

# BISFed

Boccia International Sports Federation

## Competition Rules



### 12<sup>th</sup> EDITION

2017-2020

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

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## *Competition Rules*

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### **Introduction**

#### **Boccia**

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

The Competition Rules relate to all international competitions held under the auspices of BISFed (Boccia International Sport Federation). These competitions comprise all events sanctioned by BISFed and include World Open events, 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.

### **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@bisded.com](mailto:admin@bisded.com)

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### 1. Definitions

<b>Jack</b>	The white target ball
<b>Ball</b>	One of the red or blue balls <b>or the Jack (ref 4.7.1)</b>
<b>Side</b>	In individual <b>division</b> , a side is one (1) single competitor. In team and pairs <b>division</b> , a side is three (3) and two (2) members respectively, as a single unit. <b>Substitute athletes, sport assistants, and coaches, when permitted, are also members of the side.</b>
<b>SA</b>	<b>Sport Assistant</b>
<b>FOP</b>	<b>Field Of Play. The area which contains all the courts. This includes the Timers' stations.</b>
<b>Court</b>	The area enclosed by the boundary lines. This includes the throwing boxes
<b>Playing Area</b>	<b>The court minus the throwing boxes.</b>
<b>Non-valid area for the Jack</b>	The area that is between the throwing boxes and the V line.
<b>V Line</b>	The line that the Jack must cross to be <del>considered</del> in play
<b>Match</b>	A competition between two sides when a specified number of ends are played
<b>End</b>	One section of a match when <del>the jack and</del> all balls have been played by two sides
<b>Throw</b>	Is the term used for propelling a ball onto the <b>playing area</b> . It includes throwing, kicking or releasing a ball when using an assistive device
<b>Dead Ball</b>	Is a <b>red or blue</b> ball that has gone out of court after it has been thrown; a ball that has been removed by a referee following a violation; or a ball that has not been thrown <b>due to time expiring, or because the athlete elects not to throw.</b>
<b>Disrupted End</b>	Is when balls are moved outside the normal order of play, either <b>accidentally or deliberately.</b>
<b>Violation</b>	Is any action <del>assumed</del> <b>made</b> by an athlete, side, substitute, sports assistant or coach which is <b>against the rules of the game</b>
<b>Yellow Card</b>	Around 7cm x 10cm and shown to issue a warning
<b>Target Box</b>	<b>25cm x 25cm box at the cross for penalty throws</b>
<b>Red Card</b>	Around 7cm x 10cm and shown to disqualify a side
<b>Weigh Scale</b>	Used to weigh the boccia balls with accuracy of 0.01g
<b>Ball Template</b>	Used to confirm the balls circumference.
<b>Translator</b>	Where the boccia rules permit, an athlete, team or pair may have access to a translator. The translator must be accredited for access to the designated areas.
<b>Equipment</b>	<b>Ramp, gloves, splints and other devices</b>
<b>Assistive Device</b>	Is an aid to play the game used by athletes (i.e. ramp, <b>gloves, pointer...</b> )
<b>CP</b>	<b>Cerebral Palsy</b>
<b>HOC</b>	<b>Host organizing committee</b>

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## 2. Eligibility for Play

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

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

## 3. Divisions of Play

### 3.1 General

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

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

### 3.1.1 Sport Assistant Rules

The 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. BC3's sport assistant must be positioned inside their athletes' throwing box. These sport assistants perform tasks such as:

- Adjust or stabilize the playing chair – when asked by the athlete
- Adjust the athlete's position – when asked by the athlete
- Roll and /or pass a ball to the athlete – when asked by the athlete
- Position the ramp (for BC3) – when asked by the athlete
- Perform routine actions before or after the throw.
- Pick up the balls at the end of 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. **Casual touching of the athlete** is not permitted.

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### 3.2 Pairs BC3

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

### 3.3 Pairs BC4

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.

### 3.4 Team

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. Where there are two substitutes, the Team must include at least two BC1 athletes.

### 3.5 Coach

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

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

### 3.6 Further Details

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

## 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.

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

All court markings should be between 2cm & 7cm wide and must be easily discernable. 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, 2-3cm wide, should be used for internal lines; the lines dividing playing boxes, the target box, and the cross. The inside dimension of the target box is 25cm x 25cm. Thin tape should be placed on the outside of the 25cm square target box.

### 4.2 Scoreboard

Place the scoreboard in a position where all athletes competing in a match can see it.

### 4.3 Timing Equipment

Wherever possible timing equipment should be electronic.

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### 4.4 Dead Ball Container

A boccia ball that is out of play 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 are [out of play](#).

### 4.5 Red/Blue Colour Indicator

The indicator is coloured paddle used by the referee to show which side (red or blue) plays next.

### 4.6 Measuring Devices

[Templates](#) used to measure the circumference of a boccia ball; also [tape measures](#), [callipers](#), [feeler gauges](#), [flashlight...](#) to measure distances on court.

### 4.7 Boccia Balls

4.7.1 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.

Each athlete or side may use his or her own coloured balls. In individual play each athlete may use their own Jack; in team and pairs 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

#### 4.7.2 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.

4.7.3 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.

#### 4.7.4 Ball Testing

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

4.7.4.2 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:

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

4.7.4.2.2 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).

~~4.7.4.6 Every ball will be dropped from a height of 0.5 meter onto the big hole in the test template. The template is then raised GENTLY AND SLOWLY to check whether the ball will still pass through the big hole. This test will be performed up to three times for each ball, and each ball must pass this test two of the three times. A ball which fails twice will be rejected.~~ **A revised ball test is currently being finalised and will be included in an update of these Rules early in 2017**

4.7.4.3 The Head Referee may perform additional random tests under Rules 4.7.4.1 – 4.7.4.2.2 in the Call Room preceding any match.

4.7.4.4 Any ball which fails under Rule 4.7.4.1 – 4.7.4.4 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.

## 5. Assistive Devices

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.** Once the athlete releases the ball, nothing should obstruct the ball in any way.

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

5.4 **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. (17.2.2)**

5.5 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 sport equipment (head pointer, ramp or ramp extension...) during an end, these items must be inside the athlete's box at the beginning of that end. If an item is taken out of the athlete's box during the end, the referee will judge according to rule 16.6



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5.8 If a ramp breaks during the match, the time must be stopped and the athlete will be given ten (10) minutes to repair that ramp. In a Pairs **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 should be notified of this).

5.9 Athletes that require the need of gloves and/or splints must have documented approval 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.**

6.2 If a wheelchair breaks during the match, the time must be stopped and the athlete will be given ten (10) minutes for repairs. If the wheelchair cannot be repaired the athlete **must** carry on playing or ~~if he or she cannot, he or she will~~ forfeit the match (ref. 12.8).

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

## 7. Match Format

### 7.1 Individual Division

In individual divisions 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.

### 7.2 Pairs Division

In the pairs 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.

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7.2.1 When entering the call room each member of the Pair (including substitutes) may bring into the call room 3 red balls, 3 blue balls and 1 Jack per Pair.

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

7.2.3 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 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 Sports 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!" and give the Jack to the athlete who is next to play. All actions of the opposing side must stop; the Referee asks for "Jack, please." If the opponent is not ready, they will have to wait until the Referee indicates their turn to throw, at which time they may complete their preparation. Coaches must be in to their designated area when the Referee calls "Time."

### 7.3 Team Division

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.

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

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

7.3.3 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 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 Sports 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!" and give the Jack to the athlete who is next to play. All actions of the opposing side must stop; the Referee asks for "Jack, please." If the opponent is not ready, they will have to wait until the Referee indicates their turn to throw, at which time they may complete their preparation. Coaches must be in their designated area when the Referee calls "Time."

## 8. Warm Up

8.1 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.

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

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

8.3 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.

## 9. Call Room

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

9.2 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 chest or legs (in front) and BC3 sport assistants will have the competitor numbers on their back. Failure to **comply with this requirement** will result in refused entry to the Call Room. **Should ALL Sport Assistants be required to wear their number?**

9.3 Registration is done at the Call Room desk, which is at the entrance to the Call Room.

9.4 ~~In the situation where the match, with it being a knockout round, if both sides forfeit the match, the Technical Delegate and Head Referee will decide the appropriate action.~~ **This is actually a Competition Structure item, which needs to be in that document.**

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

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

Each side (Individual, Team or Pair, including Coach and any SA) must register together ~~at the entrance to the Call Room at the same time, including coach and Sport Assistants,~~ and must bring all of their **sport** equipment **and balls** with them.

9.5 All sides must **remain** in the Call Room ~~and waiting~~ in their designated Court area **immediately after they have registered.** ~~for their match.~~ If an athlete needs to play back-to-back games, the coach or team manager may register the athlete, with the TD permission, for the following game. This includes playoff games

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when athlete's progression to the next level does not leave enough time to comply with call room time constraints.

9.6 Rule 9.4 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.

9.7 At the appointed time the doors of the Call Room will be closed and no other person or sport equipment may enter. Ref 9.4. (Exceptions may be considered by the Head Referee and/or the Technical Delegate).

9.8 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.

9.9 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)
- Pairs BC3: 1 coach, 1 sport assistant per athlete
- Pairs BC4: 1 coach (1 sport assistant, if athlete is a foot player)
- Team (BC1/2): 1 coach, 1 sport assistant

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

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

9.12 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. (9.16 is an exception.) Any other exceptions will be considered by the Head Referee and/or the Technical Delegate).

9.13 The examination of all Sports equipment, checking balls and confirming the approved stamps on ramps, plus the coin toss (Ref. 11.2.) should be conducted in the Call Room. Any equipment that fails a random check cannot be used on court, unless that side can immediately make a repair to make it legal.

9.14 COIN TOSS - The Referee tosses 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, ~~including the Jack,~~ before or after the coin toss.

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

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9.16 If there is a schedule delay, **while the Call Room is in operation**, ~~and someone asks permission to go to the toilet~~, 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;
- ~~if the athlete is in the call room~~ a staff member must accompany that athlete;
- ~~the athlete is in the call room, they~~ must return to the Call Room before the group is released for entrance into the Field of Play; ~~the penalty for~~ failure to return in time **results in** forfeit of the match

9.17 Each side should bring to the Call Room only the items necessary to compete

## 10 Random Check

10.1 Balls that fail the criteria in Rule 4.7, 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.**

10.2 Where one or more balls fail a random check, the athlete will be issued with a **yellow card and a warning** under rule 16.9.3. If one athlete has more than one ball rejected at the same random check, **the offence will incur** only one warning.

10.3 If an athlete's **balls or equipment (ramp, gloves, splints and other devices)** fails the criteria on a second occasion on the ~~Call room~~ or random check, that athlete will be disqualified under rule **16.10.2 and 16.10.4**.

10.4 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.

10.5 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.**

10.6 Team and Pairs must **identify each athletes' equipment and balls in the Call Room, to so that if an item fails a random check, it can be correctly associated with an athlete**

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

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### 11. Play

Preparation for a match begins in the Call Room.

#### 11.1 Start Time

Both sides will receive a start time.

#### 11.2 On Court Warm up

Once on court, the athletes will position themselves in their designated 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 either when both sides have thrown all 7 balls or when the 2 minutes are over.

#### 11.3 Throwing the Jack

11.3.1 The side playing red always initiates the first end.

11.3.2 The athlete may only throw the Jack after the Referee indicates that side's turn.

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

#### 11.4 Fouled Jack

11.4.1 The Jack will be fouled if:

- when played it comes to rest in the non-valid area for the Jack.
- it is thrown out of court
- a violation is committed by the athlete throwing the Jack. The appropriate penalty in Rule 16.1 – 16.10 will be awarded.

11.4.2 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.

11.4.3 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.

#### 11.5 Throwing the first ball into court

11.5.1 The athlete who throws the Jack also throws the first coloured ball.

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11.5.2 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 [playing](#) area of the court or all their balls have been thrown. In the Pairs and Team division any athlete, from the side indicated to throw may throw the second (2nd) [coloured](#) ball into [playing area](#).

### 11.6 Throwing the first opposition ball

11.6.1 The opposition side will then throw.

11.6.2 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 [playing](#) area of the court or all their balls have been thrown. In Pairs and Team divisions any athlete may throw.

### 11.7 Throwing the remaining balls

11.7.1 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.

11.7.2 If an athlete decides not to throw any remaining balls, they may indicate to the Referee that they do not wish to [throw any further balls](#) during that end, and the remaining balls will be declared Dead Ball(s). [Balls Not Thrown will be recorded on the score sheet](#).

### 11.8 Completion of end

11.8.1 After all balls have been thrown, including any penalty balls ~~awarded to either side~~, the Referee will verbally announce the score and then, "End is finished." ([ref. 12](#)) (BC3 sport assistants may turn to face the [playing area](#) at this time)

11.8.2 In the final end of a knock-out match, if all the balls have not been thrown and the winner is obvious, no penalty will be incurred if the Sport Assistant or coaches cheer.

11.8.3 Sport Assistants [and coaches](#) may enter the [playing area](#) when directed by the Referee.

### 11.9 Preparation for subsequent end

Sport Assistants, coaches (for Team and Pairs) 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 and announces "One Minute." After 50 seconds the Referee will call "10 seconds!" At](#)

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one minute, the Referee will call "Time!" and give the Jack to the athlete who is next to play. All actions of the opposing side must stop; the Referee asks for "Jack, please." If the opponent is not ready, they will have to wait until the Referee indicates their turn to throw, at which time they may complete their preparation.

### 11.10 Throwing balls

11.10.1 When the ball is released, the athlete must have at least one buttock in contact with the seat of the wheelchair/scooter. Athletes who can only play while on their abdomen, must have their abdomen in contact with the throwing chair. These athletes must have approval from Classification.

11.10.2 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.

11.10.3 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.

### 11.11 Balls out of Bounds

11.11.1 Any ball, ~~including the Jack,~~ will be considered out of bounds, if it touches or crosses the exterior boundary lines. If the ball ~~(Jack or coloured)~~ 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 11.11.4 or 11.12.1.

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

11.11.3 A ball, which is thrown and fails to enter the court, except in the case of 11.16, will be considered out of court.

11.11.4 Any coloured ball that is thrown or knocked out of court 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 court.

### 11.12 Jack knocked out of Bounds

11.12.1 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.



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11.12.2 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).

11.12.3 When the Jack has been placed [on the cross](#) the side to throw next will be determined according to rule [11.7.1](#).

11.12.4 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.

### 11.13 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. [When a new ball making a new relationship disturbs the equidistant relationship, that colour must play again.](#)

### 11.14 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.](#)

### 11.15 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 ~~or propel~~ the ball. There is no limit to the number of times a ball may be rethrown and the Referee is the sole arbiter. In this case, time will not be stopped.

### 11.16 Referee errors

If due to an error of a Referee the wrong side throws, the ball(s) is returned to the throwing athlete. In this case time must be checked and amended as appropriate. If any balls have been disturbed the end should be treated as a disrupted end. (ref [16.3.4](#) and 13.)

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### 11.17 Substitution

11.17.1 In the BC3 and BC4 pairs division each side is allowed to make one athlete substitution during a match (ref. 3.2/3.3).

11.17.2 In team division each side is allowed to make up to two athlete substitutions during a match, if they have two substitutes. (ref. 3.4).

11.17.3 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 box of the player being removed.

11.17.4 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.

### 11.18 Positioning of Substitutes & Coaches

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

## 12. Scoring

12.1 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.

12.2 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.

12.3 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.

12.4 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.

12.5 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.

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

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12.7 If the scores are equal **after the regulation ends have been played**, 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.

12.8 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-(?)".

### 13. Disrupted end

13.1 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.

13.1.1 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**, ~~in the opinion of the Referee this is not possible~~ then the end ~~will~~ **must** be restarted. The Referee will be the final arbiter.

13.2 If an end is disrupted due to a side's error or action, the Referee will take action according to Rule 13.1.1, but may consult with the disadvantaged side in order to avoid making any unfair decisions.

13.3 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 been awarded penalty ball(s), they will not be able to play those balls.

13.4 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.

### 14. Tie-Break

14.1 A tie-break constitutes an extra end.

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

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14.3 Begin with 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.

14.4 The Jack is placed on the cross

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

14.6 If a situation detailed in 12.3 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.

14.7 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 on 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.

## 15. Movement on Court

15.1 Once the Referee has indicated which side is to play, 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 the ramp

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. They must enter the playing area without passing behind their own teammate.

Athletes must reorient the ramp when they or their teammate return from the playing area.

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

15.3 In a team or pairs 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.

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

## 16. Violations

### 16.1 General

In the case of a violation there are three **fin**es:

- **One ball** penalty
- Retraction
- Warning & disqualification
- **More than one violation can occur at one time**

### 16.2 One ball Penalty

16.2.1 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**. 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 call "Time" and the player 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 record it on the score sheet. ~~the 6 red and 6 blue balls have been played. The time limit for penalty balls is two minutes for each two ball penalty for all divisions of play. 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.~~

16.2.2 If more than one violation occurs in the course of an end by one side, **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.**

16.2.3 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 1<sup>st</sup> penalty ball, after which throws alternate for any other penalty balls.**

16.2.4 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

~~the 6 red and 6 blue balls have been played. The time limit for penalty balls is two minutes for each two ball penalty for all divisions of play.~~ The clock will be reset to 1 minute after noting the current remaining time on the score sheet. The clock will run as a normal end.

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~~15.2.2 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.~~

~~15.2.3 If there is more than one ball competing to be a penalty ball then the side will choose which one shall be used.~~

~~15.2.4 If any scoring balls are used as penalty balls the Referee shall note the score before removing the balls. After the penalty balls have been thrown, any extra points will be added to the score. If in the act of throwing the penalty balls an athlete should alter the positioning of the balls, then the Referee shall score the end from the new position.~~

~~16.2.2 If more than one violation occurs in the course of an end by one side, each penalty ball is 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.~~

~~16.2.3 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.~~

~~16.2.4 If a violation which leads to the award of a penalty balls is committed while a penalty ball is being thrown, the Referee will award penalty balls to the opposing side~~

- ~~○ Retract one set of penalty balls, per violation, from that side should they have been awarded more than one set of penalty balls, or~~

## 16.3 Retraction

16.3.1 A retraction involves is the removal of a ball from the court that was thrown when a violation was committed. The retracted ball will be placed in the dead ball container.

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

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

16.3.4 If the Referee fails to stop the ball before it dislodges other balls, the end will be deemed to be a disrupted end. (ref. 13.1-13.4)

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~~15.3.5 A violation which results in a retraction, is deemed to have occurred at the point when the ball is released. Same as 16.3.2~~

### 16.4 Warning and disqualification

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

16.4.2 When an athlete, coach or Sport assistant is disqualified, a red card will be shown. A red card always means at least one match suspension

16.4.3 If an athlete in individual or pairs division is disqualified, the side will forfeit the match. (ref. 12.8).

16.4.4 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 container. In any subsequent ends the side will continue with four balls. If the captain is disqualified, another team member will assume the role. If a second athlete within a team is disqualified, the side will forfeit the match. (ref. 12.8)

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

16.4.6 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. 16.4.7).

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

### 16.5 The following actions will lead to the award of a One Ball Penalty (ref. 16.2)

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

16.5.2 a sport assistant in the BC3 or pairs BC3 division turns into ~~court~~ the playing area to view play during an end.

16.5.3 if in the opinion of the Referee there is inappropriate communication between athlete/s, their sport assistants and / or coaches (ref. 17.1).

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16.5.4 the athlete prepares his/her next shot, orienting the wheelchair and/or the ramp or rolling the ball in the **opposing** sides' time (this includes when the **opposing side** is preparing to throw the Jack). (**Before the colour is shown**, it is acceptable for the athlete to pick up a ball without playing it; e.g. it is permitted for red to pick up their ball before the Referee signals for blue to play and to put the ball in their hand or lap; it is not permissible for red to pick up a ball after the Referee has signalled for blue to play.) If the athlete throws such a ball the Referee will retract it. (**ref 16.8.2 - plus the one ball penalty**).

16.5.5 the sport assistant moves the wheelchair, or the ramp or **the pointer** ~~rolls the ball~~ without the athlete asking.

16.5.6 the **sport assistant enters the playing area without the Referee's permission**

### **16.6 The following actions will lead to the award of a penalty ball and the retraction of the thrown ball (ref. 16.2 / 16.3)**

16.6.1 releasing **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.

16.6.2 **At the beginning of each end, the BC3 ramp must be swung at least 20 cm to the left and 20 cm to the right after the Jack has been presented and before releasing it. (ref. 5.4)**

~~failing to move the ramp to the left and to the right to break the plane of alignment after being presented with the Jack. from the previous shot, If a ramp is **NOT** fixed to a base, (**or can swivel on the base**) and **can** be moved independently from the base, the entire ramp including the base must be moved to the left and to the right.~~

16.6.3 **throwing** the ball when the ramp is overhanging the throwing line.

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

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

16.6.6 **throwing** the ball when the BC3 Sport Assistant looks back into the **playing area** ~~court~~.

~~16.2.7 Releasing the ball when the seat height is higher than the maximum 66 cm (ref. **6.1**).~~



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16.6.7 The ~~BC1, BC3 or BC4~~ Sport Assistant has direct physical contact with the ~~head, mouth, or arm~~ pointer or the athlete; during the act of throwing the ball, including helping the athlete throw the ball by pushing **or pulling** the wheelchair. ~~The athlete's sport assistant has direct physical contact with the athlete; even if it is just casual; or with the athlete's head, mouth, or arm~~ **Casual touching by the Sport Assistant is not allowed during the throw.**

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

16.6.8. In a team or pairs match, throwing a ball while their teammate is still returning to their throwing box

### **16.7 The following actions will lead to the award of a penalty ball and a warning – yellow card (ref. 16.2 / 16.4):**

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

16.7.2 causing a disrupted end.

### **16.8 The following actions will lead to retraction of the ball (ref. 16.3)**

16.8.1 throwing a ball prior to the referee indicating which colour to play. ~~If it is the Jack, it is fouled.~~

16.8.2 throwing a ball when it is the opposing sides turn to throw, unless the referee has made an error.

16.8.3 if a ball stops in a ramp after it has been released

16.8.4 if a BC3 sport assistant stops the ball in the ramp for any reason

16.8.5 in a BCe match, if a BC 3 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 also includes using an assistive device attached directly to the athlete's head, mouth or arm

16.8.6 if a sport assistant and an athlete simultaneously release the ball.

16.8.7 if a coloured ball is thrown before the Jack

16.8.8 if a side has not released the ball when the time limit is reached (ref. 18.5).

16.8.9 If the first coloured ball is not thrown by the athlete who threw the Jack (ref 11.5.1)

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16.8.10 If an athlete does not reorient the ramp when they or their teammate return from the playing area

### **16.9 The following actions will lead to receiving a warning – yellow card (ref. 16.4)**

16.9.1 unreasonably delaying a match.

16.9.2 an athlete not accepting a referee's decision and/or acting in a manner detrimental to the [opposing side](#) or competition personnel

16.9.3 if a ball(s) fails to meet the criteria during a ~~Call Room~~ or random check (ref [4.7.1](#) - [4.7.4.82.2](#) and [10.2](#)). A notice will be posted at the entrance to the call room for [failed balls](#) and [failed](#) equipment.

16.9.4 An athlete bringing to the call room more than the allowed number of balls (Ref. [7.1](#)/[7.2.1](#)/[7.3.1](#)/[9.7](#)). [The extra balls will be confiscated and held until the end of the competition.](#)

16.9.5 In team and pairs division, the warning is given to the athlete who brings more than the allowed number of balls. If they cannot determine who that athlete is, the warning is given to the captain.

16.9.6 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 the time-out, that individual may not return to the match.

16.9.7 Bringing to the warm up area, or into the call room, more than the allowed personnel will result in a yellow card for the athlete or the captain in the case of team or pairs matches. ([ref 8.2, 9.9](#))

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

### **16.10 The following actions will lead to receiving a disqualification – red card (ref. 16.4)**

16.10.1 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. [16.4.2](#)).

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16.10.2 If the **balls or** equipment fail to meet the criteria on **two(2)**~~a second call room check or~~ random checks (ref. 4.).

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

16.10.4 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. 16.4.2). 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 tournament, earns a red card; **and for each subsequent yellow card, if the athlete is reinstated. ref 16.4.6, 16.4.7 (explanation: 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)**

## 17. Communication

17.1 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 players** may congratulate or offer encouragement to **players on their side after** the 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. 16.5.3).

17.2 In team and pairs division, during the playing of an end athletes may not communicate with other athletes on their side unless the referee has indicated that it is their turn to throw.

17.3 An athlete may not instruct his/her partner's sport assistant. Each athlete must communicate directly with his or her own sport assistant.

17.4 Between ends, athletes may communicate between themselves, their sport assistant and their coach. This must cease once the referee is ready to begin the end. The referee will not delay the match to allow for lengthy discussion. A captain/athlete may not leave his/her box between ends, unless being substituted, ~~during a time out~~ or under permission of the referee (ref. 11.17).

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~~18.5 One time-out per side is allowed in team or pairs division matches. This can be called by either the coach or team **the** captain between ends. Time-out will last for two minutes. Athletes may leave their box for a time-out, but must return to the same playing box. If both sides return to their boxes time-out will be considered to be over. Athletes **may** 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. **17.5.6**)~~

17.5 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 box.

17.6 Any athlete, ~~not only the captain,~~ may speak to the referee in his or her own time.

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

17.8 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

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

17.10 Any ~~communication device (including a smart phone taken into the call room or~~ onto the FOP must be approved by the HR or TD. Any misuse would be inappropriate communication and warrant a one ball penalty.

**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.**

## 18. Time per end

18.1 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

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- Teams – 6 minutes per team per end
- BC3 Pairs – 7 minutes per pair per end
- BC4 Pairs – 5 minutes per pair per end

18.2 ~~Propelling~~ **Throwing** the Jack is counted as part of a side's time allocation.

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

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

18.5 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 ~~is deemed to have~~ **has** been released once it starts to roll down the ramp.

18.6 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.

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

18.8 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.

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

18.10 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.

18.11 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.

## 19. Clarification and Protest Procedure

19.1 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. 18.10).

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

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19.2.1 According with the rules 19.1 and 19.2, during a match the athletes ~~must~~ **may** 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 HR if they want to proceed to point 20.3.

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

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

19.5 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

20.5.1 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.

20.5.2 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.

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

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

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

## Competition Rules

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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.

19.8 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.

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

19.10 If a reason for a protest happens in the call room, the HR or TD ~~should~~ **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.

## 20. The Captain's Responsibility

20.1 In team and pairs division, each side is led by a captain for each match. A "C", clearly visible to the referee, must identify the captain to the referee. Each captain, club or country is responsible to provide the "C". The captain will act as the executive of the team and assume the following responsibilities:

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

20.1.2 Deciding which team member should throw during the match, including any penalty balls.

20.1.3 To call a **technical or medical** time out or a substitution. The coach may also call a technical or medical time out or a substitution.

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

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

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

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

~~21.1.8 The captain represents the team **side**, but any individual athlete may ask questions of the referee. This repeats 17.7~~

## Competition Rules

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### 21. Medical Time Out

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

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

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

21.4 In individual play, if an athlete is unable to continue, the match will be forfeited ([ref.16.4.3/12.8](#)).

21.5 In team play if an athlete is unable to continue, due to illness, the present end must be finished without that athlete's remaining ball(s). A substitute may only come into the match between ends ([ref. 11.17.3 and 16.4.4](#)).

21.6 In BC3 and BC4 pairs competition, if an athlete is unable to continue, due to illness, the present end must be finished without that athlete's remaining ball(s). If their teammate still has balls to play, he or she may play the balls within their allotted time. In BC3 pairs, if it is the CP athlete that is unable to continue and there is not a CP substitute athlete **for the next end**, the match cannot proceed. A substitution may only take place between the ends ([ref.11.17](#)). If there is no CP substitute the match will be forfeited ([ref. 12.8](#)), unless the athlete is unable to continue only during the last end. In this case, that side does not forfeit the match. If this situation occurs during the last end and a tiebreak is required, the side will forfeit the match if there is no CP substitute.

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

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

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



## *Competition Rules*

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

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

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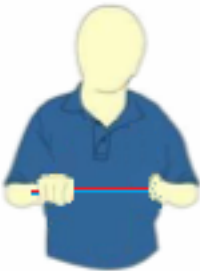
BISFed recognizes that certain situations may arise that have not been covered within this manual. These situations will be dealt with at the time they arise in consultation with the technical delegate and/or head referee.

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



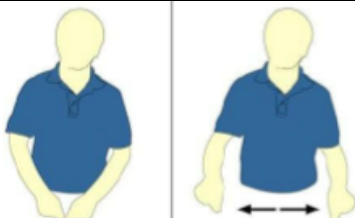
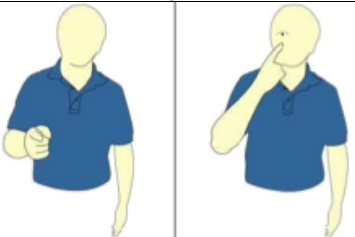
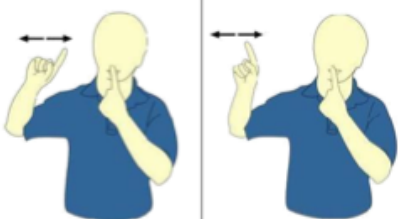
## Competition Rules

### Appendix 1 – Officials gestures/ signs

#### Referees

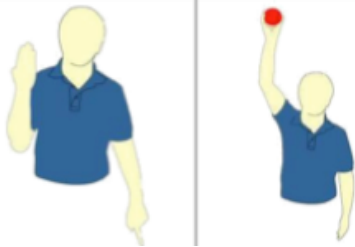


Situation to be signaled	Description of the gesture	Gesture to be done
<p>Indication to throw Jack or warm up balls:</p> <ul style="list-style-type: none"> <li>• Rule <a href="#">11.2</a></li> <li>• Rule <a href="#">11.3</a></li> </ul>	Move hand to indicate throwing.	
<p>Indication to throw a coloured ball:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 11.5</a></li> <li>• <a href="#">Rule 11.6</a></li> <li>• <a href="#">Rule 11.7</a></li> </ul>	Show colour indicator according to the colour of the side playing.	
Equidistant balls	<p>Hold indicator sideways against the palm with edge showing to athletes.</p> <p>Flip indicator to show who is to play (as above)</p>	

## Competition Rules

<p>Technical or Medical time out:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 5.8</a></li> <li>• <a href="#">Rule 6.2</a></li> <li>• <a href="#">Rule 21</a></li> </ul>	<p>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).</p>	
<p>Substitution:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 11.17</a></li> </ul>	<p>Rotate one forearm around the other.</p>	
<p>Measurement</p>	<p>Put one hand next to the other and pull them apart as if using a tape measure.</p>	
<p>Referee asking is athlete(s) want to go onto the court:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 12.6</a></li> </ul>	<p>Point at athletes and then the referees' eye.</p>	
<p>Inappropriate communication:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.5.3</a></li> <li>• <a href="#">Rule 17</a></li> </ul>	<p>Point out the mouth and move the forefinger laterally with the other hand.</p>	


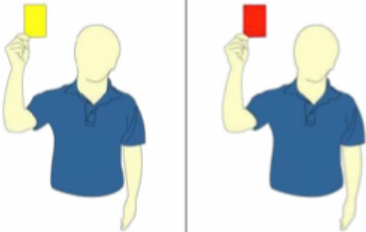

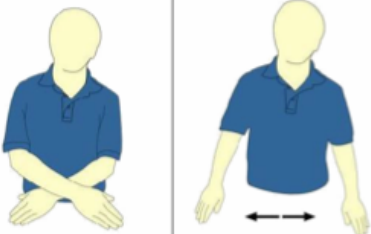
## Competition Rules

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<p>Dead ball/ ball out:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 11.11</a></li> </ul>	<p>Point out the ball and raise the forearm vertically with the hand open with its palm towards the referees body and say: "Out or Dead Ball." Then raise the ball that went out.</p>	
<p>Retraction:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.6</a></li> </ul>	<p>Point out the ball and raise the forearm with a concave hand before picking up the ball (wherever possible).</p>	
<p>1 penalty ball:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.5</a></li> <li>• <a href="#">Rule 16.8</a></li> </ul>	<p>Raise 1 finger.</p>	


## Competition Rules

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<p>Warning:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.9</a></li> <li>• </li> </ul>	<p>Show the yellow card for the warning violation.</p>	
<p>Second warning and a consequent disqualification:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.10.4</a></li> </ul>	<p>Show the yellow card for the second violation and then the red.</p>	
<p>Disqualification:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 16.10.1</a></li> </ul>	<p>Show the red card.</p>	
<p>End completion/ end of the match:</p> <ul style="list-style-type: none"> <li>• <a href="#">Rule 11.8</a></li> </ul>	<p>Cross the arms stretched and pull them apart.</p>	

## Competition Rules

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Score: <ul style="list-style-type: none"> <li>• <a href="#">Rule 12</a></li> </ul>	Put the fingers over the correspondent colour on the colour indicator to show the score.	
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### Scores

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

## *Competition Rules*

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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

## *Competition Rules*

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### **Appendix 2 – Protests**

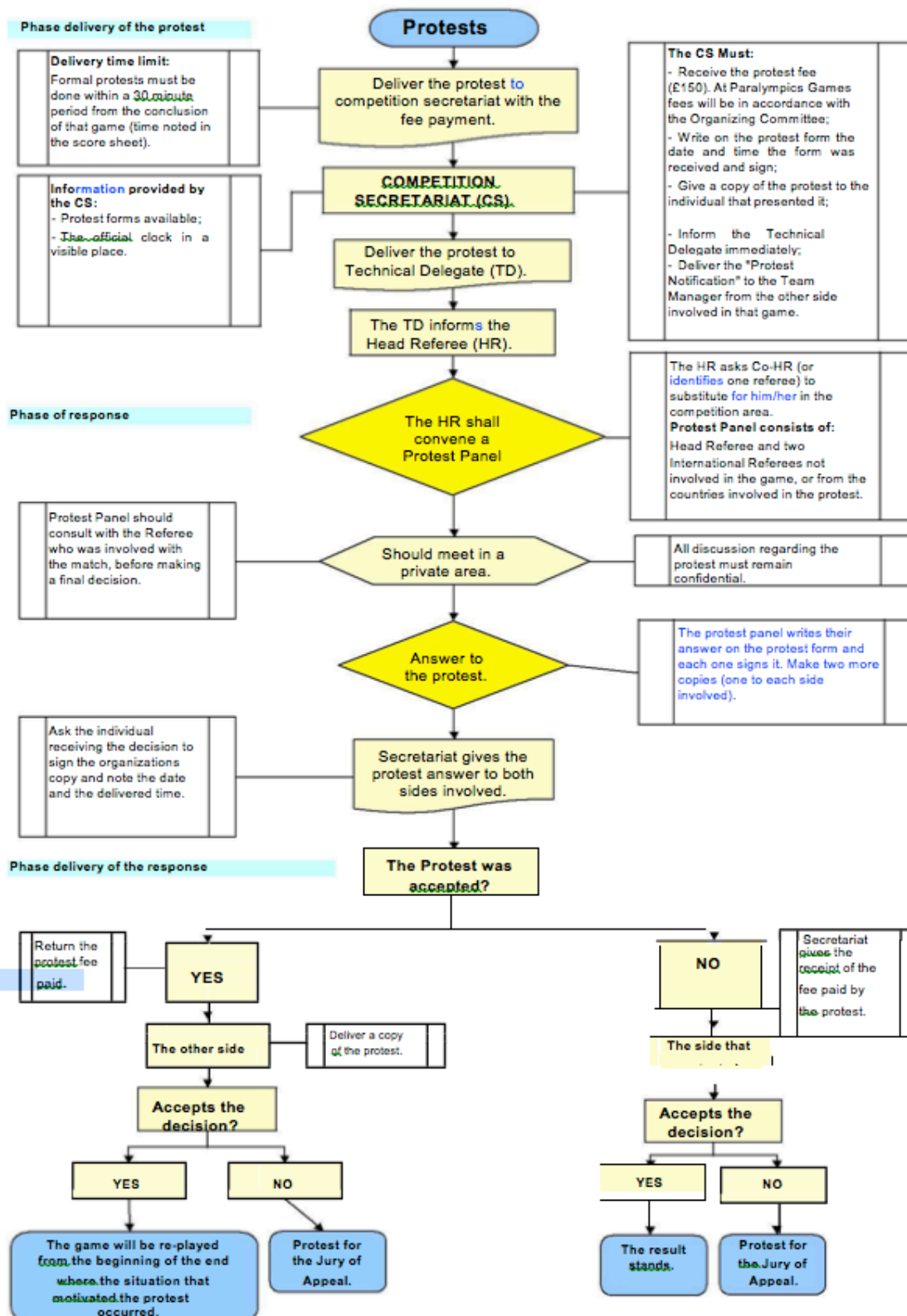


## *Competition Rules*

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### **Protest procedure**

## Competition Rules

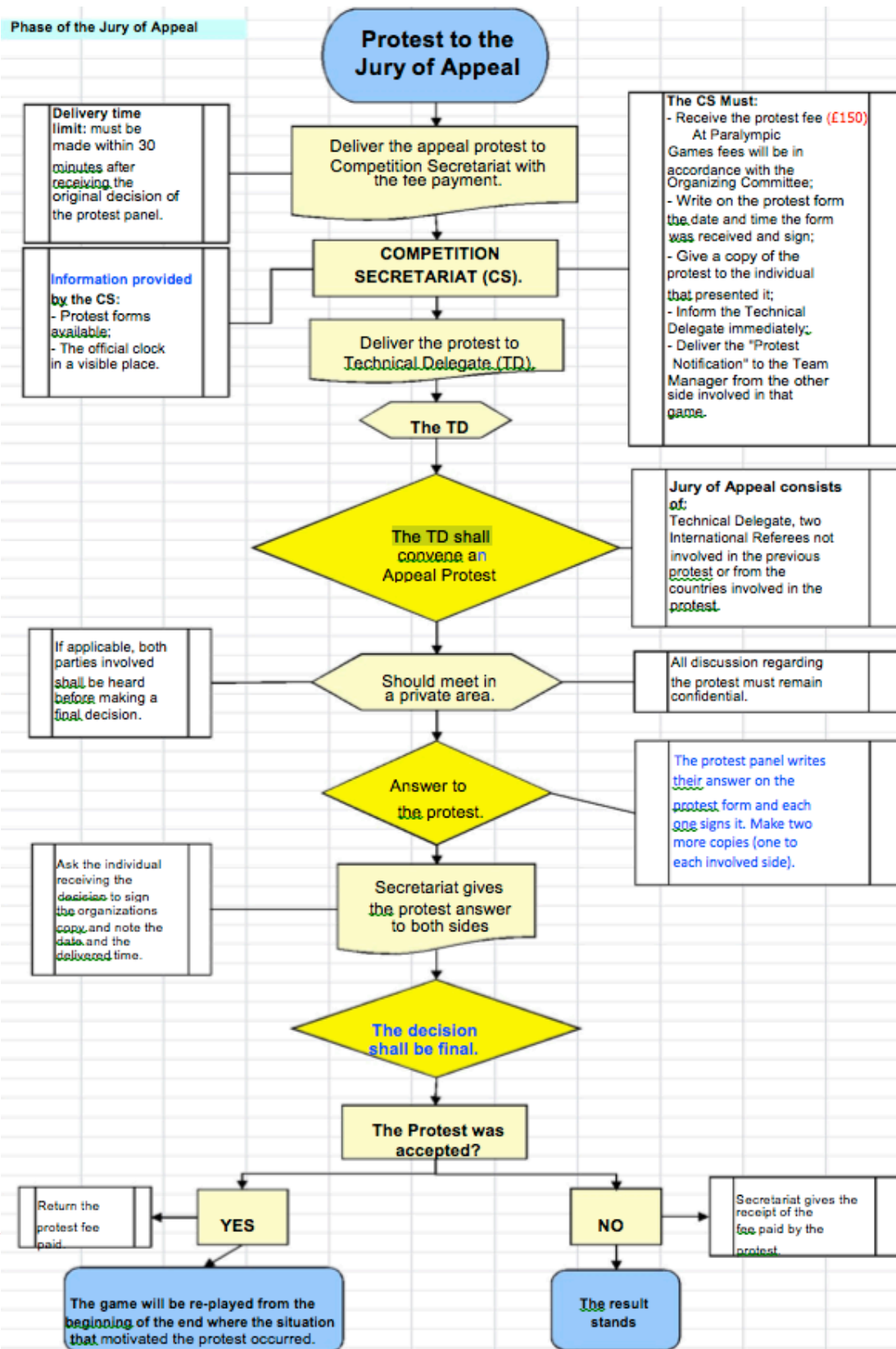


## *Competition Rules*

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### **Protest to the Jury of Appeal**

## Competition Rules



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## *Competition Rules*

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### **Protest Guidelines**

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

## Competition Rules

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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:

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Delivered at: \_\_\_\_h \_\_\_\_m, on \_\_\_\_/\_\_\_\_/\_\_\_\_ (insert date),

Delivered by: \_\_\_\_\_

Received by: \_\_\_\_\_

## *Competition Rules*

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### **Protest Form (1/2)**

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

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



## *Competition Rules*

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## Competition Rules

## Protest Form (2/2)

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

[illegible]

DATE AND TIME: \_\_\_\_/\_\_\_\_/\_\_\_\_ : \_\_\_\_

**SIGNATURES OF PROTEST COMMITTEE:**

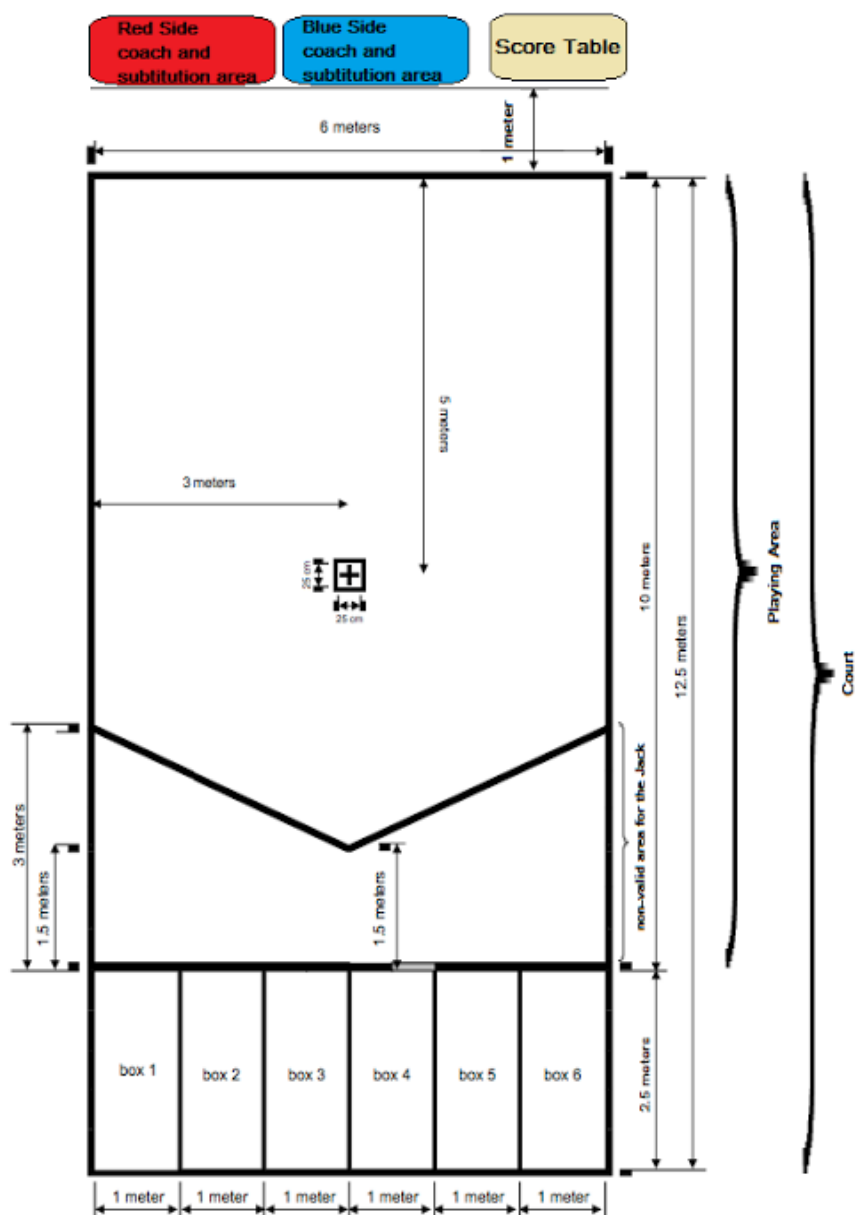
(International Referee)	(International Referee)	(Head Referee)
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PROTEST FEE REFUNDED: YES NO

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

## Competition Rules

### Appendix 3 – Boccia Court Layout



## Competition Rules

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### MEASUREMENT GUIDELINES Ref 4.1

**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 center of the cross**

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

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

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

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

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

## 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