playing area to make sure for themselves how the balls are positioned.
- 14.6 Any communication device, including a smart phone taken onto the FOP must be approved by the HR or TD. Any misuse will be inappropriate communication and warrant a one ball penalty. Athletes and Sport Assistants on court must not receive any communication from coaches outside the

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boundary lines. Any infringement of this rule would constitute inappropriate communication and warrant a one ball penalty.

15. Time Per End

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

The times are:

- 15.1.1 BC1 – 5 Minutes Per Athlete Per End
- 15.1.2 BC2 – 4 Minutes Per Athlete Per End
- 15.1.3 BC3 – 6 Minutes Per Athlete Per End
- 15.1.4 BC4 – 4 Minutes Per Athlete Per End
- 15.1.5 Community - 4 Minutes Per Athlete Per End

15.2 Throwing the Jack is counted as part of a side's time allocation.

15.3 A side's time shall start when the referee indicates to the timekeeper which side should throw, including the Jack.

15.4 A side's time will stop the moment the ball being thrown becomes stationary within the court boundaries 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 designated area. In the case of BC3 athletes the ball has been released once it starts to roll down the ramp.

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 The time limit for penalty balls is one minute for each violation (1 ball) for all divisions of play.

15.8 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.

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

15.10 During matters of dispute or confusion, the referee must stop the time clock.

15.11 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.

16. Medical Time Out

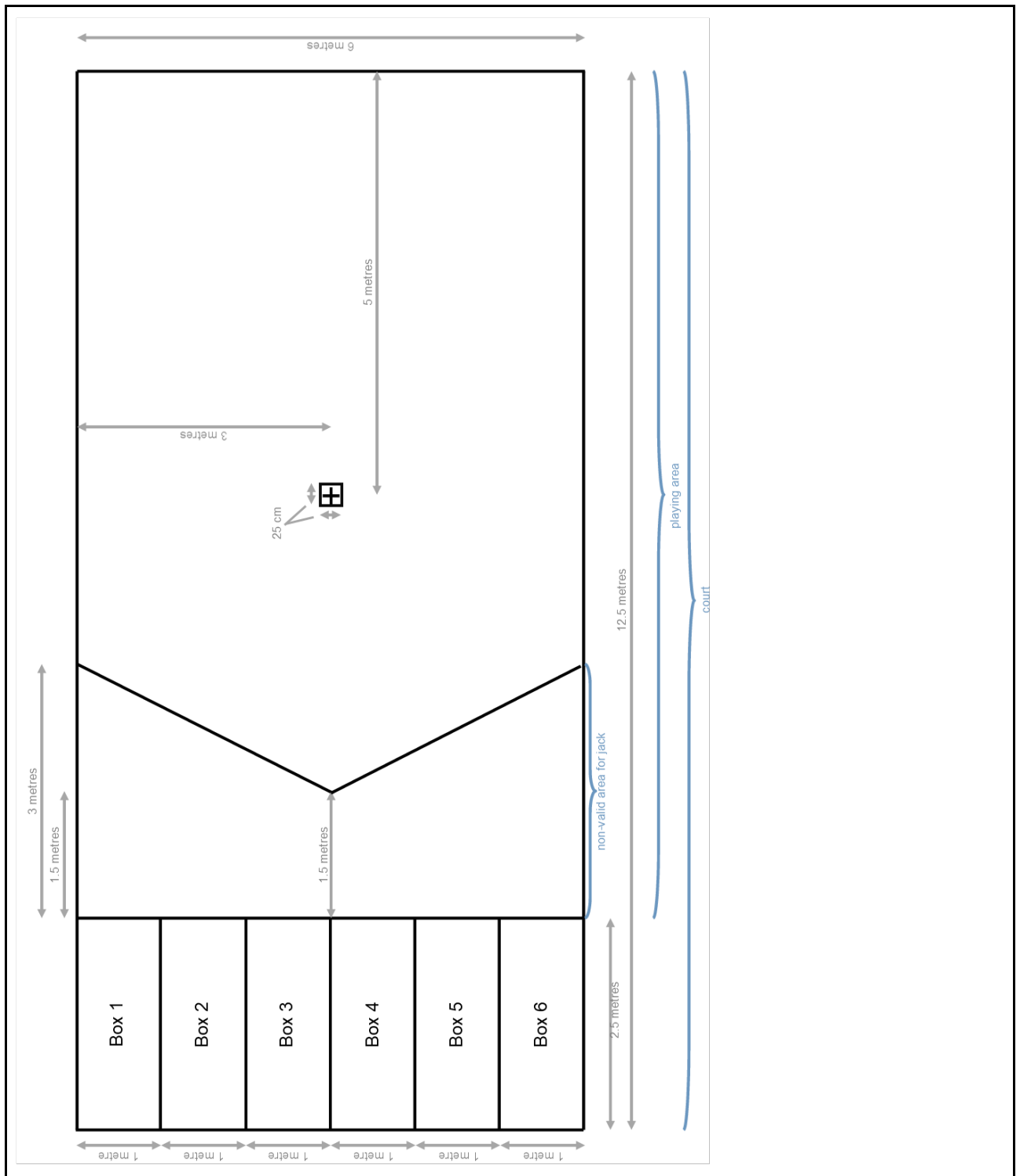
16.1 If an athlete or SA becomes ill during a match (it must be a serious situation) any athlete may ask for a medical time out if necessary. A match may be interrupted for a medical time out for ten (10) minutes during which the referee must stop the timing of the match. In BC3 division, during the ten-minute, medical time out, Sport Assistants may not look into the playing area.

16.2 An athlete or SA may only receive one (1) medical time out per match.

16.3 Any athlete or SA who receives a medical time out must be seen on court as soon as possible by the medical doctor assigned to the venue. The doctor may be assisted with communication from the athlete or SA, if necessary.

16.4 In individual division, if an athlete is unable to continue, the match will be forfeited.

17. Boccia Court Layout



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18. **Glossary**

Classification	The process for classification of athletes in accordance with BISFed Classification Rules
CP	Cerebral Palsy
Division	One of several levels of competition dependent on classification.
Ball	One of the red or blue balls or the Jack
Jack	The white target ball
Dead Ball	A red or blue ball that goes out of court after it has been thrown; a ball removed by a referee following a violation; or a ball that has not been thrown due to time expiring, or because the athlete elects not to throw.
Penalty Ball	An additional ball thrown at the conclusion of an End as awarded by the Referee to penalize the other Side for a specified Violation.
Throw	Is the term used for propelling a ball onto the playing area. It includes throwing, kicking or releasing a ball when using an assistive device
Balls Not Thrown	(BNT) Those balls that a Side elects not to throw during an End.
Roll Test Device	A small ramp used to check that balls do roll
Ball Template	A template used to confirm the balls circumference.
Weigh Scale	A scale used to weigh the boccia balls within an accuracy of 0.01g
Warm Up Area	A designated area for athletes to warm up prior to entering the Call Room.
Call Room	The place to register prior to each match
Field of Play (FOP)	The area that contains all the courts. This includes the Timers' stations.
Court	The area enclosed by the boundary lines. This includes the throwing boxes
Playing Area	The Court minus the throwing boxes
Throwing Box	One of six marked and numbered boxes from which athletes throw.
Throwing Line	The line on the Court from behind which the athletes throw the ball.
V Line	The Vee across the court that the Jack must cross completely to be in play

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Cross	The mark at the centre of the playing area for the Jack placement in tie-break, or when the Jack goes out of bounds or goes into the non-valid area after the 1st coloured ball is thrown
Target Box	25cm x 25cm box at the cross for penalty throws
Competition	All Individual matches one competition.
Match	A competition between two Sides
End	One section of a match when all balls have been played by two Sides
Disrupted End	When balls are moved outside the normal order of play, either accidentally or deliberately.
Violation	Any action made by an athlete, Side, substitute, Sport Assistant or coach which is against the rules of the game and earns a penalty
Yellow Card	A yellow card of around 7cm x 10cm and shown to issue a warning
Equipment	Wheelchairs, Ramp, gloves, splints and other assistive devices such as pointers.
HOC	Host Organising Committee.
SA, HR, AHR, TD, ATD	Sport Assistant, Head Referee, Assistant Head Referee, Technical Delegate, Assistant Technical Delegate
Side	In individual division, a Side is one (1) single competitor. In pair division, a Side is two (2) members as a single unit. In Team division a Side is three (3) members, as a single unit. Substitute athletes, Sport Assistants, and coaches, when permitted, are also members of the Side.
Sport Assistant	An individual who assists athletes in accordance with the Sports Assistant Rules.