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Cerebral Palsy International Sports and Recreation Association

Excerpt from the CPISRA Sports Manual - 10th Edition - 2009

Release 011 - 19 July 2011

Section B - Sports Rules Boccia

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Section B - Sports Rules

Boccia

Introduction

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

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

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

Spirit of the Game

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

1. Definitions

Jack Ball	the white target ball
Ball	one of the red or blue balls
Side	in individual Boccia, a side is defined as one (1) single competitor. In team and pairs Boccia, a side is defined as three (3) and two (2) members, respectively, of the team as a single unit
Court	the playing area as enclosed by the boundary lines. This includes the playing boxes
Match	a competition between two sides when a specified number of ends are played
End	is one section of a match when the Jack Ball and all the balls have been played by two sides
Assistive Device	is the term used to describe an aid to playing the game used by BC 3 Players, for example a ramp or chute

Violation	is any action assumed by a player, side, substitute, Sport Assistant or Coach which is against the rules of the game
Throw	is the term used for propelling a ball onto court. It includes throwing, kicking or releasing a ball when using an assistive device
Dead Ball	is a ball which has gone out of court after it has been thrown, a ball which has been removed from the court by the Referee following a violation, or a ball which has not been thrown after a side's time has expired
Disrupted End	is when balls are moved outside the normal order of play, either accidentally or deliberately
V Line	the line that the Jack Ball must cross over and remain over to be considered in play
Yellow Card	made in hard paper or plastic, yellow. Measure around 7x10 cm. The referee will show this card to give a warning
Red Card	made in hard paper or plastic, red. Measure around 7x10 cm. The referee will show this card to give a disqualification

2. Equipment and Facilities

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

Equipment is subject to random checks at any time during competition at the sole discretion of the Head Referee. If a ball/s fails to meet the criteria during a random check the player or a side will be issued a warning under rule 10.4 and those balls will be kept by the HOC until the end of the last day of the competition. The warning will be noted on the score sheet and a notice will be posted at the entrance to the call room.

2.1 Boccia balls

A set of Boccia balls consists of six red, six blue, and one white jack. Boccia balls used in sanctioned competitions must meet the criteria laid down by the CPISRA Boccia Committee.

2.1.1 Boccia ball criteria

Weight: 275 gr. +/- 12 gr.
Circumference: 270 mm +/- 8mm

No trademarkings are required on balls, provided that they meet the above criteria.

- 2.1.2 The balls must have a defined colour of red, blue and white, and they must be in good condition without any visible marks that show that the balls may have been tampered with, ie: visible cut marks. No stickers are allowed on balls. Balls that appear to have been tampered with will not be accepted.

2.2 Measuring Device

Must be provided by the CBC to the Head Referee / Technical Delegate of each sanctioned event.

2.3 Scoreboard

This should be placed in a position where it can be seen by all players.

2.4 Timing Equipment

Wherever possible timing equipment should be electronic.

2.5 Dead Ball Container

This should allow Players to see how many balls are in the box and should be placed where it is visible to all players.

2.6 Red/Blue Colour Indicator

Similar to a table tennis paddle that allows the players to clearly see which side should play.

2.7 The Court

- 2.7.1 The surface should be flat and smooth such as a tiled or wood gymnasium floor. The surface should be clean.
- 2.7.2 The dimensions will be 12.5m x 6m (ref. Appendix 3 - Court Layout).
- 2.7.3 All court markings will be between 2 cm & 5 cm in width and must be easily recognisable. Adhesive tape should be used to mark lines. 4 cm to 5 cm tape will be used for external boundary lines, throwing line, the

V line and 2 cm tape for internal lines, such as the line dividing playing boxes and the cross. Defined cross size: 25 cm, using 2 cm tape.

- 2.7.4 The throwing area is divided into six throwing boxes.
- 2.7.5 The area between the throwing line and the V line marks the area where if the jack lands it is invalid. The tape for the V line will be placed on the side of the line that is considered to be the non valid area of play.
- 2.7.6 The centralised "+" marks the replaced jack position, and is also the position used to place the Jack for a tie break end.
- 2.7.7 All measurements of the outside lines are measured to the inside of the relevant line. Lines inside the court are measured to a thin pencil line with the tape evenly spread over either side of that marking. The front throwing line will be placed on the outside of the 2.50 m. (ref. Appendix 3 - Court Layout).

3. Eligibility for play

3.1 Eligibility to compete is described in detail in the Classification Section of the CPISRA Rules Manual. The Manual contains details of the classification profiles as well as the process for athlete classification, reclassification and protests.

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

4. Divisions of Play

4.1 General

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

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

4.2 Individual BC1

is played by Players classified within the CPISRA Classification system as CP1 or CP2 (foot Player). Players may be assisted by one Sport Assistant, who should be positioned behind the playing box in a designated area. These Sport Assistants perform tasks such as:

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

4.3 Individual BC2

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

4.4 Individual BC3 (Players using an assistive device)

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

4.5 Individual BC4

is played by Players with a severe locomotor dysfunction of all four extremities combined with poor dynamic trunk control, with non-cerebral origin or degenerative cerebral origin. The Player will be able to demonstrate sufficient dexterity to manipulate and throw a Boccia ball consistently into court. Poor grasp and release will be evident, combined with poor timing of release and follow through. Lack of control over smoothness and speed of movement and synchronisation may also be observable. Players are not eligible for assistance by a Sport Assistant. They can only ask assistance from the Referee, in their time, to pick up a dropped ball from the court or go into the court.

4.6 Pairs BC3

Competitors must be classified as eligible to play in the individual BC3 division. A Pair BC3 must include a substitute. Exceptions will be at discretion of the CBC whose decision will be final. A Pair BC3 must include at least one CP Player on court. Each Player may be assisted by a Sport Assistant as determined in rules relating to individual play. The rules for play in this section are the same as for team competition except that boxes 2-5 are used in appropriate sequence.

4.7 Pairs BC4

Competitors must be classified as eligible to play in the individual BC4 division. A Pair BC4 must include a substitute. Exceptions will be at discretion of the CBC whose decision will be final. The rules for play in this section are the same as for team competition except that boxes 2-5 are used in appropriate sequence.

4.8 Team

Competitors must be classified as eligible to play in the individual BC1 or BC2 division. A team must include at least one BC1 Player on court. Each team is allowed one (1) Sport Assistant who must abide by the rules laid down under individual BC1. Each Team must start the match with three Players on court and is allowed to have one or two substitutes. Where there are two substitutes, the Team must include two BC1 Players.

4.9 Coach

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

4.10 Further Details

For further details on Classification, please refer to the Classification Section in this Manual.

5. Match Format

5.1 Individual Divisions

In individual divisions a match consists of four (4) ends except in the case of a tie-break. Each Player initiates two ends with control of the Jack Ball alternating between Players. Each Player receives six (6) coloured balls. The side throwing

red balls will occupy throwing box 3 and the side throwing blue balls will occupy throwing box 4. When entering the call room each player may bring into the call room 6 red balls, 6 blue balls and 1 Jack Ball.

5.2 Pair Division

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

5.2.1 Number of balls for Pairs

Maximum of 3 per Player and one Jack per pair. All remaining balls from a set(s), and the balls being used by substitutes, will be put in a designated area.

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

5.3 Team Division

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

5.3.1 Number of balls for Teams

Maximum of 2 per Player, and one Jack per Team. All remaining balls from a set(s), and the balls being used by substitutes, will be put in a designated area.

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

6. Play

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

6.1 Start Time

Both sides will receive a start time. Players (ref. 20), as determined by the division of play, must be present in the Call Room 15 minutes ahead of this start time, or as stipulated by the Organizing Committee in any specific Rules of Competition manual produced. An official time clock will be situated outside the Call Room and will be clearly identified. At the appointed time the doors of the Call Room shall be closed and no other person or equipment may enter after registration. A side that brings their own balls to the Call Room must use their own balls during the match. (Exceptions may be considered by the Head Referee or the Technical Delegate.) A side that is not present for the start of the match forfeits the match (ref. 10.4.6).

6.2 Boccia Balls

- 6.2.1 Each player or side can use their own coloured balls. In individuals, each player can use their own Jack Ball. In pairs or teams each side can use one Jack Ball.
- 6.2.2 The Host Organizing Committee of each competition must provide sets of Boccia balls that meet the criteria defined in 2.1 of these rules, and if possible, two sets per court.
- 6.2.3 A side is able to examine Boccia balls, including the Jack Ball, prior to a match, before and after the coin toss.

6.3 Coin Toss

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

6.4 Warm up Balls

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

6.5 Throwing the Jack Ball

- 6.5.1 The side playing red balls always initiates the first end.
- 6.5.2 The Referee will present the Jack Ball to the appropriate Player and indicate the start of the end by verbally asking for the Jack.

6.5.3 The Player must throw the Jack Ball into the valid area of the court

6.6 Fouled Jack

6.6.1 The jack will be fouled if :

- it fails to cross the V line
- if it crosses the V line and then returns to the non valid play area
- it is thrown out of court
- a violation is committed by the Player throwing the Jack Ball.

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

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

6.7 Throwing the first ball into court

6.7.1 The Player who throws the Jack Ball also throws the first coloured ball.

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

6.8 Throwing the first opposition ball

6.8.1 The opposition side will then throw.

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

6.9 Throwing the remaining balls

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

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

6.10 Completion of end

After all balls have been thrown, including any penalty balls awarded to either side, the Referee will score the end (ref. Article 7). The Referee will then verbally announce the completion of the end. Before removing any balls from the court the Referee must allow the BC3 Sport Assistants to turn into court.

If a Sport Assistant of a BC3 Player turns around, enters into the court or communicates with the player after all balls have been thrown, including any penalty balls awarded to either side, he/she will be told not to do it again and will be given a friendly warning. If the Player/side of that Sport Assistant then asks the Referee for a measure, the Referee will not measure.

6.11 Preparation for subsequent end

Players, their Sport Assistants or officials will retrieve the balls for the beginning of the next end. The next end will then start. (ref. 6.5.2).

6.12 Throwing balls

- 6.12.1 No jack or coloured ball must be thrown until the Referee has given the start signal, or indicated which coloured ball is to be thrown.
- 6.12.2 At the moment of throwing balls, the Player, their Sport Assistant, their wheelchair and any equipment brought into the box must not touch the court markings or any part of the court surface not deemed to be part of the Player's throwing box.
- 6.12.3 When the ball is released, the Player must have at least one buttock in contact with the seat of the chair.
- 6.12.4 When the ball is released, the ball must not be touching any part of the court which is outside of Player's throwing box. If a ball is thrown and it bounces off of the Player that threw it, or the opposing Player or their equipment, it is still considered to be in play. If a ball in play rolls on its own, without being touched by anything, it will remain on the court in that position.

6.13 Balls out of Court

- 6.13.1 Any ball, including the Jack Ball, will be considered out of court, if it touches or crosses the boundary lines.

- 6.13.2 A ball that touches or crosses the line and then reenters the court is considered to be out of court.
- 6.13.3 A ball which is thrown and fails to enter the court, except in the case of 6.17, will be considered out of court.
- 6.13.4 Any ball that is thrown out of court becomes a Dead Ball and is placed in the Dead Ball container. The Referee is the final arbiter in these matters.

6.14 Jack knocked out of Court

- 6.14.1 If the Jack Ball is knocked out of court during the match, it is repositioned on the "Replaced Jack Cross".
- 6.14.2 If this is not possible because a ball is already covering the cross, the Jack Ball will be placed as close as possible in front of the cross with the ball centred between the side lines. ('In front of the cross' refers to the area between the front throwing line and the replaced Jack cross.)
- 6.14.3 When the jack has been replaced the side to throw next will be determined according to rule 6.9.1.
- 6.14.4 If there are no coloured balls on the court after the jack has been replaced, the side which knocked the Jack Ball out will play (ref. 6.15).

6.15 Equidistant balls

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

6.16 Balls thrown simultaneously

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

6.17 Dropped ball

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

6.18 Referee errors

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

6.19 Substitution

In the BC3 and BC4 pairs division each side is allowed to make one Player substitution during a match (ref. 4.6 and 4.7). In team division each side is allowed to make two Player substitutions during a match. It must take place between ends and the Referee must be informed of the substitutions. The substitutions must not delay the playing of the match. Once a Player has been removed from the match they may not be substituted back in. (ref. 4.8).

6.20 Positioning of Substitutes & Coaches

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

7. Scoring

7.1 Scoring will take place by the Referee after all balls have been thrown by both sides, including penalty balls where appropriate.

7.2 The side with the ball closest to the Jack Ball will score one point for each ball closer to the jack than the opponent's closest ball to the jack.

7.3 If two or more balls of different colours are equidistant from the jack and no other balls are closer, then each side will receive one point per ball.

7.4 At the completion of each end the Referee must be sure that the score is correct on the score sheet and the scoreboard. Players / Captains are responsible for ensuring that the scores are recorded accurately.

7.5 At the completion of the ends, the points scored on each end are added together and the side with the higher total score is declared the winner.

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

7.7 If the scores are equal, a "tie-break" end is played. In a pool match the points scored in a tie-break end will not count towards a Player tally in that game, it will only determine the winner.

8. Tie-Break

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

8.2 All Players will remain in their original boxes.

8.3 In a tie-break end the winner of the coin toss will choose which side plays first. The Jack Ball of the side that plays first will be used.

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

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

8.6 If a situation detailed in 7.3 occurs and each side receives equal points on this "end", the scores are recorded and a second "tie-break" is played. This time the opposite side will begin the "end". This procedure continues, with the "first throw" alternating between sides, until there is a winner.

9. Movement on Court

9.1 With the exception of overstepping the throwing box lines to manoeuvre the wheelchair in preparation for the next shot, the permission of the Referee must always be sought before moving from the playing box.

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

- 9.2.1 after the Referee has indicated which side to throw, any player of that side may leave their throwing box and enter the court to ascertain positioning of the balls in court
- 9.2.2 in matters of dispute or confusion (the time clock must be stopped)
- 9.2.3 scoring at the completion of an end.

9.3 The BC3 Players can not go into other boxes while preparing their next shot or to orientate the ramp. (Ref. 9.1 / 9.2). If this happens the referee will ask the player to get back into their box before orientating their ramp.

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

10. Penalties

10.1 General

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

- penalty
- retraction
- warning & disqualification

10.2 Penalty

- 10.2.1 A penalty is the award of two extra balls to the opposing side and will be thrown at the conclusion of the end.
- 10.2.2 Dead balls of the side awarded the penalty balls will be used. If there are not enough dead balls then the ball(s) of that side which are furthest from the jack will be used.
- 10.2.3 If there is more than one ball competing to be a "penalty ball" then the side will choose which one shall be used.
- 10.2.4 If any scoring balls are used as "penalty balls", the Referee should note the score before removing the balls. After the "penalty balls" have been

thrown, any extra points will be added to the score. If in the act of throwing the penalty balls a Player should alter the positioning of the balls so that an opponent's ball lies nearer to the Jack Ball, then the Referee shall score the end from the new position.

- 10.2.5 If more than one violation occurs in the course of an "end" by one side, the two "penalty balls" that accompany each violation are thrown separately. Therefore, two "penalty balls" (for the first violation) are retrieved and then played, then the two "penalty balls" (for the second violation) are retrieved and then played, and so on.
- 10.2.6 Violations committed by both sides cancel each other out. For example, if during an "end" the red side has committed two violations, and the blue side has only one violation, then blue will receive "penalty balls" for one violation only.
- 10.2.7 If a violation which leads to the award of "penalty balls" is committed while "penalty balls" are being thrown, the Referee will, in sequence:
 - 10.2.7.1 retract one set of penalty balls, per violation, from that side should they have been awarded more than one set of "penalty balls", or
 - 10.2.7.2 award "penalty balls" to the opposing side, in that sequence.

10.3 Retraction

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

10.4 Warning and disqualification

- 10.4.1 When a warning is given (a yellow card will be shown) to a Player, the Referee will note it in the score sheet.

- 10.4.2 If a second warning is given (a yellow card and then a red card will be shown to that Player), the Player is disqualified. (ref. 10.4.6). The Referee will note it in the score sheet.
- 10.4.3 If a Player is disqualified for un-sportsman like behaviour, the referee will show a red card and will note it in the score sheet.
- 10.4.4 If a Player in an Individual Division or in the Pairs Division is disqualified, the side will forfeit the match. (ref. 10.4.8).
- 10.4.5 If a Player in the Team Division is disqualified, the match will continue with the two remaining Players. Any unthrown balls of the disqualified Player will be placed in the dead ball container. In any subsequent ends the side will continue with four balls. If the Captain is disqualified, another team member will assume the role. If a second Player within a team is disqualified, the side will forfeit the match. (ref. 10.4.8)
- 10.4.6 A disqualified Player may be reinstated for future matches within the same tournament.
- 10.4.7 If a Player is disqualified for un-sportsman like behaviour, a panel consisting of the Head Referee and two International Referees not involved in the match, or from the same country as the Player, will decide if the Player may be reinstated for future matches. (ref. 10.4.9).
- 10.4.8 If a side forfeits a match, then the opposing side is awarded the match by a score of 6-0, unless the opposing side has scored more than six, in which case that score will apply. The disqualified side will score zero.
- 10.4.9 In the case of repeated disqualification the Organizing Committee, in consultation with the appointed Technical Delegate are obliged to consider and determine appropriate sanction.

11. Violations

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

- 11.1.1 failing to ask permission before moving from the throwing box. (ref. 9.1).
- 11.1.2 a Sport Assistant in the BC3 or Pairs BC3 Division turns into court to view play during an end.
- 11.1.3 if in the opinion of the Referee there is inappropriate communication between Player/s, their Sport Assistants and / or Coaches (ref. 13.1).
- 11.1.4 the Player prepares his next shot, orienting the wheelchair and/or the ramp or rolling the ball in the opposite sides time. (If the athlete has

picked up a ball and has it in his/her hand or lap, but is not rolling it, it is okay. - i.e.: if the Referee has signalled for blue to play and red picks up their ball, that is not okay. If red picked up their ball before the Referee signalled for blue to play and puts the ball in their hand or lap, that is okay)

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

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

- 11.2.1 releasing a ball when the Sport Assistant, the Player or any of their equipment is touching the court marking or a part of the court surface not deemed to be part of the Player's throwing box (ref. 6.12.2). For BC3 players this includes while the ball is still in the ramp.
- 11.2.2 failing to move an assistive device to the left and to the right to break the plane of the previous shot.
- 11.2.3 releasing the ball when the assistive device is overhanging the throwing line.
- 11.2.4 releasing the ball without having at least one buttock in contact with the seat of the chair.
- 11.2.5 releasing the ball when the ball is touching a part of the court which is outside of the Player's throwing box.
- 11.2.6 releasing the ball when the BC3 Sport Assistant looks back into the court.

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

- 11.3.1 any deliberate interference with or distraction of another Player in such a way that it affects their concentration or their throwing action.
- 11.3.2 deliberately causing a disrupted end.

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

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

- 11.4.2 throwing a ball when it is the opposing sides turn to throw, unless the Referee has made an error.
- 11.4.3 if a ball stops in a ramp after it has been released it will be retracted.
- 11.4.4 if a BC3 Sport Assistant stops the ball in the ramp for any reason it will be retracted.
- 11.4.5 if a BC 3 Player is not the person that releases the ball.
- 11.4.6 if a Sport Assistant and a Player simultaneously release the ball.
- 11.4.7 if a coloured ball is thrown before the Jack Ball. (ref. to 11.4.1)

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

- 11.5.1 unreasonably delaying a match.
- 11.5.2 a Player not accepting a Referee's decision and/or acting in a manner detrimental to their opponent or competition personnel.
- 11.5.3 faults committed between ends. (An example for 'faults between ends' is when a Player leaves the court area between ends or during a time-out).
- 11.5.4 if a ball/s fails to meet the criteria during a random check (ref. 2).

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

- 11.6.1 when a Player displays un-sportsman like behaviour to the Referee or the opposition Players a red card will be shown and this will lead to immediate disqualification. (ref. 10.4.5).

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

12. Disrupted "End"

- 12.1** If an end is disrupted due to a Referee's error or action the Referee, in consultation with the linesman, will return the disturbed balls to their previous position (the referee will always try to respect the previous score, even if the balls are not in their exact previous position/s). If in the opinion of the Referee this is not possible then the end will be restarted. The Referee will be the final arbiter.
- 12.2** If an end is disrupted due to a side's error or action, the Referee will take action according to 12.1, but may consult with the disadvantaged side in order to avoid making any unfair decisions.
- 12.3** If a disrupted end is caused and penalty balls have been awarded, the penalty balls will be played at the completion of the re-played end. If the Player or side that caused the disrupted end has been awarded penalty balls, they will not be able to play those balls.

13. Communication

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

The exceptions are:

- when a Player requests his/her Sport Assistant to carry out a specific action such as altering the positioning of the chair, moving the assistive device, rolling the ball or passing the ball to the Player.
- Coaches may congratulate or offer encouragement to a player after the shot and between ends.

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

- 13.3** Between ends, Players 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 game to allow for lengthy discussion. A Captain/Player may not leave his/her box between ends, unless being substituted, during a time out or under permission of the Referee (ref. 6.19 / 13.4).

13.4 One time-out per side is allowed in Team or Pairs Division matches. This can be called by either the Coach or team Captain between ends. Time-out will last for two minutes. Players may leave their box for a time out, but must return to the same playing box. If both sides return to their boxes time-out will be considered to be over. Players can not leave the court area during a time-out without the referee's permission. If they leave the court area for any reason they will be given a warning (Yellow card) that will be recorded on the score sheet. (Ref. 11.5.3)

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

13.6 Any player, not only the Captain, may speak to the referee in their own time.

14. Time

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

14.2 Propelling the Jack Ball is not counted as part of a side's time allocation.

14.3 A side's time shall start when the Referee indicates to the timeskeeper which side should play.

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

14.5 If a side has not released the ball when the time limit is reached, that ball and other remaining balls of that side become invalid and shall be placed in the dead ball container. In the case of BC3 players the ball is deemed to have been released once it starts to roll down the ramp.

14.6 If a side releases a ball after the time limit is reached then the Referee will stop the ball and remove it from the court before it disturbs play. If the ball disturbs any other balls the end will be disrupted.

14.7 Time limits do not apply to penalty balls.

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

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

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

14.11 The following time limits shall apply: BC1 5 minutes/Player/end

- BC2, BC4 5 minutes / Player / end
- BC3 6 minutes / Player / end
- Pairs BC3 8 minutes / Pair / end
- Pairs BC4 6 minutes / Pair / end
- Team 6 minutes / Team / end

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

14.13 Time out will last for two minutes.

15. Criteria / Rules for Assistive Devices

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

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

15.3 A Player must have direct physical contact with the ball immediately prior to its release into court. Direct physical contact also includes using an aid attached directly to the Player's head, mouth or arm. The maximum length of the aid is 50 cm. If the aid is attached to the Players head or mouth, it will be measured from the forehead or the mouth. If the aid is attached to the Players arm it will

be measured from the middle of the shoulder. Simultaneous release of the ball by the Sport Assistant and the Player is not allowed and if this happens the ball will be retracted.

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

15.5 A Player can use more than one assistive device during a match. The Player can make the change only after the Referee has indicated it is their turn to throw. All the assistive devices must remain in the Player's box. (ref. 11.2.1).

15.6 During each end, the Referee/linesman will retrieve balls for Players with assistive devices to prevent a Sport Assistant turning to face the playing area.

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

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

16. Clarification and Protest Procedure

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

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

16.2.1 According with the rules 16.1 and 16.2, during a match the Players must draw the Referee's attention to a situation that they don't agree with and seek clarification. They must also request a ruling from the head Referee if they want proceed to point 16.3.

16.3 At the end of each game competing sides will be asked to sign the score sheet. Should a side wish to protest a decision or action, or feels that the Referee has

not acted in accordance with the rules during that game the score sheet should not be signed.

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

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

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

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

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

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

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

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

16.7 Either party involved in the game being protested, may ask for a review of the Protest Panel's decision. They must submit a protest form accompanied by 150€. Protests must be submitted within thirty (30) minutes of receiving the Protest Panel's original decision. The Protest Panel, or their designate, will record the time that the Player or side, or the appropriate person (i.e.: Team Manager or Coach) receives the original decision and that person must sign the sheet. **All discussion regarding protests must remain confidential.**

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

16.9 If a reason for a protest is known before a match starts the protest should be submitted before the start of the match. The Head Referee / Technical Delegate should be notified of the intention to present the protest. The protest will not be considered for analysis if that side didn't follow the procedures mentioned in this rule.

17. Wheelchairs

17.1 Competition wheelchairs should be as standard as possible; however, alterations made for everyday life are eligible to be used in competition. Scooters may also be used.

17.2 The maximum seat height, which includes a cushion or supporting board, is 66cms from the floor to the highest point of the where the thigh or buttock is in contact with the cushion.

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

18. The Captain's Responsibility

18.1 In Team and Pairs Division, each side is led by a Captain. The Captain should be clearly identified to the Referee. The Captain will act as the executive of the team and assume the following responsibilities:

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

18.1.2 Deciding which team member should throw during the match.

18.1.3 Deciding which team member should play the penalty balls.

18.1.4 To call a "time out".

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

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

18.1.7 Signing the score sheet or nominates someone to sign on their behalf.

18.1.8 Submitting a protest

18.1.9 The Captain represents the team, but any individual player may ask questions of the referee, including asking for permission to enter the court.

19. Warm Up Procedures

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

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

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

19.3 If it is necessary, one translator per country may enter in the warm-up area.

20. Call Room

20.1 An official time clock will be situated outside the Call Room and will be clearly identified.

20.2 Prior to entering the Call Room, each player must ensure that their competitor numbers and their accreditation tag are clearly visible. Coaches and Sport Assistants must also ensure that their accreditation tags are clearly visible. Failure to do so will result in refused entry to the call room.

20.3 Registration is done at the Call Room Desk. All players must be registered between thirty (30) and fifteen (15) minutes before the scheduled start time of any specific game.

20.4 A Coach may only register an individual athlete if that athlete is within the confines of the Call Room area. All sides must be in the Call Room area and waiting in the designated Court area for their match.

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

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

20.7 Translators may only enter the call room if asked to do so by the Referee.

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

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

20.9 Referees will enter the Call Room to prepare for the match 15 minutes before the scheduled start time.

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

20.11 Once registered and inside the Call Room, athletes, coaches and sports assistants must not leave the Call Room. Should they do so, they will not gain re-admittance and will take no further part in the match. (Exceptions may be considered by the Head Referee and/or the Technical Delegate).

20.12 The examination of all Sports Equipment and the coin toss (Ref. 6.3.) can be conducted in the Call Room.

20.12.1 Random Checking:

- 20.12.1.1 Balls that fail the criteria will be confiscated until the end of the last day of competition. The players will be allowed to replace the ball/s with competition ball/s at this time. After the match, these competition balls shall be returned to the Referee.
- 20.12.1.2 Where a ball/s fails random checking, the side will be issued with a warning under rule 10.4.1.
- 20.12.1.3 If an athlete's ball/s fails the criteria on a second occasion, that athlete will be disqualified under rule 10.4.2.
- 20.12.1.4 Players and Coaches may watch the random check. If something fails, the referee must call the Head Referee to repeat the evaluation.

20.13 Number of balls allowed entering in the call room

- 20.13.1 In individuals each player may bring into the call room 6 red balls, 6 blue balls and 1 Jack Ball. (Ref. 5.1);
- 20.13.2 Each member of a Pair (including substitutes) may bring into the call room 3 red balls, 3 blue balls and 1 Jack Ball per Pairs team (Ref. 5.2.1);
- 20.13.3 Each member of a team (including substitutes) may bring into the call room 2 red balls, 2 blue balls and 1 Jack Ball per team (Ref. 5.3.1).

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

21. Specific Situations

21.1 If a Player becomes ill during an end (a serious situation) it will be possible to interrupt the match for a maximum of ten (10) minutes so that they can receive medical attention. The time must be stopped.

21.2 In individual play, if a Player is unable to continue, the match will be forfeited (refer to 10.4.4).

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

21.4 In teams, if a Player is unable to continue, the present end must be finished without his/her remaining ball(s). A substitute may only come into the game between ends. (refer to 6.19 and 10.4.5) If a Player is the next to throw the Jack Ball and is disqualified or becomes ill and is unable to continue, the jack will be thrown by the person who is due to throw the Jack on the following end.

21.5 In pairs competition, if a Player is unable to continue, the present end must be finished without his/her remaining ball(s). If their teammate still has balls that can be thrown, they may throw them on their time. A substitution must take place between ends (refer to 6.19). If there is no substitute available the match will be forfeited (refer to 10.4.8).

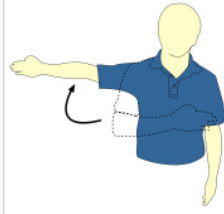
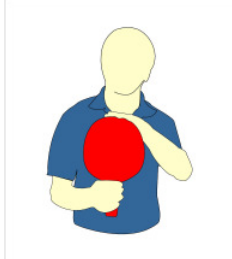
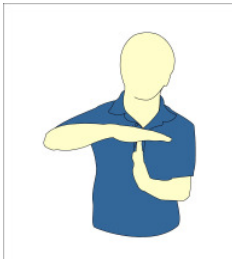

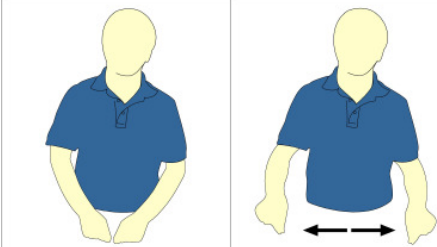
21.6 In pairs competition, if there is a medical problem with a Sport Assistant, the Players may share one Sport Assistant for the remainder of the end. A substitution of Sport Assistants must take place between ends.

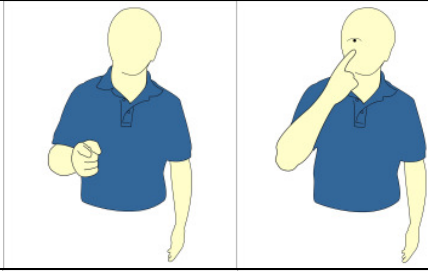
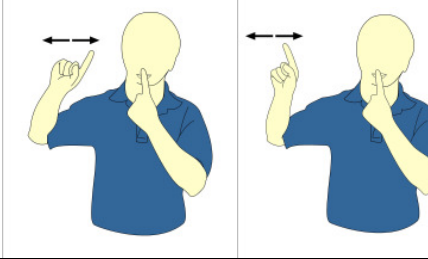
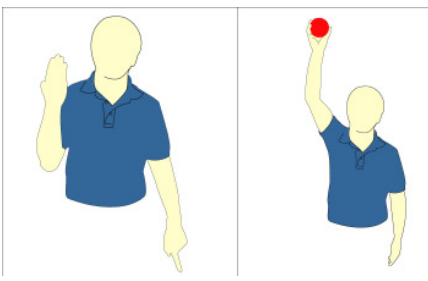
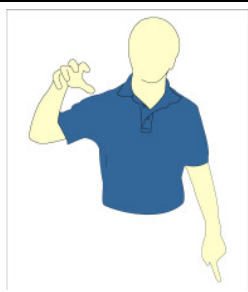
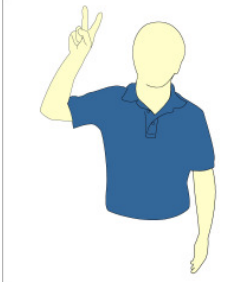
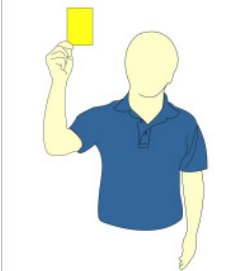
CBC recognises that certain situations may arise that have not been covered within this manual. These situations will be dealt with at the time they arise in consultation with the Technical Delegate and/or Head Referee.






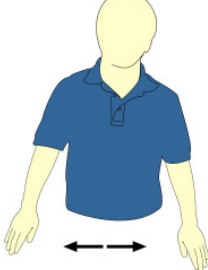

The following pages (Appendix 1, 2 and 3) contain diagrams of gestures that will be used by referees, an explanation about protest procedures and a court diagram. The gestures have been developed in order to assist both referees and players to understand certain situations. Players can not protest if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





22. Appendix 1 - Referees' official gestures / signs

Referees' official gestures / signs


Situation to be signaled	Description of the gestures	Gestures to be done by referees
Indication to throw jack or warm up balls Rule: 6.4 6.5	Move hand to indicate throwing	
Indication to throw a coloured ball Rule: 6.7 6.8 6.9	Show colour indicator according to the colour of the side playing	
Time out Rule: 13.4	Put the palm of the hand over the fingers of the other hand, which are in a vertical line (drawing a T) and say which side asked for it. (Example: Time out for – player's name / team / country / ball colour)	
Substitution Rule: 6.19	Rotate one forearm around the other	
Measurement	Put one hand next to the other and pull them apart as if using a tape-measure	

<p>Asking if they want to go onto court</p> <p>Rule: 7.6</p>	<p>Point out players and then the referee's eye</p>	
<p>Inappropriate communication</p> <p>Rule: 11.1.3 13</p>	<p>Point out the mouth and move the forefinger laterally with the other hand</p>	
<p>Dead ball / ball out</p> <p>Rule: 6.13</p>	<p>Point out the ball and raise the forearm vertically with the hand open with its palm towards the referee's body and say: Out or Dead Ball. Then raise the ball that went out</p>	
<p>Retraction</p> <p>Rule: 10.3 11.2 11.4</p>	<p>Point out the ball and raise the forearm with concave hand before picking up the ball (whenever possible!)</p>	
<p>2 penalty balls</p> <p>Rule: 10.2 11.1 11.2 11.3</p>	<p>Raise two fingers apart</p>	
<p>Warning</p> <p>Rule: 10.4 11.3</p>	<p>Show the yellow card for the warning violation</p>	

<p>2nd warning and consequent disqualification</p> <p>Rule: 10.4</p>	<p>Show the yellow card and then the red one</p>	 
<p>Disqualification</p> <p>Rule: 10.4 11.6</p>	<p>Show the red card</p>	
<p>Violations that cancel each other</p> <p>Rule: 10.2.6</p>	<p>Raise vertically both thumbs</p>	
<p>End completion / End of the match</p> <p>Rule: 6.10</p>	<p>Cross the arms stretched and pull them apart</p>	 
<p>Score</p> <p>Rule: 0</p>	<p>Put the fingers over the correspondent colour on the colour indicator to show the score (ex. 3 points to red)</p>	

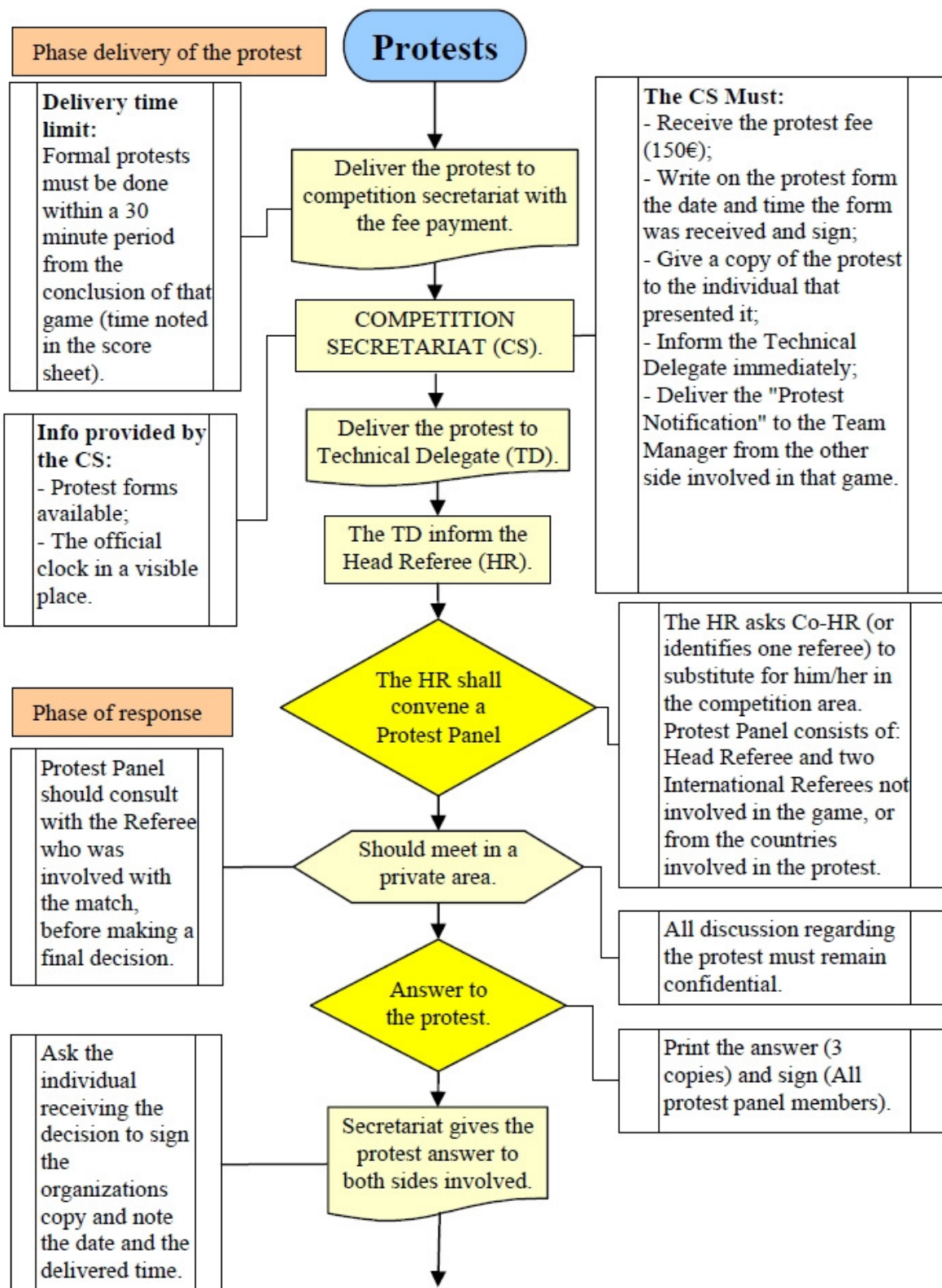
Score Examples			
			
3 Points for red	7 Points for red	10 Points for red	12 Points for red

Linesperson official gesture / sign

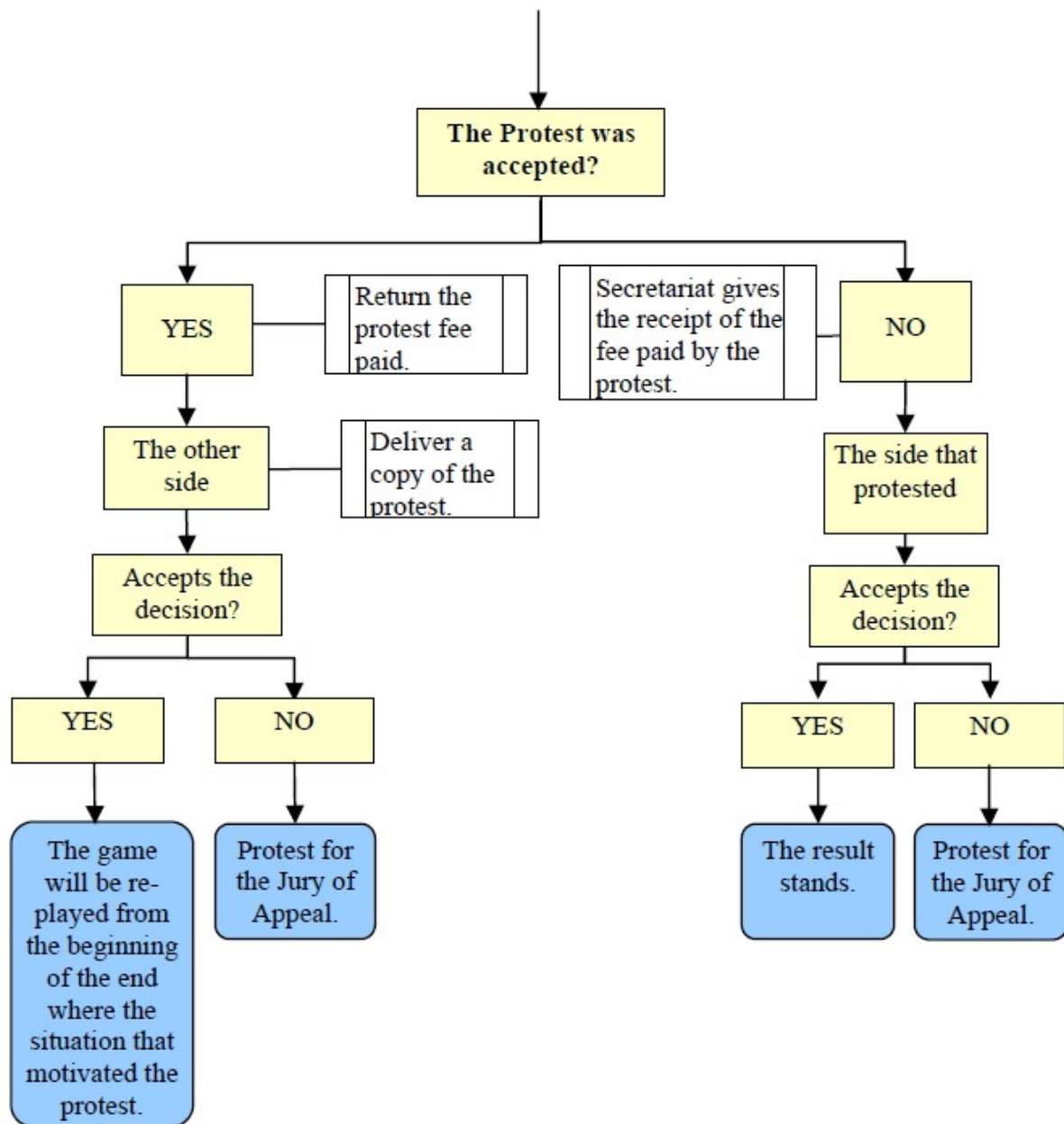
Situation to be signalized	Description of the gesture	Gesture to be done by Linesperson	
To call the referee's attention	Raise the arm		

Graphic Designer: *Francisca Sottomayor*

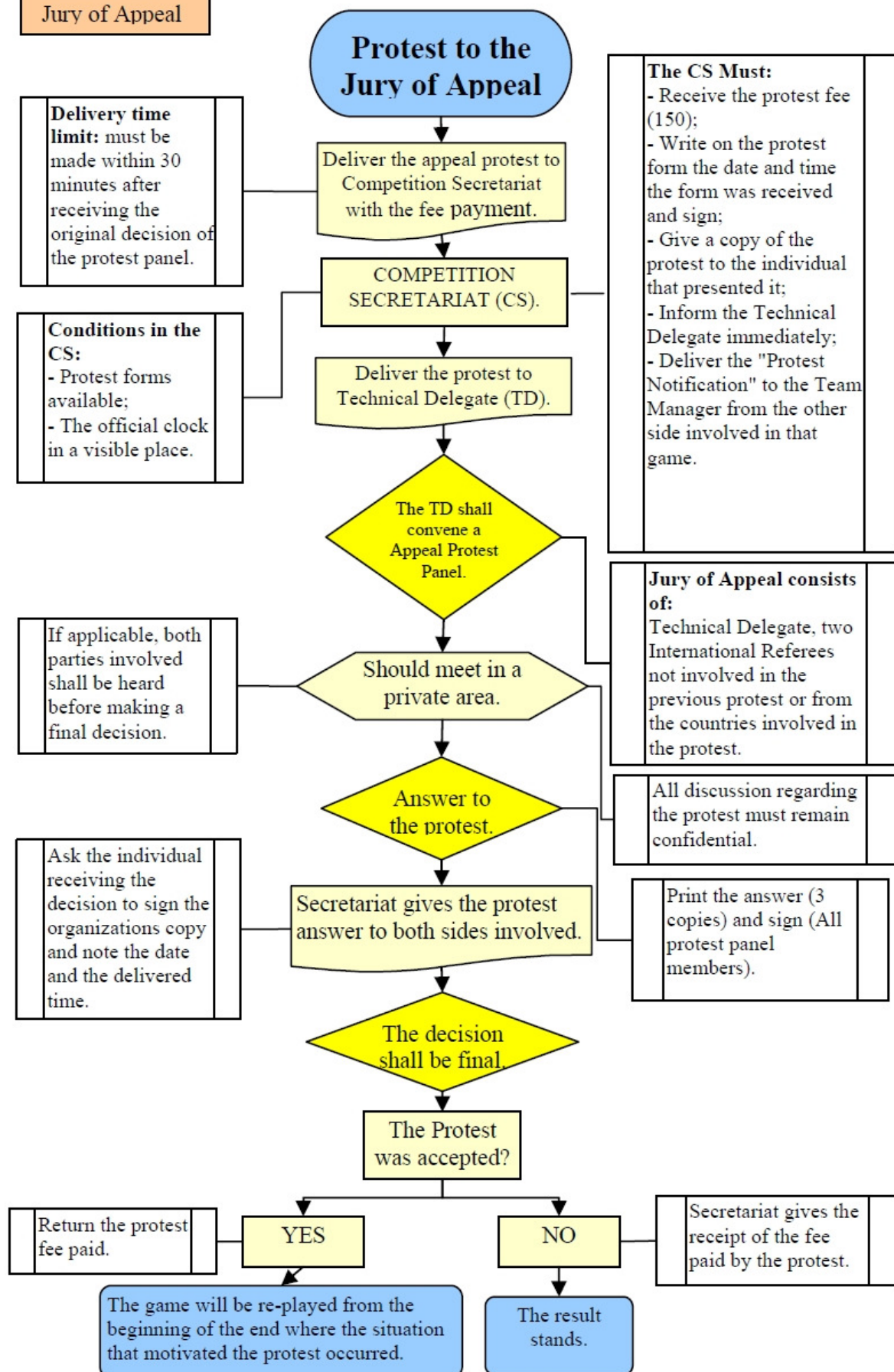
23. Appendix 2 - Protests



Phase delivery of the response



Phase of the Jury of Appeal



24. 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;
- Re-play the game, because of a protest: The Referee spins a coin and the winning side chooses whether to play red or blue. If a side has been awarded penalty balls, they will not be able to play those balls.
- Re-play from the beginning of the end where the situation that motivated the protest occurred, because of a protest decision: The players remain in the same Boxes and will use the same coloured balls. Violations that were awarded in an end that is being re-played 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 game (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 CBC.

Protest Notification

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

Brief explanation of the protest:

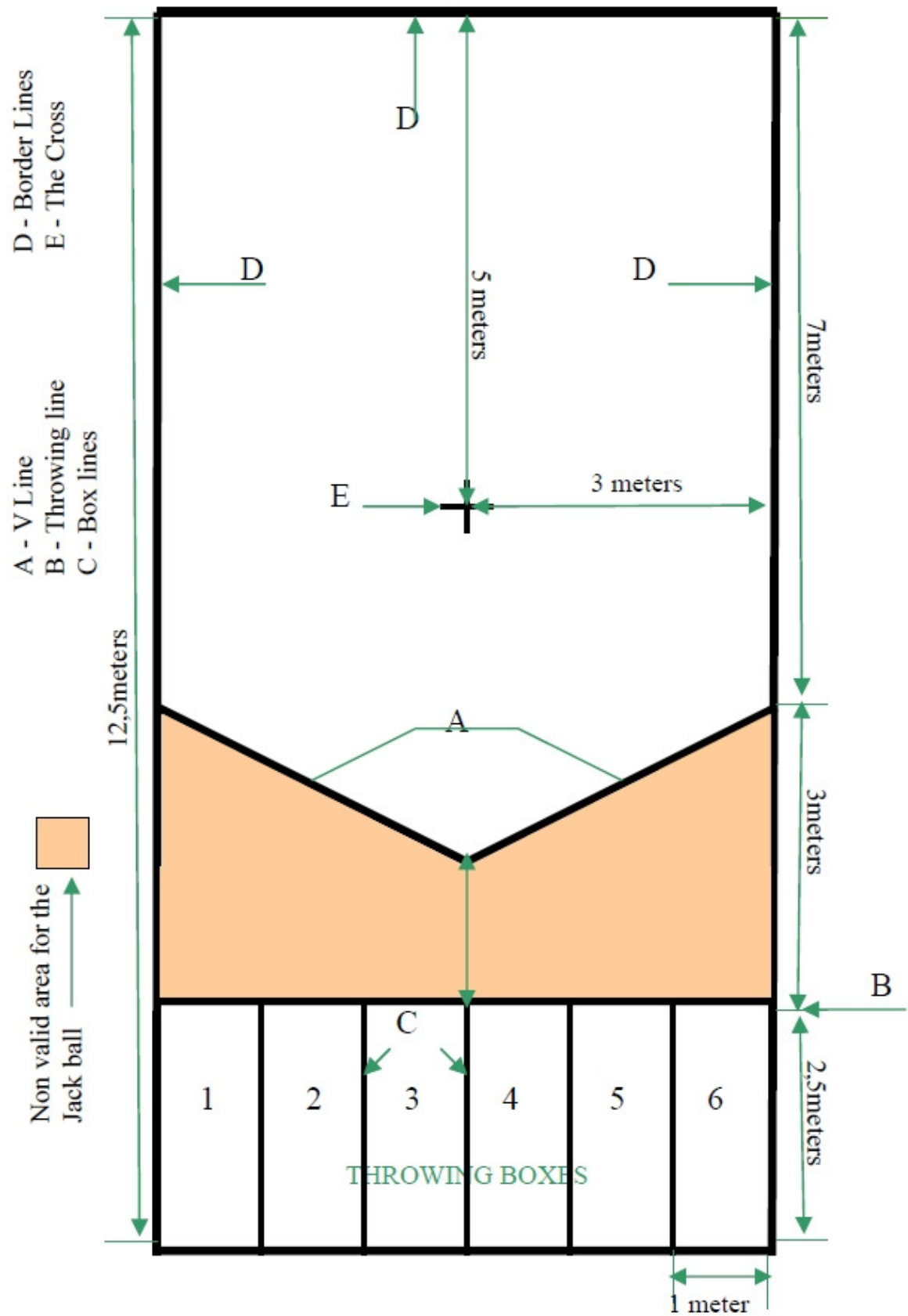
Delivered at: ____ h ____ m, on ____/____/____ (insert date),

Delivered by: _____

Received by: _____

25. Appendix 3 - Boccia Court Layout

BOCCIA COURT LAYOUT



26. Glossary of Terms

Abbreviation	Description
BAC	Board of Arbitration Classification
CAS	Court of Arbitration for Sport
CBC	CPISRA Boccia Committee
CC	Chief Classifier
CO	Classification Officer
CP	Cerebral Palsy
CPISRA	Cerebral Palsy International Sports and Recreation Association
CRS	Competition Review Status
CS	Confirmed Status
e.g.	latin <i>exempli gratia</i> means <i>for example</i>
FIFA	Fédération Internationale de Football Association
FIS	Federation International de Ski
HOC	Head of Classification
i.e.	latin <i>id est</i> - means <i>in other words</i>
ICU	International Cycling Union
IIHF	International Ice Hockey Federation
IM	Intentional Misrepresentation
IPCAS	IPC Alpine Skiing
IPC	International Paralympic Committee
IPC CC	IPC Classification Code
IS	International Standard
LOC	Local Organizing Committee
NADO	National Anti-Doping Organization
NE	Not Eligible
NS	New Status
RS	Review Status
TD	Technical Delegate
TUE	Therapeutic Use Exemption
TUEC	Therapeutic Use Exemption Committee
WADA	World Anti-Doping Agency
WADC	World Anti-Doping Code
WCF	World Curling Federation