

BISFed International Boccia Rules 2017 – v.1

English Rules to be used at all BISFed sanctioned events



BISFed International Boccia Rules – 2017 (v.1)

Introduction

Boccia

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

The Competition Rules [apply](#) 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, Regional Events, 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 the 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.

Translations

An editable version of the rules is available for members wishing to translate the rules into other languages. Email admin@bisfed.com if you would like to receive this document. BISFed will endeavour to publish translated documents however the English version is the FINAL copy for all disputes and appeals.

Photography

No flash photography is allowed. Video filming of matches is permitted. However, tripods and cameras may only be placed with approval from the Referee, HR, TD or HOC.

Trial Period for introducing changes to Boccia Rules

Changes to the Boccia Rules included in this version will be used on a trial basis during all sanctioned competitions in 2017. The Rules Competition Committee welcomes comments on the changes and will review the effectiveness of the changes at the end of 2017. Comments on the Rules should be sent to admin@bisfed.com.

All comments from our Members will be valuable in determining any future Rule edits. After several months, when you have given these a fair trial – at least 3 or 4 competitions, please send in your comments. Please help us to improve the Rules by letting us have your positive comments as well as any issues or concerns.

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1. Definitions

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 (ref 4.7)
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.
Balls Not Thrown	(BNT) Those balls that a Side elects not to throw during an End.
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
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
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 1 st coloured ball is thrown.
Target Box	25cm x 25cm box at the cross for penalty throws
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
Red Card	A red card of around 7cm x 10cm and shown to disqualify a Side
Equipment	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.
Substitute	A replacement athlete from the same Side.
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
Warm up Area	A designated area for athletes to warm up prior to entering the Call Room.

2. Eligibility for Play

2.1 The Eligibility criteria for athletes to compete is set out 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. For further detail on Classification, refer to Section 4 – Classification and Sport Profiles – of the latest BISFED Boccia Classification Rules, published on the BISFED website.

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

3. Divisions of Play

General

There are seven divisions of play. Each division is played by classified competitors of all genders. The divisions are:

3.1 Individual division

- Individual BC 1
- Individual BC 2
- Individual BC 3
- Individual BC 4

In individual division, a match consists of four (4) Ends. Each athlete initiates two Ends with control of the Jack alternating between athletes. Each athlete has 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.

3.2 Pair Division

- Pair BC3 - for athletes classified as BC 3
- Pair BC4 - for athletes classified as BC 4

Pair BC 3

Competitors must be classified as eligible to play in the individual BC3 division. A Pair BC3 may include one substitute. Exceptions to will be at discretion of BISFed whose decision will be final. A Pair BC3 must include at least one athlete with CP on court at all times. Each athlete is assisted by a Sport Assistant who must abide by the Sport Assistant rules (ref 3.6)

Pair BC 4

Competitors must be classified as eligible to play in the individual BC4 division. A Pair BC4 may include one substitute. Exceptions will be at discretion of BISFed whose decision will be final. [Foot players may be assisted by a Sport Assistant who must abide by the Sport Assistant rules. \(ref 3.6\)](#)

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In the BC3 and BC4 Pair division a match consists of four (4) ends. Each athlete initiates one end with the control of the Jack passing in numerical order from throwing box 2 to 5. Athletes have three coloured balls each. 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.

3.2.1 When entering the Call Room each member of the Pair (including substitutes) may bring into the Call Room 3 red balls and 3 blue balls together with 1 Jack per Pair.

3.2.2 Balls used by substitutes, will be put in a designated area near the scorekeeper

3.3 Team Division

Competitors must be classified as eligible to play in the individual BC1 or BC2 division. A Team must **play** the match with three athletes and include at least one BC1 athlete on court at all times. Each Team is allowed one Sport Assistant who must abide by the **Sport Assistant rules. (ref. 3.6)**. A Team may include up to two substitutes. Where there are two substitutes, the Team must include at least two BC1 athletes.

In the Team division a match consists of six (6) ends. Each athlete initiates one end with the control of the Jack passing in numerical order from throwing box 1 to 6. Athletes have two coloured balls each. 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.

3.3.1 When entering the Call Room each member of the Team (including substitutes) may bring into the Call Room 2 red balls, 2 blue balls together with 1 Jack per Team

3.3.2 Balls used by substitutes, will be put in a designated area near the scorekeeper

3.4 Between ends for Team and Pair Division

There are no Time Outs between ends.

The Referee will allow a maximum of one minute between ends. The one minute begins when the Referee picks up the Jack from off the floor and announces "One Minute." Coaches may gather their Side's balls and approach and talk to their athletes on court during this time. Coaches may request help from their Sport Assistants, the Referee, or Linesperson to pick up balls. After 50 seconds the Referee will call "10 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. 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. Athletes must be in their throwing boxes and Coaches must be in their designated area when the Referee calls "Time", or receive a yellow card for delay of match. (15.8.1)

3.5 The Captain's Responsibility

3.5.1 In Team and pair division, each Side is led by a captain for each match. A **letter "C"**, clearly visible to the referee, must identify the captain to the referee. Each captain, club or country is responsible for providing the "C". The captain will act as the executive of the Team and assume the following responsibilities:

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

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3.5.3 Deciding which Team member should throw during the match, including any penalty balls.

3.5.4 Calling a **technical or medical** time out or a substitution. The coach may also call a **technical or medical** time out or a substitution.

3.5.5 Acknowledging the referee's decision in the process of scoring.

3.5.6 Consulting with the referee in the situation of a disrupted end or where there is a dispute.

3.5.7 Signing the score sheet or nominating someone to sign on their behalf. The person signing **must** sign his or her own name.

3.5.8 Submitting a protest. The coach or the Team manager may also submit a protest.

3.6 Sport Assistant Rules

BC1, BC3 and BC4 foot players are allowed to have a Sport Assistant. BC1 and BC4's foot players' 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 may not look in to 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

The Sport Assistant is not allowed to have direct physical contact with the athlete during the act of throwing, helping the athlete by pushing or adjusting the wheelchair or the pointer. A BC3 Sport Assistant may not look into the playing area during the progress of an End.

3.7 Coach

One Coach per division of play is allowed to enter the Warm up and the Call Room areas designated for each match. (ref. 7.2, 8.2)

In individual division, the Coach is not allowed to enter the FOP. For Team and Pair division, the coach is allowed to enter the FOP **with their own Team or Pair**.

4. Equipment and Ball Check

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

Equipment and ball check must take place prior to the start of competition. The Head Referee and/or their designate will conduct **the ball** and ramp checks at a time determined by the Technical Delegate. Ideally, this should take place 48 hours before the **competition** begins. **Balls that fail will be held until the end**

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of the competition. Gloves, splints or other devices that the athlete uses on court need to be approved by Classifiers and must be brought to Equipment check.

Competition balls, which are balls provided by the HOC, must also be checked for each competition.

4.1 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 with the throwing area divided into six throwing boxes. All measurements of the boundary 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 mark. The throwing line and the V line will be placed inside the non-valid area for Jack (ref. Appendix 3 – Boccia Court Layout).

All court markings should be between 1.9cm & 7cm wide and must be easily discernible. Adhesive tape may be used to mark lines. Thick tape, 4cm – 7cm wide, will be used for external boundary lines, throwing line, and the V line. Thin tape, 1.9 to 2.6cm wide, should be used for internal lines; the lines dividing throwing boxes, the target box, and the cross. The inside dimension of the target box is 25cm x 25cm. Thin tape is to be placed on the outside of the 25cm square target box.

4.2 Scoreboard

The scoreboard is to be placed in a position where all athletes competing in the match can see it.

4.3 Timing Equipment

Wherever possible timing equipment should be electronic.

4.4 Dead Balls

A boccia ball that is out of bounds must be placed in a Dead Ball container, or outside the boundary line about 1m from the playing area, so that all competitors can see how many balls have been played.

4.5 Red/Blue Colour Indicator

The indicator is a coloured paddle used by the referee to show which Side (red or blue) throws next. The Referee uses the indicator and his or her fingers to show the score at end of each end and at the end of match.

4.6 Measuring Devices

Templates are used to measure the circumference of a boccia ball. Tape measures, callipers, feeler gauges, flashlight...are used by the Referees to measure distances on court.

4.7 Boccia Balls

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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 (ref 4.7.1, 4.7.2).

Each athlete or Side may use his or her own coloured balls. In individual **division** each athlete may use their own Jack; in Team and pair division each Side must use only one Jack.

Competition balls may only be used by athletes who do not bring their own balls to the Call Room, or by athletes whose balls do not meet the criteria in a random check.

4.7.1 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.

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 as to whether any particular balls may be used.

4.7.2 Ball Testing

4.7.2.1 The weight of each ball will be tested using a weigh scale accurate to within 0.01g.

4.7.2.2 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:

4.7.2.2.1 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.

4.7.2.2.2 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).

4.7.2.2.3 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. 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.

4.7.2.3 The Head Referee may perform additional random tests under Rules 4.7.2.1 – 4.7.2.2.3 in the Call Room preceding any match.

4.7.2.4 Any ball which fails under Rule 4.7.2.1 – 4.7.2.3 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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5. Assistive Devices

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 Classification and be brought to the Equipment Check.

5.1 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.

5.2 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.

5.3 When throwing a ball, the ramp may not overhang the throwing line.

5.4 There is no restriction on the length of the head, mouth or arm pointer.

5.5 At the beginning of each end the ramp must be clearly moved at least 20 cm to the left and 20 cm to the right after the referee indicates that Side's turn to throw the Jack. (ref 15.5.2) The ramp must also be swung before any penalty throws.

5.6 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. If an item is taken out of the athlete's box during the end, the referee will judge according to rule 15.5.1., 15.5.5.

5.7 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).

5.8 Athletes that require the need of gloves and/or splints must have documented approval for the use of those items from Classification.

6. Wheelchairs

6.1 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.

6.2 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 (ref. 11.8).

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

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7. Warm Up

7.1 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 Sport Assistants may enter the Warm Up area and proceed to their designated warm up court, within their scheduled time.

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

- BC1 1 coach, 1 Sport Assistant
- BC2 1 coach, 1 Sport Assistant
- BC3 1 coach, 1 Sport Assistant
- BC4 1 coach, 1 Sport Assistant
- Pair BC3 1 coach, 1 Sport Assistant per athlete
- Pair BC4 1 coach, 1 Sport Assistant
- Team (BC1/2) 1 coach, 1 Sport Assistant

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

8. Call Room

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

8.2 Athletes may be accompanied into the Call Room by a maximum number of people as follows:

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

8.3 Prior to entering the Call Room, each athlete and Sport Assistant must show their competitor numbers and their accreditation tag. Coaches must show their accreditation. Competitor numbers will be placed on the athletes' chest or legs (in front). All Sport Assistants must have the correct competitor number on their back. Failure to comply with this requirement will result in entry being refused to the Call Room.

8.4 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 forfeits the match.

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

8.4.2 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.

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8.4.3 Each Side (Individual, Team or Pair, including Coach and any SA) 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.

8.5 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 match. (8.13 is an exception.) Any other exceptions will be considered by the Head Referee and/or the Technical Delegate).

8.6 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 athlete's progression to the next level does not leave enough time to comply with Call Room time constraints.

8.7 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).

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

8.9 Athletes may be asked to show their competitor numbers and their accreditation tag to the Referee.

8.10 The examination of all equipment, checking balls and confirming the approved stamps on ramps, plus the coin toss should be conducted in the Call Room. Any equipment that fails a check cannot be used on court, unless that Side can **immediately** make a repair to make it legal.

8.11 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.

8.12 Competition balls may 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.

8.13 If there is a schedule delay, **while the Call Room is in operation**, the Head Referee or the Technical Delegate can agree to a request to use the toilet under the following guidelines:

- the other Side of that match must be informed;
- a staff member must accompany that athlete;
- the athlete must return to the Call Room before the group is released for entrance into the Field of Play; failure to return in time **results in** forfeit of the match **if it leaves the athlete's Side with insufficient numbers**.

8.14 Rule 8.4 will not apply if the Host Organization causes a delay. If for any reason matches are delayed, the HOC will notify all Team Managers as soon as possible in writing **and revised timings will be made**.

8.15 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.

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9. Random Check

9.1 Equipment is subject to random checks at any time during competition at the sole discretion of the Head Referee.

9.2 Balls that fail the criteria in Rule 4.7.1, 4.7.2, will be confiscated until the end of the 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. *If an athlete brings too many balls into the Call Room, the extra balls will be confiscated until the end of the competition.*

9.3 Where one or more balls fail a random check, the athlete will be issued *with a yellow card* and a warning under rule 15.8.3. If one athlete has more than one ball rejected at the same random check, *the offence will incur only one yellow card*.

9.4 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 will be disqualified under rule 15.9.2 and 15.9.4.

9.5 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.

9.6 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.*

9.7 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.*

10. Play

Preparation for a match begins in the Call Room.

10.1 On Court Warm up

Once on court, the athletes will position themselves in their designated throwing boxes. The Referee will indicate the start of a 2 minute warm up period during which each Side may throw up to seven balls, (including the Jack). Substitutes do not throw warm up balls at any time.

The warm up is finished when both Sides have thrown all 7 balls or after 2 minutes; whichever is the earlier.

10.2 Throwing the Jack

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 SA.

10.2.1 The Side playing red always initiates the first end.

10.2.2 *The athlete may only throw the Jack after the Referee indicates it is that Side's turn.*

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10.2.3 The Jack must come to rest in the valid area for the Jack.

10.3 Fouled Jack

10.3.1 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 **bounds**
- a violation is committed by the athlete throwing the Jack. **The appropriate penalty in Rule 15.1 - 15.9 will also be awarded.**

10.3.2 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.**

10.3.3 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.

10.4 Throwing the first ball into court

10.4.1 The athlete who throws the Jack also throws the first coloured ball. **(ref 15.7.9)**

10.4.2 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. In the Team and Pair division any athlete, from the side indicated to throw may throw the second (2nd) coloured ball into **the playing area.**

10.5 Throwing the first opposition ball

10.5.1 The opposing Side will then throw.

10.5.2 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. In Team and Pair division any athlete may throw **the second (2nd) coloured ball.**

10.6 Throwing the remaining balls

10.6.1 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.

10.6.2 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.**

10.7 Completion of end

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10.7.1 After all balls have been thrown and there are no penalty balls, the Referee will verbally announce the score and then, “End is finished.” (ref 11) (BC3 Sport Assistants may turn to face the playing area at this time)

10.7.2 If there are penalty balls to be thrown, after acknowledging the end score with the athletes or captains, 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 (ref. 11) 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.

10.7.3 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.

10.7.4 Sport Assistants and coaches may enter the playing area only when directed by the Referee. (ref 15.8.8)

10.8 Preparation for subsequent end

Sport Assistants, coaches (for Team and Pair) and/or officials will retrieve balls for the beginning of the next end. The Referee will allow a maximum of one minute between ends. The one-minute begins when the Referee picks up the Jack from off the floor and announces “One Minute.” After 50 seconds the Referee will call “10 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. 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.

10.9 Throwing balls

10.9.1 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. (ref 15.5.4) These athletes must have approval for this method of play from Classification.

10.9.2 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. 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.

10.9.3 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.

10.10 Balls out of Bounds

10.10.1 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 according to 10.11.4 or 10.12.1.

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10.10.2 A ball that touches or crosses the **exterior boundary** line and then re-enters the **playing area** is considered to be out **of bounds**.

10.10.3 A ball, which is thrown and fails to enter the court, except in the case of **10.15**, will be considered out of **bounds**.

10.10.4 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**.

10.11 Jack knocked out of Bounds

10.11.1 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.

10.11.2 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 throwing line and the cross).

10.11.3 When the Jack has been placed **on the cross** the Side to throw next will be determined according to rule **10.6.1**.

10.11.4 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.

10.12 Equidistant balls

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. 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. **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.**

10.13 Balls thrown together

If a Side throws more than one ball when it is that Side's turn to throw, both balls will be retracted and become Dead balls. (ref 15.7.11).

10.14 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. 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. 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.

10.15 Referee errors

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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 15.2.4 and 12.)

10.16 Substitution

10.16.1 In the BC3 and BC4 pair division each Side is allowed to make one athlete substitution during a match (ref. 3.2).

10.16.2 In Team division each Side is allowed to make up to two athlete substitutions during a match, if they have two substitutes. (ref. 3.3).

10.16.3 A substitution may only take place between ends and the Referee must be informed of the substitutions. If the captain is being substituted out, another teammate must become captain. The substitute must occupy the throwing box of the athlete being removed.

10.16.4 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.

10.17 Positioning of Substitutes & Coaches

Coaches and Substitutes are to be positioned at the end of the court in an appropriately defined area. The definition of this area will be determined by the HOC, and will be dependent upon the overall court layout.

11. Scoring

11.1 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 before being recorded.

11.2 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.

11.3 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.

11.4 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. For each penalty throw, a coloured ball that stops within the target box will score one (1) point.

11.5 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.

11.6 The Referee may call Captains (or athletes, in individual division) forward if measuring has to take place, or the decision is close at the end of an end.

11.7 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.

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11.8 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 disqualified Side will score zero. If both Sides are disqualified, 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.

12. Disrupted end

12.1 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.

12.2 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). If **the Referee does not know the previous score**, then the end **must** be restarted. The Referee will be the final arbiter.

12.3 If an end is disrupted due to a Side's error or action, the Referee will take action as described in Rule 12.2, but may consult with the disadvantaged Side in order to avoid making any unfair decisions.

12.4 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.

12.5 For BISFed World Championships and the Paralympic Games, the Organising Committee must provide an overhead camera so that **it is possible to replace balls in their exact previous position, and so that** the Head Referee can make a rapid decision on **how** an end has been disrupted and what action to take so as not to delay the progress of the competition.

13. Tie-Break

13.1 A tie-break constitutes an extra end.

13.2 Athletes will remain in their original **throwing** boxes.

13.3 **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 in to the playing area.** (ref 15.4.2)

13.4 The Jack is placed on the cross

13.5 The tie-break is then played as a normal end.

13.6 If a situation detailed in 10.12 occurs and each Side receives equal points on the tie-break the scores are recorded and a second tie-break is played. 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.

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13.7 When it is necessary to play an additional tie-break end to decide the final position of the Sides within a pool, the athletes will meet in the Call Room and 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 cross;
- This tie-break is then played as a normal end;
- If each Side receives equal points in the tie-break, the scores are recorded on the score sheet and a second tie-break is played. This time the **opposing** Side will begin the end with their Jack placed on the cross;
- This procedure continues, with the first throw alternating between Sides, until there is a winner.

14. Movement on Court

14.1 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.) (ref 15.4.4)

14.2 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**. Athletes may not go into opponents' throwing boxes while preparing their next shot or to orient a ramp.

14.3 Athletes may not go behind the throwing boxes to line up their shots or to talk to their teammates. The path behind the boxes may only be used by BC3 athletes to enter the playing area. If they wish to enter the playing area for Pair BC3 they must do so without passing behind their own teammate.

Athletes breaking this movement on court rule will be told to stay in the proper area and begin setup again. Elapsed time is not restored.

14.4 BC3 athletes must reorient the ramp when they or their teammate returns from the playing area. (ref 15.7.10)

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

14.6 In a Team or pair match if an athlete throws a ball and their teammate is still returning to their throwing box, the Referee will give a **1 ball penalty plus retraction of the thrown ball**. (ref 15.5.9)

14.7 Routine actions before or after the throw, are allowed without a specific request **having to be made** to the Sport Assistant.

15. Violations

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

- **One ball** penalty
- Retraction

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- One ball penalty plus the retraction
- One ball penalty plus a warning
- Warning
- Disqualification

15.1 One ball Penalty

15.1.1 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.

15.1.2 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.

15.1.3 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.

15.1.4 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.

15.2 Retraction

15.2.1 A retraction is the removal of a ball from the court. The retracted ball will be placed in the dead ball container, or designated area.

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

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

15.2.4 If the Referee fails to stop the ball before it dislodges other balls, the end will be deemed to be a disrupted end. (ref. 12.1-12.4)

15.3 Warning and disqualification

15.3.1 When a warning is given a Yellow Card will be shown; the Referee will note the warning on the score sheet.

15.3.2 When an athlete, coach or Sport assistant is disqualified, a Red Card will be shown, and recorded on the score sheet. A Red Card always means at least one match suspension for the individual receiving the Red Card. (ref 15.9.3, 15.9.4)

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15.3.3 If an athlete in individual or pair division is disqualified, the Side will forfeit the match. (ref. 11.8).

15.3.4 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 designated area. 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. 11.8)

15.3.5 A disqualified athlete may be reinstated for future matches within the same competition at the discretion of the Head Referee.

15.3.6 If an athlete is disqualified for unsportsmanlike behaviour, a panel consisting of the Head Referee and two international Referees not involved in the match, nor from the same country as the athlete, will decide if the athlete may be reinstated for future matches. (ref. 15.3.7).

15.3.7 In the case of repeated disqualification the HR and TD are obliged to consider and determine an appropriate action.

15.4 The following actions will lead to the award of a One Ball Penalty (ref. 15.1):

15.4.1 an athlete leaves the throwing box when their turn has not been indicated. (Ref 14.2)

15.4.2 a BC3 Sport Assistant turns to look in to the playing area to view play during an end (Ref 3.6).

15.4.3 if in the opinion of the Referee there is inappropriate communication between athlete/s, their Sport Assistants and / or coaches (ref. 16.1, 16.2).

15.4.4 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 (Ref 14.1).

15.4.5 the Sport Assistant moves the wheelchair, or the ramp or the pointer or passes a ball to the athlete without the athlete asking. (ref 3.6)

15.5 The following actions will lead to the award of a penalty ball and the retraction of the thrown ball (ref. 15.1 / 15.2):

15.5.1 throwing the Jack or a coloured 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. For BC3 athletes this includes while the ball is still in the ramp (Ref 10.2).

15.5.2, 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 (ref. 5.5).

15.5.3 throwing the ball when the ramp is overhanging the throwing line (Ref 5.3).

15.5.4 throwing the ball without having at least one buttock, (or abdomen, as per classification) in contact with the seat of the chair. (ref 10.9.1)

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15.5.5 **throwing** the ball when the ball is touching a part of the court, which is outside the athlete's throwing box (Ref 10.2).

15.5.6 **throwing** the ball when the BC3 Sport Assistant looks in to the **playing area** (Ref 3.6).

15.5.7 **throwing the ball when the athlete's seat height is higher than the maximum 66 cm for BC1, BC2, and BC4** (ref. 6.1).

15.5.8 the Sport Assistant has direct physical contact with the pointer or the athlete; during the act of throwing the ball, including helping the athlete throw the ball by pushing or **pulling** the wheelchair (Ref 3.6).

15.5.9. In a Team or pair match, an athlete throwing a ball while a teammate is still returning to their throwing box (**ref 14.4**).

15.5.10 **preparing, and then throwing a ball when it is the opposing Side's turn to throw** (ref 15.4.4).

15.6 The following actions will lead to the award of a penalty ball and a warning – yellow card (ref. 15.3):

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

15.6.2 causing a disrupted end.

15.7 The following actions will lead to retraction of the ball (ref. 15.2):

15.7.1 throwing a ball prior to the referee indicating which colour is to throw.

15.7.2 if a ball stops in a ramp after it has been released.

15.7.3 if a BC3 Sport Assistant stops the ball in the ramp for any reason.

15.7.4 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.

15.7.5 **if the Sport Assistant is touching the athlete as a ball is thrown** (Ref 3.6).

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

15.7.7 if a coloured ball is thrown before the Jack.

15.7.8 if a Side has not released the ball when the time limit is reached (**ref. 17.5**).

15.7.9 if the first coloured ball is not thrown by the athlete who threw the Jack (**ref 10.4.1**)

15.7.10 **if an athlete does not reorient the ramp when they or their teammate return from the playing area.** (**ref. 14.4**)

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15.7.11 if any Side throws more than one ball at the same time (ref 10.13).

15.8 The following actions will lead to receiving a warning – yellow card (ref. 15.3):

15.8.1 unreasonably delaying a match.

15.8.2 an athlete not accepting a referee's decision and/or acting in a manner detrimental to the **opposing Side** or competition personnel.

15.8.3 if a ball(s) fails to meet the criteria during a random check (ref 4. 7.1 - 4.7.2.4 and 9.2.). A notice will be posted at the entrance to the Call Room for failed balls and failed equipment.

15.8.4 An athlete bringing to the Call Room more than the allowed number of balls (Ref.3.1, 3.2.1, 3.3.1). **The extra balls will be confiscated and held until the end of the competition.**

15.8.5 In Team and pair division, the warning is given to the athlete who brings more than the allowed number of balls. If it is not possible to determine who that athlete is, the warning is given to the captain.

15.8.6 When an athlete, Sport Assistant, or coach leaves 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.

15.8.7 Bringing to the warm up area, or into the Call Room, more than the allowed personnel (Ref 7.2, 8.2). This will result in a yellow card for the athlete or the captain in the case of Team or pair matches.

15.8.8 **the Sport Assistant or coach enters the playing area without the Referee's permission.** (ref 10.7.4)

15.8.9 An Athlete/ SA or a Coach, who accumulates 3 yellow cards during the same **competition** will get a match suspension.

15.9 The following actions will lead to receiving a disqualification – red card (ref. 15.3):

15.9.1 When an athlete or Sport Assistant or coach displays unsportsman-like behaviour to the Referee or the opposition athletes or Side, a red card will be shown and this will lead to immediate disqualification. (ref. 15.3.2).

15.9.2 If a Side's balls or equipment fail to meet the criteria on **two (2)** random checks **during the same competition**. (ref. 9).

15.9.3 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 **competition**, the Side will be disqualified.

15.9.4 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. 15.3.2). The referee will note the disqualification on the score sheet.

A second yellow card in the Call Room and/or the warm up area during the same **competition**, earns a red card; and for **each subsequent yellow card, if the athlete is reinstated.** ref 15.3.6, 15.3.7 (explanation:

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second yellow card will be red card and the athlete won't play the game / Third yellow card will be red card and the athlete won't play the game / and so on consequently)

16. Communication

16.1 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 position of the chair, 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.
- Coaches, Sport Assistants and substitute athletes may congratulate or offer encouragement to athletes on their Side after a shot and between Ends.
- Communication between coaches, substitute athletes and substitute Sport Assistants but in a way that the athletes on court cannot hear them. If in the referee's opinion the athletes on court can hear them, the referee will consider inappropriate communication and give one penalty ball (ref. 15.4.3).

16.2 In Team and pair division, during the playing of an end athletes may only communicate with other athletes on their Side after the referee has indicated that it is their turn to throw.

16.3 An athlete may not instruct his/her teammate's Sport Assistant. Each athlete may only communicate directly with his or her own Sport Assistant.

16.4 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

16.5 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 Throwing Box.

16.6 Any athlete may speak to the referee in his or her own time.

16.7 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.

16.8 If translation is required on the court during a match, the HR will have full authority to select an appropriate translator. The HR 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 HR may choose to select an individual who is a member of the athlete's country

16.9 Translators will not be seated on the FOP. No match will be delayed if a translator is not present when needed.

16.10 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.

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Coaches are permitted to use tablets and smart phones to take notes. Athletes and Sport Assistants on court must not receive any communication from coaches or substitutes outside the boundary lines. Any infringement of this rule would constitute inappropriate communication and warrant a one ball penalty.

17. Time per end

17.1 Each Side will have a time limit for the playing of each end and is monitored by a timekeeper. The times are:

- 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 Pair – 7 minutes per pair per end
- BC4 Pair – 5 minutes per pair per end

17.2 Throwing the Jack is counted as part of a Side's time allocation.

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

17.4 A Side's time will stop the moment each ball thrown becomes stationary within the court boundaries or crosses the court boundaries.

17.5 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.

17.6 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. (ref 12)

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

17.8 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.

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

17.10 During matters of dispute or confusion, the referee must stop the time clock. 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. (ref 16.8)

17.11 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.

18. Clarification and Protest Procedure

18.1 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. 17.10).

18.2 During the match an athlete/captain may request a ruling from the HR, whose decision is final.

18.2.1 According with the rules 18.1 and 18.2, during a match the athletes **may** draw the Referee's attention to a situation that they don't agree with and seek clarification. They must request a ruling from the HR if they want to proceed to point 18.3 (**protest procedure**).

18.3 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 they must not sign the score sheet.

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

18.5 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 HR, or their designate, will convene a protest panel as quickly as possible. This panel shall consist of:

- the HR **or** AHR
- two international referees not involved in the match, and not from the countries involved in the protest

18.5.1 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.

18.5.2 The decision of the protest panel will be made as soon as possible and presented in writing to the athlete or captain, or Team manager, and to the other Side involved.

18.6 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 TD, or their designate, will as soon as possible convene a jury of appeal consisting of:

- the technical delegate
- two international referees not involved in the previous protest or from the countries involved in the protest

18.6.1 The decision of the jury of appeal shall be final.

18.7 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)

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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.

18.8 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.

18.9 If a reason for a protest is known before a match starts the protest **must be declared** before the start of the match **and** be submitted **within a 30-minute period from the conclusion of that match**.

18.10 If a reason for a protest happens in the Call Room, the HR or TD **must** be notified of the intention to **submit** the protest **before the Side leaves the Call Room**. The protest will only be considered if the above procedures have been followed.

19. Medical Time Out

19.1 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 in to the playing area.**

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

19.3 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.**

19.4 In individual **division**, if an athlete is unable to continue, the match will be forfeited **(ref 11.8)**.

19.5 In Team **division**, 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 teammates still have balls to throw, they may throw the balls within their allotted time.** A substitute may only come into the match between ends (ref. 10.16.3).

19.6 In BC3 and BC4 pair **division**, 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 throw, he or she may **throw** the balls within their allotted time. In BC3 pair, if it is the CP athlete that is unable to continue and there is not a CP substitute athlete for the next end, the match cannot proceed. A substitution may only take place between the ends (ref.10.16). If there is no CP substitute the match will be forfeited (ref. 11.8), 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.

19.7 If the medical time out is called for a Sport Assistant, the athletes in pair 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 the **FOP**, the athletes need to share the one Sport Assistant for the remainder of that match. In **the individual division**, if the athlete has any balls remaining in the current end, and cannot **throw** them unassisted, such balls will be declared, dead.

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19.8 In Team **division** 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.

19.9 In **the Team division**, 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

19.10 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 **the individual** division 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.

Appendices



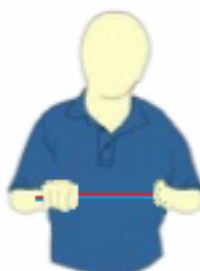

BISFed recognises that certain situations may arise that have not been covered within this manual. These situations will be dealt with at the time they arise in consultation with the technical delegate and/or head referee.

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.


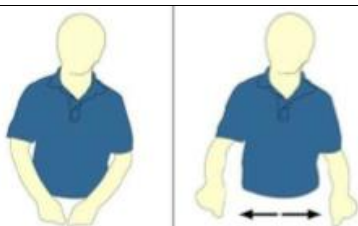
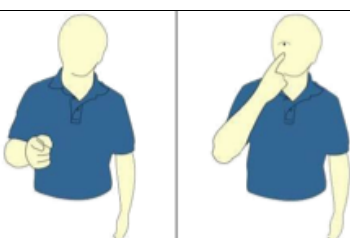
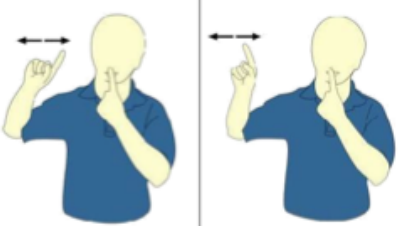
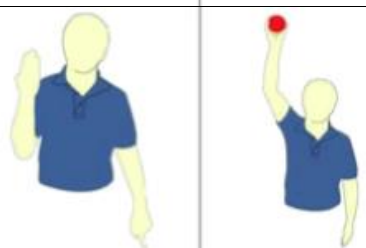
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Appendix 1 – Officials gestures/ signs




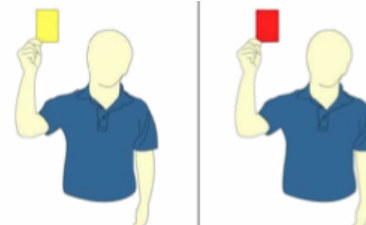
Referees

Situation to be signaled	Description of the gesture	Gesture to be done
Indication to throw warm up balls or the Jack: <ul style="list-style-type: none"> • Rule 10.2 • Rule 10.3 	Move hand to indicate throwing, and say, “Begin warm up”, or “Jack”.	
Indication to throw a coloured ball: <ul style="list-style-type: none"> • Rule 10.5 • Rule 10.6 • Rule 10.7 	Show colour indicator according to the colour of the side throwing.	
Equidistant balls <ul style="list-style-type: none"> • Rule 10.13 	Hold indicator sideways against the palm with edge showing to athletes. Flip indicator to show who is to throw (as above)	
Technical or Medical time out: <ul style="list-style-type: none"> • Rule 5.6 • Rule 6.2 • Rule 19 	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. Medical or Technical Time out for – athlete name/ team/ country/ ball colour).	


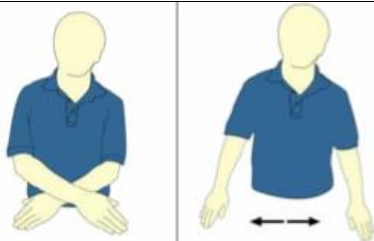

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Substitution: <ul style="list-style-type: none"> • Rule 10.17 	Rotate one forearm around the other.	
Measurement <ul style="list-style-type: none"> • Rule 4.6 • Rule 11.6 	Put one hand next to the other and pull them apart as if using a tape measure.	
Referee asking if athlete(s) want to go onto the court: <ul style="list-style-type: none"> • Rule 11.6 	Point at athletes and then the referees' eye.	
Inappropriate communication: <ul style="list-style-type: none"> • Rule 15.4.3 • Rule 16 	Point out the mouth and move the forefinger laterally with the other hand.	
Dead ball/ ball out: <ul style="list-style-type: none"> • Rule 10.7.2 • Rule 10.11 • Rule 10.12 	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.	





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Retraction: <ul style="list-style-type: none"> • Rule 15.2 	Point out the ball and raise the forearm with a concave hand before picking up the ball (wherever possible).	
1 penalty ball: <ul style="list-style-type: none"> • Rule 15.4 	Raise 1 finger.	
Warning: <ul style="list-style-type: none"> • Rule 15.8 	Show the yellow card for the warning violation.	
Second warning and a consequent disqualification: <ul style="list-style-type: none"> • Rule 15.9.4 	Show the yellow card for the second violation and then the red.	

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Disqualification: <ul style="list-style-type: none"> • Rule 15.9 	Show the red card.	
End completion/ end of the match: <ul style="list-style-type: none"> • Rule 10.8 	Cross the arms stretched and pull them apart. Say, “End finished”, or “Match finished”,	
Score: <ul style="list-style-type: none"> • Rule 4.5 • Rule 11 	Put the fingers over the correspondent colour on the colour indicator to show the score. Any say the score.	

Scores

Score Examples			
			
3 points for red	7 points for red	10 points for red	12 points for red

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Linesperson

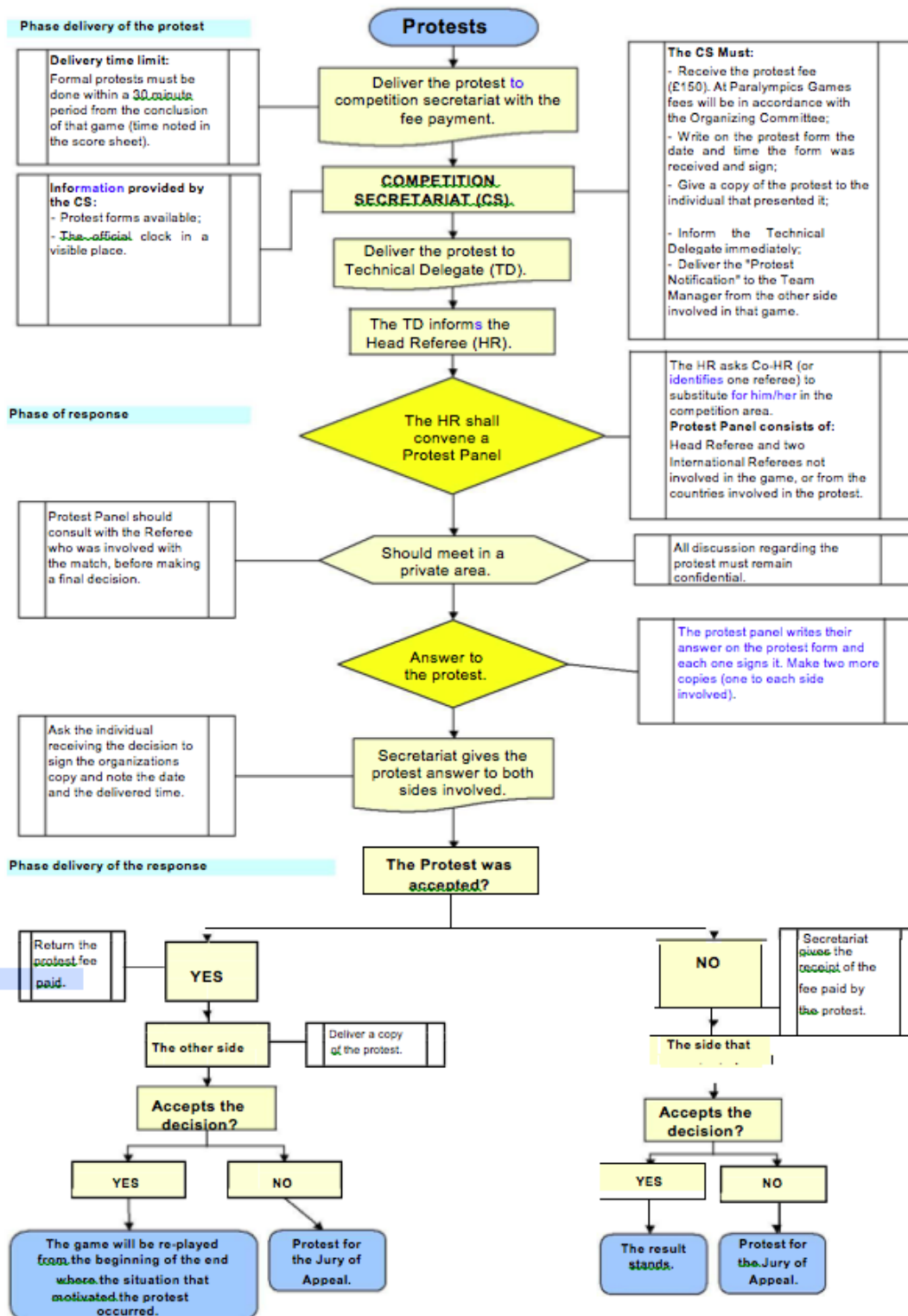
Situation to be signaled	Description of the gesture	Gesture to be done
To call the referees attention	Raise the arm	

GRAPHIC DESIGNER: Francisca Sottomayor

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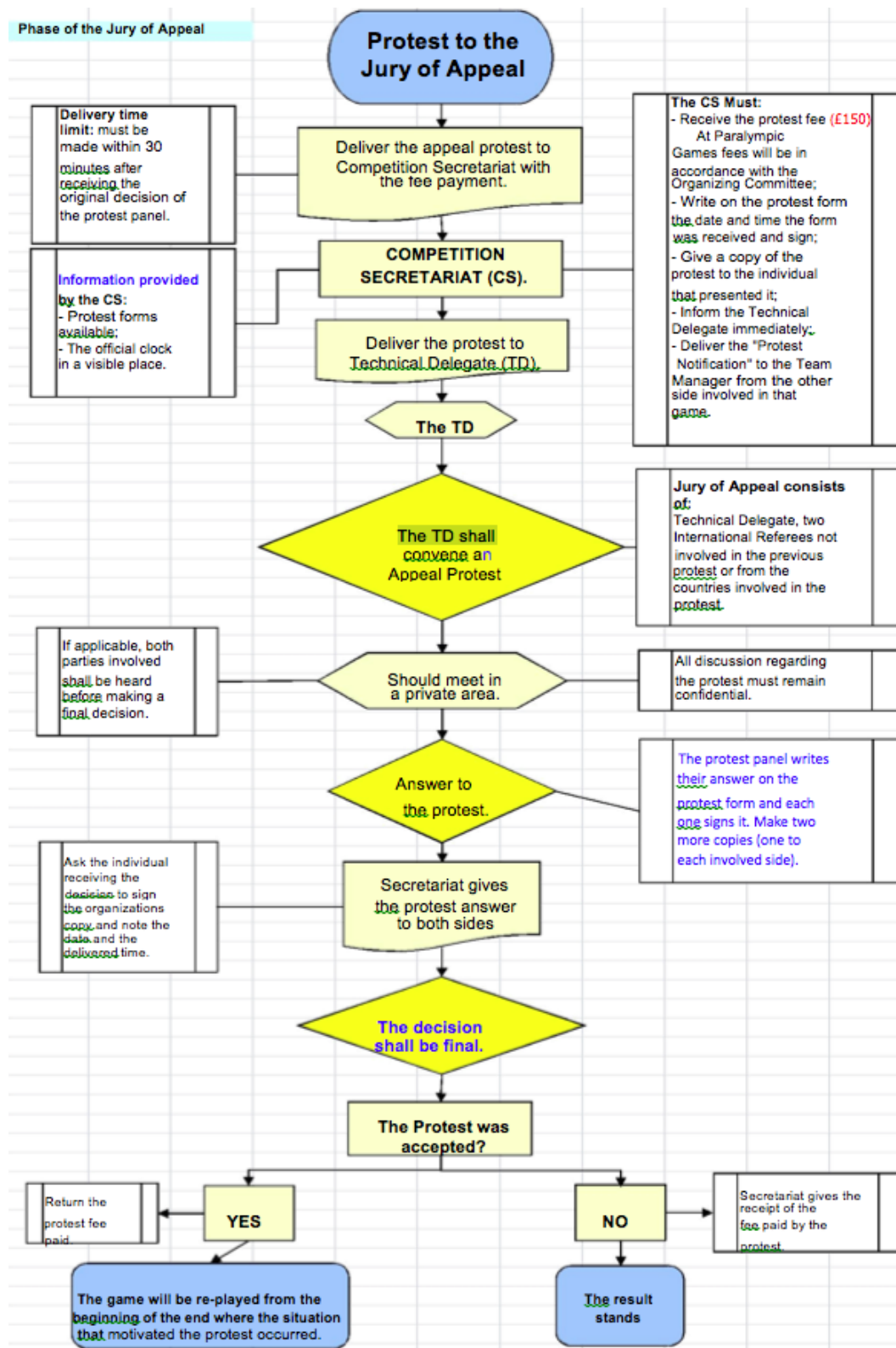
Appendix 2 – Protests

Protest procedure



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Protest to the Jury of Appeal



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.

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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: _____

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Protest Form (1/2)

(Details of person submitting this form)

NAME: _____ (Country): _____

STATUS (team manager, coach, athlete/captain...):

(Details of the protested match)

EVENT: _____ SPORT: Boccia

MATCH no. _____ COURT no. _____ POOL / ½ Final _____): _____

SCHEDULED FOR (date and time): ____/____/____ : ____

DIVISION (Individual BC1, BC2... Pairs BC3...): _____

MATCH BETWEEN (number or name of competitor/s and Country): _____

PROTEST (detail both the circumstances and the justification, quoting rule references, for making the protest. Use other side, if necessary):

(Reserved to Sport Secretariat)

DATE AND TIME RECEIVED: ____/____/____ : ____

PROTEST FEE PAID (£150 or the equivalent corresponding Host Nation currency): YES NO

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Protest Form (2/2)

DECISION OF PROTEST COMMITTEE (use other side, if necessary):

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

DATE AND TIME: ____/____/____ : ____

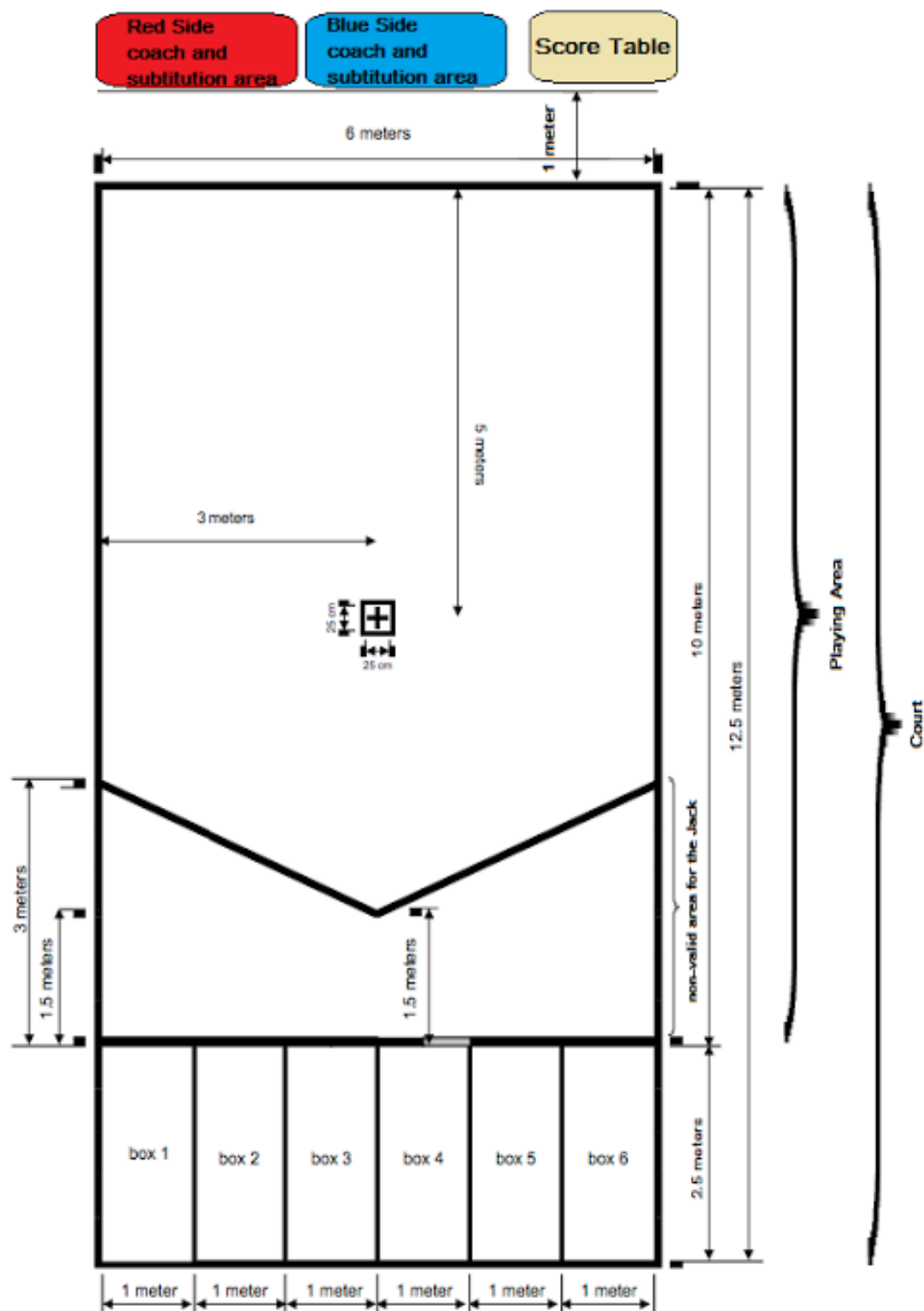
SIGNATURES OF PROTEST COMMITTEE:

(International Referee) (International Referee) (Head Referee)

PROTEST FEE REFUNDED: YES NO

	Date and time	Signature
Protest answer received on:	___/___/___:___	By: _____
Protest answer received on:	___/___/___:___	By: _____

Appendix 3 – Boccia Court Layout



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Measurement Guidelines

Wide Tape for Exterior lines, Throwing line and V line

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

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 centre of the cross

3 meters: from inside the side line to the centre 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.

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 organizing committee
HR	Head referee
i.e.	'in other words'
IPC	International Paralympic Committee
TD	Technical delegate
SA	Sport Assistant