

BISFed International Boccia Rules 2021 - 2024 – v1.1

English Rules to be used at all BISFed sanctioned events



Document Version Control

Any changes made to this rulebook will be indicated below. Please refer to the version number on the title page to identify which version this is.

Version	Changes Made	By Whom	Date
1.1	<ul style="list-style-type: none">3.4.8 Dispute resolutionRule 4 Ball Check8.11 "visual inspection"Rule 9 Ball CheckRule 9.4 Failed balls are NOT retested10.16 After Match Ball Check15.11.1 tampered ball	GV	October 2021

Changes for V1.1 are in **this colour** type

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Changes made from 2018 v.4

Changes made in the rulebook are highlighted in blue. Most, but not necessarily all of the changes are summarized here
Version 1.1 changes

Added Chapter Headings

1. Definitions expanded
2. Removed age requirements - this is in the Competition Guide for each competition
- 3.2 Removed CP clause
- 3.3, 3.3 No substitutes in any Division (except Youth Events as per Competition Guide)
- 3.6 Allow for Coaching Assistant (CA)
- 4 Removed Ball Checks from pre-tournament equipment check - will be done in Call Room
- 4 No unapproved electronic devices allowed on the court. This includes ALL “smart” watches
- 4.7 Licensed Balls to be used at BISFed sanctioned competitions as per schedule
- 4.7 + 8.11 Added Ball Check to Call Room procedures.
Balls that Fail are NOT replaced, except for the Jack
- 5.2 Raised Top - end piece cannot exceed height of the side rails
- 5.4 Pointer requirements explained more clearly
- 5.5, 13.5 Two-way swing for tiebreaks and return from playing area must be simultaneous
- 6.4 Wheelchair adaptations
- 9.4 Balls that fail the Call Room Check are not retested
- 10.1 Do NOT infringe on the opponent’s boxes during 2 minute warm up
- 10.7 Ramp Operator allowances during the measure
- 10.12 Equidistant - Must be equal distance AND equal SCORE
- 10.14 “Dropped Ball” - clarified
- 10.16 “Compulsory ball checks”
- 10.5.1 Move “Out of the way”
- 12 Disrupted End - clarified
- 13.3 When the score is tied after regulation, the coin toss is done prior to “One Minute”
- 13.7 Removed this Tie Break (since Ranking is the final decider)
- 14.2 Athletes and SAs/ROs should not go into the opponents’ throwing box - (sometimes it can’t be avoided but everyone should make the best effort to respect the opponents’ area.)
- 15.2.1 Target box bigger (now 35x35cm)
- 15.2.3 Penalty play rotation - wording clarified
- 15.8.8 Removed this item (BNT is NOT a violation - only becomes a Dead Ball)
- 18.3, 18.6 “doctor” changed to “medical personnel”
- 19 Added a section for Technical Time Out so it is all in one place
- 20.8 Protest will be settled on FOP

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Introduction

The rules presented in this [Rulebook](#) relate to playing the game of Boccia.

These Competition Rules apply to all international competitions held under the auspices of BISFed (Boccia International Sport Federation). These competitions comprise all events sanctioned by BISFed and include: Regional Events, World [Cup](#) Events, Regional and World Championships and Paralympic Games.

[Athletes must meet the requirements as outlined in the Classification manual.](#)

[Youth competitions might have slight variances to these rules \(e.g., Substitutes might be allowed for Team and Pair at some competitions. Age of competitors will be stated in the Competition Guide for each Youth Competition. \(Age is minimum of 15 before the start of the year for all other BISFed competitions\)](#)

[National Federations, and anyone else, may adapt these rules to accommodate any specific needs but must abide by these rules to participate at BISFed sanctioned competitions.](#)

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

Spirit of the Game

The ethics and spirit of the Game are similar to those of tennis. Crowd participation is welcomed and encouraged. However, spectators, including Team members not in competition, are encouraged to remain quiet during the action of an Athlete propelling the ball. [Spectators may be asked to leave for unacceptable behaviour.](#)

Translations

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

Photography

No flash photography is allowed. Video filming of matches is permitted. However, tripods and cameras [on the FOP](#) may only be placed with approval from the HR or TD.

Declaration

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

[Any special circumstances that necessitate deviation from the competition rules and have an impact on the preparation or playing of a match must be brought forward prior to the start of competition play. Issues must be raised before, or during, the Technical Meeting so they can be discussed and resolved before any matches begin.](#)

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THE BASICS

1. Definitions

Classification	Designation of Athletes in accordance with BISFed Classification Rules.
Division	One of several levels of competition dependent on classification.
HOC	Host Organising Committee.
HR, AHR, TD, ATD	Head Referee, Assistant Head Referee, Technical Delegate, Assistant Technical Delegate.
Coaching Assistant	(CA) An individual that assists with coaching. CA must sit beside the score table.
Side	In individual Division, a Side is one (1) single Athlete. In Pair Division, a Side is two (2) Athletes. In Team Division a Side is three (3) Athletes. SAs, Coaches and CAs, are additional members of the Side.
Sport Assistant	(SA) Assistant for BC1 Athletes or BC4 foot players in accordance with the SA Rules.
Ramp Operator	(RO) Assists BC3 Athletes in accordance with the RO rules. Recognised by the IPC as an Athlete
Ball	One of the red or blue balls or the Jack (ref 4.7).
Jack	The white target ball.
Competition Balls	Balls from a Licensed ball manufacturer provided by the HOC for use during the Tournament
Propel	Is the term used for launching a ball onto the playing area. It includes throwing, kicking or releasing a ball when using an assistive device.
Ball Not Played	(BNP) Those balls that a Side does not play during an End. BNP become “Dead Balls”
Dead Ball	A coloured ball propelled or knocked out of bounds; a ball removed by a Referee following a violation; or a ball not played due to time expiring, or because the Athlete elects not to play.
Penalty Ball	A ball played at the conclusion of an End as awarded by the Referee to penalise the other Side for a specified Violation.
Two-way swing	clearly moving the ramp at least 20cm to the left and 20cm to the right
Out of the Way	In the back portion of the throwing box. RO MUST move their own equipment so it does not interfere with the opponent, nor get damaged by the opponent moving it.
When the ball is released	Athlete is in the final motion of propelling the ball. For BC3 this includes the time while the ball is in the ramp.
Equipment	Wheelchairs, ramps, gloves, splints, pointers, and any other assistive devices
Wheelchair	Wheelchair, scooter, cot... An Athlete MUST use a wheelchair to compete
Roll Test Device	A Standard BISFed Test Ramp used to check that balls do roll.
Ball Template	A Standard BISFed Template with two specific holes used to confirm the balls' circumference.
Weigh Scale	A scale within an accuracy of 0.01g - used to weigh the balls
Warm up Area	A designated area for Athletes to warm up prior to entering the Call Room.
Call Room	The place to register prior to each match.
Field of Play	(FOP) The area that contains all the courts. This includes the Timers' stations.
Court	The area enclosed by the boundary lines. This includes the throwing boxes.
Playing Area	The Court minus the throwing boxes.
Throwing Box	One of six marked and numbered boxes from which Athletes play.
Throwing Line	The line on the court from behind which the Athletes propel the ball.
V Line	The Vee across the court that the Jack must cross completely to be in play
Cross	The mark at the centre of the playing area
Target Box	35cm x 35cm target at the cross for penalty balls.
Tournament	The entire Competition or Competitions including equipment checks. The Closing Ceremony ends the Tournament. A Tournament may contain more than one Competition.
Competition	All Individual matches are one Competition. All Team and Pair matches are one Competition.
Match	One game between two Sides.
End	One section of a match when all balls have been played by two Sides.
Disrupted End	When balls are moved outside the normal order of play, either accidentally or deliberately.
Restarted End	A disrupted End that has been disturbed too much for the balls to be repositioned so play may continue.
Violation	An action made by an Athlete, Sport Assistant, Ramp Operator, Side, Coaching Assistant, or Coach that is against the rules of the game and earns a penalty.
Yellow Card	A yellow card of around 7cm x 10cm and shown by the Referee to issue a warning.
Red Card	A red card of around 7cm x 10cm and shown by the Referee to issue a disqualification.

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2. Eligibility for Play

2.1 Competitors must be seated in a wheelchair to compete. The Eligibility (Classification) criteria are set out in detail in the BISFed Classification Rules. For further detail on classification, refer to the latest BISFed Boccia Classification Rules, published on the BISFed website.

3. Types of Play

Matches are:

Individual (one against one)

Pair (two against two)

Team (three against three)

3.1 Individual Play

- Individual BC1 Male
- Individual BC1 Female
- Individual BC2 Male
- Individual BC2 Female
- Individual BC3 Male
- Individual BC3 Female
- Individual BC4 Male
- Individual BC4 Female

In the Individual Division, a match consists of four (4) Ends. Each Athlete initiates two Ends with control of the Jack alternating between Athletes. Each Athlete has six (6) coloured balls. The Side having red balls will occupy throwing box 3, and the Side with 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. **BC1 Athletes and BC4 foot players have a Sport Assistant to assist them on court. BC3 Athletes have a Ramp Operator to assist them. Also, one Coach or one Coaching Assistant (CA) may accompany each Side to the Court for all types of play. The Coach/CA must sit beside the score table in the Coach section.**

3.2 Pair Matches

Pair BC3

Competitors must be classified as **BC3 Athletes**. Each Pair must have one male and one female Athlete. Each Athlete is assisted by a **Ramp Operator** who must abide by the Ramp Operator Rules (ref.: 3.5) Also, one Coach or one Coaching Assistant (CA) may accompany each Pair to the Court. During each End, the Coach/CA must sit by the score table in the designated Coach section.

Pair BC4

Competitors must be classified as **BC4 Athletes**. Each Pair must have one male and one female Athlete. Foot players may be assisted by a Sport Assistant who must abide by the Sport Assistant Rules (ref.: 3.5). Also, one Coach or one Coaching Assistant (CA) may accompany each Pair to the Court. During each End the Coach/CA must sit beside the score table in the designated Coach section.

In the Pair BC3 and Pair BC4 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 (3) coloured balls each. The Side using red balls will occupy throwing boxes 2 and 4, and the Side using blue balls will occupy throwing boxes 3 and 5.

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

3.3 Team Matches

Competitors must be classified as BC1 or BC2 **Athletes**. A Team must play the match with three Athletes and **each Team must have, at least one male Athlete, and one female Athlete, one of whom must be a BC1 Athlete. There are no substitutes.** (Substitutions might be allowed at youth events; if allowed, this will be indicated in that Competition's Technical document.)

Each Team is allowed **only** one Sport Assistant who must abide by the Sport Assistant Rules (ref.: 3.5) **Also, one Coach or one Coaching Assistant may accompany each Team to the Court. During each End the Coach/CA must sit beside the score table in the Coach section.**

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 (2) coloured balls each. The Side using red balls will occupy throwing boxes 1, 3 and 5 and the Side using blue balls will occupy throwing boxes 2, 4 and 6.

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

3.4 The Captain's Responsibility

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

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

3.4.3 Deciding which Team/Pair member should play during the match, including any penalty balls.

3.4.4 Calling a technical or medical time out. The Coach, **SA, RO, or CA** may also call a technical or medical time out.

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

3.4.6 Consulting with the Referee in the situation of a disrupted End or where there is a dispute.

3.4.7 Signing the score sheet or nominating someone to sign on their behalf. The person signing must sign his or her own name. When using the electronic score sheet, the Athlete may confirm agreement by clicking "OK" him/herself or give consent to the Scorekeeper or Referee to click "OK" on his/her behalf.

3.4.8 **Resolving a dispute. As outlined in Rule 20, the captain/athlete is the one that must ask for clarification. The Coach, CA or SA/RO may also speak to the referee, with referee permission, during the dispute. If translation is necessary a translator may also attend as per Rule 16.8 and 16.9**

3.5 Athlete Assistants

3.5.1 Ramp Operator

A Ramp Operator is a recognised Athlete and must conform to the rules applied to Athletes except as it applies to Classification. In this Rule Book, Ramp Operators must follow the rules assigned to Ramp Operators. When "Athlete" is mentioned in this Rule book, it refers to the individual(s) propelling the ball. The Ramp Operator must abide by the BISFed Policy on the Nationality of Competitors. A RO may assist only one Athlete. The RO must be the same individual for the entire competition; unless the RO becomes ill. If ill, the RO may be substituted. For a substitution to be allowed, a medical document confirming the illness must be provided to the HR and the Competition Information desk must be notified **prior** to the opening of the warm up courts for the match in question. The opponent must be notified of a substitution **immediately** when the warm up courts

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become available. Any RO substitute must have a BC3 RO license and must have completed the anti doping training.

Ramp Operators assist BC3 Athletes by operating the ramp as directed by the Athlete. Ramp Operators must be positioned inside their Athletes' throwing box and may not look into the playing area during the Ends. Ramp Operators perform tasks such as:

- Positioning the ramp – when directed to do so -- by the Athlete;
- Adjusting or stabilising the Athlete's chair – when directed to do so -- by the Athlete;
- Adjusting the Athlete's position – when directed to do so -- by the Athlete;
- Rolling and /or passing a ball to the Athlete – when directed to do so -- by the Athlete;
- Performing routine actions before or after releasing the ball;
- Picking up the balls after each End – when the Referee picks up the ball and says, "one minute!"
- Relaying conversations between Athlete and Referee – with Referee approval
- May NOT enter FOP without permission (Ref 15.9.7)
- MUST stay out of opponents throwing boxes

When the ball is being released, the Ramp Operator

- must not have direct physical contact with the Athlete (no touching the Athlete whatsoever ref.: 15.5.5);
- must not help the Athlete by pushing or adjusting the wheelchair;
- must not be touching the pointer.

A Ramp Operator may not look into the playing area during the progress of an End (ref.: 15.6.2, 15.6.5).

3.5.2 Sport Assistant

BC1 Athletes and BC4 foot players are allowed to have a Sport Assistant. BC1 and BC4 foot players' Sport Assistant should be positioned behind the Athlete's own throwing box and may enter the throwing box when directed by their Athlete. Sport Assistants perform the same tasks as a Ramp Operator with the exception of positioning a ramp.

When the ball is being released, the Sport Assistant is not allowed to have direct physical contact with the Athlete (no touching the Athlete whatsoever ref.: 15.5.5); and is not allowed to help the Athlete by pushing or adjusting the wheelchair.

3.5.3 Coaching Assistant

A Coaching Assistant accompanies an Athlete in place of a Coach and has the same allowances as a Coach. Only one or the other (Coach or CA) is allowed to accompany the Athlete in the warmup area, call room or FOP. During the End, the CA (or Coach) must be seated beside the score table in the Coach section.

3.6 Coach

One Coach or Coaching Assistant per side is allowed to enter the Warm Up area, the Call Room and the FOP for each Division (ref.: 7.2, 8.2). This includes the Individual Division.

4. Equipment Check

All testing devices required to conduct a tournament must be approved by the BISFed Technical Delegate and/or Head Referee of each sanctioned event.

Equipment (wheelchairs, ramps, pointers, gloves, splints, communication devices, etc.) check must take place at the start of a tournament. The Head Referee and/or their designate will conduct the checks at a time determined by the Technical Delegate. Ideally, this should take place 48 hours before competition begins. Checked and

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approved equipment will receive an official stamp or sticker for each item including a sticker for every section of the ramp. Gloves, splints or other similar devices that the Athlete uses on court need documented approval from Classification which must be brought to Equipment Check. Referees may also ask for this approval during the Call Room procedure. Athletes and Coaches/CA using communication devices on the FOP must have these devices approved at Equipment Check and must receive the official stamp/sticker. Only devices that are required for approved communication are permitted. Referees may check equipment at any time during a match to ensure Athletes and SA/RO are in compliance. Requests to certify any items after going through equipment checks will not be permitted. Athletes and Sport Assistants/Ramp Operators on court must not receive any communication from outside the court while on the FOP. Unapproved communication devices are not allowed on the FOP. Any infringement of this rule will constitute inappropriate communication and warrant a one ball penalty which will be played at the first opportunity (i.e., at the end of the current End when the violation is discovered)

Equipment is subject to random checks at any time during a tournament at the sole discretion of the Referee on court or the Head Referee. If equipment used on court is found to be out of compliance a yellow card will be given to the Athlete. (ref: 15.9.8) If an Athlete's equipment (wheelchair, ramp, gloves, splints and other aids) fails the criteria on a second occasion on a random check, that Athlete receives a second yellow card and will forfeit the current match.

Competition balls, which are spare balls, must also go through the Ball Check at every tournament.

BALL CHECK

During Equipment Check, and at scheduled times throughout the tournament, there will be an informal ball check area where balls may be checked on official test devices. A picture library will be available to provide reference for balls in "good condition"

4.1 The Court

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

The Court dimensions are 12.5m x 6m with the throwing area divided into six throwing boxes. All measurements of the boundary lines are measured to the inside of the relevant line. Lines dividing the throwing boxes and the lines for 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.: Boccia Court Layout at the back of this rulebook).

All court markings should be between 1.9cm & 7cm wide and must be easily discernible. Adhesive tape may be used to mark lines. Wide tape, 4cm – 7cm wide, will be used for: external boundary lines, throwing line, and the V line. Narrow tape, 1.9 to 2.6cm wide, should be used for: the lines dividing throwing boxes, the target box, and the cross. The inside dimension of the target box is 35cm x 35cm. Narrow tape is to be placed on the outside of the 35cm square target box.

4.2 Scoreboard

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

4.3 Timing Equipment

Timing equipment should be electronic.

4.4 Dead Balls

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A boccia ball that goes out of bounds must be placed in the designated area - a dead ball container, or just outside the boundary line about 1m from the balls in the playing area. This allows Athletes the room to manoeuvre completely around the balls and to see the balls in play clearly.

4.5 Red/Blue Colour Indicator

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

4.6 Measuring Devices

Ball templates are used to measure the circumference of a boccia ball. Devices including tape measures, callipers, feeler gauges, flashlight are used by the Referees to measure distances on court.

4.7 Boccia Balls

A set of Boccia balls consists of six red, six blue, and one white ball. Boccia balls used in sanctioned competitions must meet the criteria laid down by BISFed (ref.: 4.7.1, 4.7.2).

Each Athlete or Side may use his or her own coloured balls. In Individual Division each Athlete may use their own Jack; in Team and Pair Division each Side must use only one Jack.

Competition balls may only be used by Athletes who do not bring their own balls to the Call Room. A competition Jack will be lent to a side should their Jack fail the ball test.

4.7.1 Boccia ball criteria

4.7.1.1 A ball shall be spherical in nature constructed using uniformly sized panels. Panels must be uniformly sewn together to define the spherical shape. A ball must weigh 275 g. +/- 12 g. The circumference of a ball must be 270 mm +/- 8mm.

All panels for a given ball must be constructed of matched material. Materials allowed shall be, vinyl, polyurethane fabric, leather, synthetic leather, suede, or other similar material with low elongation and stretch characteristics.

Filling materials allowed shall be uniformly sized pellets or beads made of polyethylene or other similar plastic, or natural inert materials. Materials must be non-conductive, non-metallic, and non-magnetic.

4.7.1.2 The balls must have a defined colour of red, blue, and white and each colour must fall within the BISFed acceptable colour range (include as an appendix).

4.7.1.3 Each Ball used in BISFed sanctioned competitions* must be a "Licensed Ball" from a licensed manufacturer. The ball must be marked with the official manufacturer logo and the official BISFed licensed logo. Both logos must be clearly visible.

* This rule will apply fully from 1st January 2023. Prior to this date, it will only apply to the following events:

- 2022 World Championships
- 2022 World Cups

4.7.1.4 A Ball will be disqualified for play if it is not in a good condition. In good condition means fit for intended purpose, of satisfactory quality, not damaged and capable of any agreed standard of performance. It must not have any visible punctures or cuts in the outer surface. The surface must be free of stickers or decals. The ball must not have ripped or missing threads or more than two stitches that have been re-sewn or repaired. No residue or substance must be on the outside of the ball. This includes adhesives or glues or any low friction substances such as oil, or grease. Balls must not have any abrasions intentionally applied to surfaces.

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Athletes found using altered balls will be immediately disqualified from the Tournament. (Ref: 15.11.1)

More details regarding licensed balls will be published in version 1.2 of the Rules expected by Jan 2022.

4.7.2 Ball Testing

4.7.2.1 After the coin toss, each ball will be tested in the Call Room using a Standard BISFed Roll Test to check that it will roll under the influence of gravity by releasing the ball down an aluminium ramp 290mm in length at an incline of 25 degrees to the horizontal (plus or minus 0.5 degrees). Each ball must roll at least 175mm on the 100mm wide horizontal aluminium exit plate of the test device and will be deemed to have passed the test if it rolls true along the horizontal exit plate and drops off the end of the horizontal exit plate. Each ball may be tested a maximum of three times and will be deemed to fail if it does not fall off the horizontal exit plate on one of up to three attempts. A ball that falls off the side of the exit plate will be deemed to fail. If the ball passes on the first attempt the second and third attempts are not required. Likewise, if it fails on the first attempt but passes on the second attempt, the third attempt is not done (at BISFed sanctioned tournaments, testing will be done on a Roll Test Device that has been confirmed by the HR with an angle finder to be between 24.5 and 25.5 degrees).

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

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

4.7.2.2.2 Each ball will be tested to check that it **will** pass through the big hole. Each ball will be placed gently on top of the big hole. The ball must pass through the big hole under its own weight (i.e., under gravity alone).

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

4.7.2.4 Each ball will be visually inspected for compliance during the ball testing process

4.7.2.5 The Head Referee may perform additional random tests under rules 4.7.1.1 – 4.7.2.4.

4.7.2.6 Any ball which fails under rules 4.7.1.1 – 4.7.2.5 will be rejected and retained by the Head Referee until the end of the tournament; such a ball may not be used during the tournament. (Ref 9.4)

The Head Referee and ultimately the Technical Delegate will make the final decision as to whether any balls may be used or are disqualified.

5. Assistive Devices

Assistive Devices, such as ramps and pointers used by Athletes in the BC3 Division are subject to approval at the Equipment Check of each tournament. Gloves and or splints used by any Athlete, **on their throwing hand**, must have **documented** approval from classification **that must** be brought to the Equipment Check **and the Call Room**.

5.1 A ramp when laid on its side must fit into an area measuring 2.5m x 1m. **This area is three dimensional; no part of the ramp is allowed to hang over the inside of any line.** Ramps must have the base and all extensions extended to the **maximum** during the measurement. **This includes any device that holds the ball in place beyond the extent of the ramp. It MUST be impossible for the ramp to extend beyond the maximum limit, otherwise it is illegal.** Marks or lines to indicate the maximum allowable extension of any portion of the ramp or ball holder are **NOT** allowed.

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5.1.1 To prevent damage, only the Ramp Operator or the Coach should handle the ramp during equipment checks. Once approved at the Equipment Check, the Referee will apply the validation stamp or sticker supplied by the HOC for the Competition to all approved equipment.

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 (e.g., 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. A raised top is not allowed. A fixed or temporary accessory attachment on the ramp may not be used for sighting/aiming/orienting the ramp. **This includes hoops, rings, and holders. Any side rail or other protrusion must not exceed the height (diameter) of the ball. The end/top rail must not exceed the height of the side rails.**

5.3 When propelling a ball, the ramp may not overhang **any portion** of the throwing line. (Imagine the line as a solid wall that may not be touched or penetrated.)

5.4 There is no restriction on the length of the pointer **used by the Athlete to release the ball from the ramp** (ref.: 15.5.4.) The pointer must be attached directly to the Athlete. (head, mouth, arm, leg, etc.). Pointers must have direct contact with the ball (and the Athlete) when releasing the ball. The release of the ball must be caused by the force of the Athlete using the pointer. Lifting or lowering a gate is not legal. Strings, ribbons, cloth strips, etc., are not pointers. Approved pointers will receive validation stickers.

5.5 After the Referee presents the Jack, and before propelling the Jack, the Athlete propelling must clearly **swing** their ramp at least 20 cm to the left and 20 cm to the right – **hereinafter referred to as “the two-way swing”** (ref.: 15.5.9). (This ensures that the Ramp Operator cannot assist in lining up the first shot, while the Referee is otherwise occupied.)

For tie-break Ends, in both Individual and Pair play, each Athlete must **make the two-way swing** prior to propelling their first ball (**for Pairs, this is a simultaneous swing**), but **only** after the Referee indicates it is their turn (ref: 13.5). The ramp must also **undergo the two-way swing** before propelling any penalty ball.

Athletes that have balls remaining must reorient the ramp before releasing their ball by making the **two-way swing** when they or their teammate returns from the playing area (**for Pairs, this is a simultaneous swing - both Athletes MUST swing their ramp prior to the release of the ball**). If the Athlete has no balls remaining, he/she does not need to make this swing (ref.: 15.5.10).

It is not required to swing the ramp between the other plays.

5.7 **If a player’s equipment** breaks during a match, the Referee will stop the clock and the relevant side will be given a ten (10) minute technical time-out to repair **the equipment**. In a Pairs match, an Athlete may share a ramp with his/her teammate **if necessary**. A replacement ramp may be substituted between Ends providing the replacement bears the validation stamp/sticker for the competition. The Head Referee must be notified of any such replacement. Replacements **may come from outside the FOP (ref 19.) A side may have only one technical time-out per match.**

5.8 Athletes that require the assistance of gloves **or** splints **on their throwing hand, or the use of any other such aids** must have documented approval for the use of those items from Classification. **The Classification document is valid for the duration stated on the document. (Classification can be permanent, or temporary)**

6. Wheelchairs

6.1 Competitors **must be seated in a wheelchair to compete**. Scooters **or cots/beds (with documented approval from Classification)** may also be used. There is no restriction on seat height for BC3 Athletes, so long as they remain seated **when releasing a ball**. For all other Athletes the maximum seat height is 66cm from the **floor** to the lowest point of where the Athlete's buttock is in contact with the seat cushion. (ref 15.7.6)

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6.2 If a **wheelchair** breaks during the match, time must be stopped and the side will be given **one ten (10) minute** technical time out **per match** for repairs. If **the wheelchair** cannot be repaired the Athlete must carry on playing **with the broken wheelchair** or forfeit the match (ref.: 11.8).

6.3 In case of dispute the Head Referee in conjunction with the Technical Delegate shall **decide the ruling**. Their decision is final.

6.4 Adaptations to wheelchairs.

6.4.1 Athletes are permitted to use postural supports on their competition wheelchair for the purpose of supporting stabilisation of the body. These supports may include pelvic straps, chest straps or harnesses, ankle straps, pommels, leg/foot straps, thoracic supports. This type of support must be reviewed, approved and documented during the Classification process.

6.4.2 Any additional device added to the Athlete's sport specific wheelchair will be reviewed by both Referees and Classifiers. **NO** additional device may be added to the sport wheelchair that will provide additional stability, or control or direct the Upper Limb/Lower Limb (UL/LL) when propelling the ball.

6.4.3 A Referee or Classifier has the authority to ask the Athlete to remove any added undocumented device, that is deemed to give the Athlete an unfair advantage when propelling the ball into the playing area (e.g., an external guide that assists the direction of a throw/kick/release).

PRE-GAME PREPARATION

7 Warm Up

7.1 Prior to the start of each match Athletes will be allocated a time period to warm up in the designated Warm Up Area. During scheduled competition time, the Warm Up Area may only be used by the competitors who will compete in the next scheduled match. Athletes and Athlete supporters (Coach/CA, SA, RO) may only enter the Warm Up Area and proceed to their designated warm up court within their scheduled time. (Ref 15.9.1)

7.1.1 Warm Up time frame: for the first matches of the day the Warm Up Area will open 90 minutes before the scheduled start time of the first match and will close 5 minutes before the Call Room opens for the first matches. For the following matches on that day, the Warm Up Area will open when the Call Room for the previous matches closes and will close 5 minutes before the Call Room opens for these matches. When the Call Room closes for the last matches of the day, Athletes who did not play during the day may use the Warm Up Area to train for 60 minutes. The TD may adjust this time frame to allow reasonable access to the Warm Up Area and to accommodate the competition schedule. Participants will be informed of any changes to the normal schedule.

7.2 Athletes may be accompanied into the Warm Up Area by a maximum number of people as follows: (Ref 15.9.1)

- BC1: 1 Coach (or Coaching Assistant), plus 1 Sport Assistant
- BC2: 1 Coach plus 1 Coaching Assistant
- BC3: 1 Coach (or Coaching Assistant), plus 1 Ramp Operator
- BC4: 1 Coach plus 1 Coaching Assistant
- Pair BC3: 1 Coach (or Coaching Assistant), plus 1 Ramp Operator per Athlete
- Pair BC4: 1 Coach (or Coaching Assistant) (plus one Sport Assistant if Athlete is a foot player)
- Team (BC1/2): 1 Coach (or Coaching Assistant), plus 1 Sport Assistant

7.3 If necessary, one translator and one physiotherapist/massage therapist per country may enter the Warm Up Area. These individuals may not assist with coaching.

8. Call Room

8.1 An official time clock will be situated **prominently** at the entrance of the Call Room.

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

- BC1: 1 Coach (or Coaching Assistant), plus 1 Sport Assistant
- BC2: 1 Coach, (or Coaching Assistant),
- BC3: 1 Coach (or Coaching Assistant), plus 1 Ramp Operator
- BC4: 1 Coach (or Coaching Assistant) (plus one Sport Assistant if Athlete is a foot player)
- Pair BC3: 1 Coach (or Coaching Assistant), plus 1 Ramp Operator per Athlete
- Pair BC4: 1 Coach (or Coaching Assistant) (plus one Sport Assistant if Athlete is a foot player)
- Team (BC1/2): 1 Coach (or Coaching Assistant), plus 1 Sport Assistant

8.3 Prior to entering the Call Room, each Athlete, each Sport Assistant, each Ramp Operator must show their competitor bib numbers and their accreditation tag. Coaches (or Coaching Assistants) must show their accreditation. The Competitor's number **must be clearly visible from the front and may be fixed to the competitor or the wheelchair. ROs must wear the bib number that corresponds to the Athlete they are assisting, clearly visible on their back. All other SAs must have the bib number on their chest. In Team Division, the SA may wear the bib number of any of the BC1 Athletes in that match.** Failure to comply with this requirement will result in entry being refused to the Call Room.

8.4 Registration **for all matches** is done at the Call Room desk, which is at the entrance to the Call Room. A Side that is not present in the Call Room on time will forfeit the match.

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8.4.1 For Individual Division, all Athletes must be registered between thirty (30) and fifteen (15) minutes before the scheduled start time of a match **in which they are scheduled to participate**.

8.4.2 For Team and Pair Division, all Athletes must be registered between forty-five (45) and twenty (20) minutes before the scheduled start time of a match **in which they are due to participate**.

8.4.3 Each Side (Individual, Team or Pair, including any SA/RO and the Coach/CA) must register together and must bring all their equipment and balls with them. Each Side should bring to the Call Room only the items necessary to compete.

8.5 Once registered and inside the Call Room, Athletes, Coaches/CA and SA/RO may not leave the Call Room. Should they do so, they will not **be allowed to** re-enter and will not take further part in the **current** match (rule 8.13 is an exception.) Any other exceptions will be considered by the Head Referee and/or the Technical Delegate.

8.6 All Sides must remain in the Call Room in their designated court area immediately after they have registered. If an Athlete needs to play back-to-back games, the Coach/CA or Team Manager may, with the TD's permission, register the Athlete for the following game. This includes playoff games when the Athlete's progression to the next level does not leave enough time to comply with Call Room time constraints.

8.7 At the appointed time the Call Room doors will be closed and no other person or equipment or balls may enter or take part in the match (exceptions may be considered by the Head Referee **or designate**).

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

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

8.10 All equipment will be checked in the Call Room (for example to confirm the approved stamps/stickers on ramps, **pointers and wheelchairs**). Any equipment that fails a check cannot be used on court, unless the Side can make an immediate repair in the Call Room to make the equipment legal.

8.11 Balls will be checked in the Call Room. **After the coin toss, the Referee will check the 7 balls from each side using the Roll Test, Circumference Test and Weight Test and Visual Inspection**. Any ball which fails any of these tests in the Call Room will be confiscated and withheld for the rest of the Tournament. Such balls will not be replaced for the current match; however, if it is a Jack that fails, the Jack will be replaced with a competition Jack of the Referee's choosing. Competition balls may be used by Athletes that do not bring their own balls to the Call Room.

8.12 Coin toss - the coin toss will be conducted in the Call Room. The Referee will flip a coin and the winning Side chooses whether to play red or blue. **Sides are permitted to gently examine (with care and the Referee's oversight)** an opposing Side's Boccia balls, either before or after the coin toss.

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

- the other Side of that match must be informed;
- an **administrative** member must accompany that Athlete;
- the Athlete must return to the Call Room **within ten (10) minutes**; failure to return in time results in forfeit of the match.

8.14 Rule 8.4 will not apply if the Host Organization causes a delay. If matches are delayed, the HOC will notify all Team Managers as soon as possible in writing and **the TD will** revise the schedule.

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8.15 Translators may only enter the Call Room **or the FOP**, if asked to do so by a Referee. The translator must be present in the **designated** area in order to be eligible to enter the Call Room **or FOP**.

9. Ball Check

Official test devices will be set up in an area for athletes to informally check their own balls.

The official ball checks are part of the call room procedure.

9.1 If an Athlete brings too many balls into the Call Room, the extra balls will be confiscated until the end of the competition.

“Extra balls” that have been confiscated, but are otherwise legal, may be reclaimed for an ensuing competition at the same tournament. These may be claimed after the competition is over.

9.2 Where one or more balls fail a **ball** check, the Athlete will be issued with a yellow card under rule 15.9.3. If one Athlete has more than one ball rejected during the same check, the offence will incur only one yellow card; **but the Athlete will play with one less ball for each ball that is rejected.**

9.3 If an Athlete's ball(s) fails the criteria during the ball check for a subsequent match, that Athlete receives a second yellow card and will forfeit the match under rules 15.9.2 and 15.9.3.

9.4 Athletes, **SA's/RO's** and Coaches/**Coaching Assistants** may observe the **ball** check. If a **ball** fails, the **test is not reattempted, unless the referee did not follow the correct test procedure.** (Ref 4.7.2)

9.5 For Team and Pair Division Athletes must identify each Athlete's equipment and balls in the Call Room so that if an item fails a check, it can be correctly associated with the correct Athlete. If ownership is not admitted, the captain **plays with the lesser number of ball(s)** (ref.: 15.9.2).

ON COURT

10. Play

Proceed from the Call Room to the assigned court on the FOP.

10.1 On Court Warm Up

Once on court, the Athletes will position themselves in their designated throwing boxes. The Referee will indicate the start of a 2-minute warm up during which **time** each Side may propel **all their** balls, (including the Jack). **During the warm up time Athletes, SA, RO, and equipment must not breach the opponents' throwing boxes. A ramp may NOT overhang the side-lines to infringe on an opponents' space during warm up.**

The warm up is finished when both Sides have played all **their** balls or when 2 minutes have expired, (whichever comes first.)

10.2 Propelling the Jack

When propelling any ball (Jack, red or blue), the Athlete must have all their equipment, balls and belongings inside their own throwing box. For BC3 Athletes this includes the **Ramp Operator**.

10.2.1 The Side playing red always initiates the first End.

10.2.2 The Athlete may only propel the Jack after the Referee indicates it is that Side's turn to play. **BC3 Athletes must make the two-way swing prior to propelling the Jack.**

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

10.3 Fouled Jack

10.3.1 The Jack will be fouled if:

- when played, it comes to rest in the non-valid area for the Jack;
- it goes out of bounds;
- a violation is committed by the Athlete propelling the Jack. The appropriate penalty in rule 15.1 - 15.11 will also be awarded.

10.3.2 If the Jack is fouled, then the Athlete who is due to propel the Jack on the **next** End will propel the Jack. If the Jack is fouled on the final End, the Athlete that threw the Jack on the first End will propel the Jack. Propelling the Jack will continue to advance in sequence until the Jack is valid.

10.3.3 When the Jack is fouled, the following End will be started as if the foul had not occurred, and the Jack will be propelled by the Athlete who was due to propel the Jack.

10.4 Propelling the first coloured ball into court

10.4.1 The Athlete who **successfully** propels the Jack also propels the first coloured ball (ref.: 15.5.8). **If there is a lengthy delay between propelling the Jack and the first coloured ball (e.g., because of a time clock malfunction) the Athlete may ask to propel the Jack again prior to propelling the first coloured ball. The time will be reset to the End's start time.**

10.4.2 If the **coloured** ball lands out of bounds, or is retracted following a violation, that Side will continue to propel until a ball lands in the playing area of the court or all their balls have been propelled. In the Team and Pair Division any Athlete, from the Side indicated to play, may propel the second coloured ball into the playing area.

10.5 Propelling the first opposition ball

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10.5.1 All Athletes must be “Out of the Way” to allow opponents free access to the playing area. Getting “Out of the Way” must be done quickly, and if the Referee decides access is being denied, a yellow card may be given to the offending Athlete (ref 15.9.4 or 15.9.5). In the BC3 Division ROs and equipment (including the ramp and RO’s chair) must be “out of the way”.

The opposing Side will then play according to 10.4.2.

10.6 Playing the remaining balls

10.6.1 The Side to play next will be the Side which does not have the closest ball to the Jack, unless they have used all their balls, in which case the other Side will play. This procedure will continue until both Sides have played all balls. Opponents must move “out of the way” when it is not their turn.

10.6.2 If an Athlete decides not to play any remaining balls, they may indicate to the Referee that they do not wish to play any more balls during that End. In this case time will be stopped, and the remaining balls will be declared Dead Ball(s). Balls Not Played will be recorded as (BNP) on the score sheet.

10.7 Completion of an End

10.7.1 After all balls have been played and there are no penalty balls, the Referee will verbally announce the score and then, “End finished.” (ref.: 11). (If the Referee needs to measure to determine the score, he/she will invite the Athletes/captains to the playing area. Ramp Operators may turn at this time to watch the measure. After the measure, the Athletes return to their throwing boxes; the Referee announces the score and “End finished”) At the completion of the match the Referee will announce, “Match Finished” and will announce and indicate the final score.

10.7.2 If there are penalty balls to be played, after acknowledging the End score with the athletes/captains and allowing the ROs to turn briefly to see the balls, the playing area will be cleared by the Referee (the lines person may assist). The Side awarded a penalty ball will select any one (1) of their coloured balls, which will be propelled at the target box. The Referee will verbally announce the tallied score (ref.: 11) and then, “End finished.” This is the signal to the ROs that they may turn to face the playing area at this time. The total score from the End is recorded on the score sheet.

10.7.3 In the final End of a match, if all the balls have not been played and the winner is obvious, no penalty will be incurred if the SA, RO. or Coach/CA on court cheers. This also applies for penalty balls.

10.7.4 Sport Assistants, Ramp Operators and Coaches/Coaching Assistants may enter the playing area only when directed by the Referee (ref.:15.9.7). At the end of the End, when the Referee announces, “One minute!” while holding the ball aloft; this is a signal to the SA, RO and Coach/CA that they may enter the playing area.

10.8 Preparation for subsequent Ends for All Divisions

The Referee will allow a maximum of one minute between Ends. The one-minute begins when the Referee picks up the Jack from off the floor and announces “One Minute.” Sport Assistants, Ramp Operators, Coaches and/or Coaching Assistants are responsible for retrieving the balls for the beginning of the next End. Officials may assist, if requested. Any balls not in the Athletes throwing boxes at the beginning of the End will be “Dead Balls”.

After 45 seconds the Referee will call “15 seconds!”, acquire the correct Jack and proceed to the throwing line. At one minute, the Referee will call “Time!”. All actions of the opposing Side must stop when the Referee gives the Jack to the Athlete who is to play. The Referee asks for “Jack!”. If the opposing Side is not ready, they must wait until the Referee indicates their turn to play, at which time they may complete their preparation. (ref 15.6.4)

When the Referee calls, “Time!”, Athletes must be in their throwing boxes; SAs, ROs and Coaches/CAs are to be in their designated areas.” Penalty: a yellow card for delaying a match (ref.: 15.9.4).

10.9 Propelling balls

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10.9.1 When the ball is released, the Athlete must have at least one buttock in contact with the seat of the wheelchair. Athletes who can only play while on their abdomen, must have their abdomen in contact with the throwing chair (ref.: 15.7.3). Such Athletes must have **documented classification** approval for this method.

10.9.2 If a ball is played and bounces off the Athlete who threw it, or off an opposing Athlete or his/her equipment, **and crosses the throwing line**, it is in play.

10.9.3 A ball, after being thrown, kicked, or exiting the bottom of a ramp, may roll out of the side of the Athlete's throwing box (either in the air or on the floor), and through an opposing Side's throwing box, before crossing the throwing line and going into the playing area.

10.9.4 If a ball in play rolls on its own, without being touched by anything, it will remain on the playing area in the new position.

10.10 Balls out of Bounds

10.10.1 Any ball will be considered out of bounds, if it touches or crosses the exterior boundary lines. If the ball is touching the line and supporting another ball, the ball on the line will be removed directly outwards perpendicular to the boundary line in one motion while keeping the ball in contact with the floor. If the ball that was supported falls and touches the line, that ball will also be out of bounds. Each ball will be dealt with according to 10.10.3 or 10.11.1. A ball that touches or crosses the exterior boundary line and then re-enters the playing area is out of bounds **and becomes a dead ball**.

10.10.2 A ball, which is played and fails to enter the **playing area**, except in the case of rule 10.14, will be considered out of bounds.

10.10.3 Any coloured ball that is propelled or knocked out of bounds becomes a Dead Ball and is placed in the **designated** area. The Referee is the sole arbiter as to whether a ball is out of bounds.

10.11 Jack knocked out of Bounds

10.11.1 If the Jack is knocked out of the playing area, or into the non-valid area for the Jack during the match, it is repositioned on the cross.

10.11.2 If this is not possible because a ball is already covering the cross, the Jack will be placed as close as possible in front of the cross with the ball centered between the side-lines ('in front of the cross' refers to the area between the cross **and the throwing line**).

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

10.11.4 If there are no coloured balls on the playing area after the Jack has been replaced, the Side, which knocked the Jack out, will play.

10.12 Equidistant scoring balls

When determining which Side is to play next, if two or more scoring balls of different colours are equidistant from the Jack, **and the score of these equidistant balls is equal (1:1; 2:2)**; it is the Side that threw last that must play again. The Side to play will then alternate until either the equidistant relationship is disturbed, or one Side has played all of its balls. **If scoring balls are equidistant but the score is not equal (2:1), the Side with the fewer equidistant balls will play**. Play will then continue as normal. If a newly played ball disturbs the equidistant relationship, but remains to make a different but still equidistant **scoring** relationship, that same colour must play again.

10.13 Balls played together

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If a Side plays more than one ball when it is that Side's turn to play, **the simultaneously played balls** will be retracted and become Dead Balls (ref.: 15.5.11).

10.14 Dropped ball

If an Athlete drops a ball, it may be replayed. **Balls that land in the playing area are "balls in play"** Balls that stay **behind the throwing line, even in the opponent's throwing box, are "dropped" and may be replayed.** There is no limit to the number of times a ball may be replayed and the Referee is the sole arbiter. In this case, time will not be stopped.

10.15 Positioning of Coaches (or Coaching Assistant)

Coaches (or Coaching Assistants) are to be positioned at the end of the court in **the Coach's area beside the score table.**

10.16 Compulsory Ball Check

A ball check to check compliance with Rule 4.7 will be carried out after the completion of all matches. On completion of the match, **the on-court Referee will visually inspect and feel each ball (for stickiness) before returning them to the athletes. Any balls suspected of being tampered with, will undergo further testing by the referee, HR and AHR. The Athlete(s) and one Assistant (RO/SA/Coach/CA) may accompany the athlete for this check. If any ball fails this check, the other side will be declared the winner and the offending side will be relegated to the last position in that competition. Any balls which fail the test will be withheld until the end of the tournament. Further, independent testing might be required. (More details in V1.2)**

11. Scoring

11.1 Scoring will take place by the Referee after both Sides have played all balls: The Side with the ball closest to the Jack will score one point for each ball closer to the Jack than the opponent's closest ball to the Jack.

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

11.3 Penalty ball points, if any, are added to the score and recorded **when made.** Each penalty ball that stops within the target box will score one (1) point.

11.4 At the completion of each End the Referee must be sure that the score is correct on the score sheet and the scoreboard. Athletes / captains are responsible for ensuring that the scores are recorded accurately.

11.5 At the completion of the Ends, the points scored on each End are added together and the Side with the higher total score is the winner.

11.6 The Referee may call captains (or Athletes, in Individual Division) forward if measuring has to take place, or the decision is close at the end of an End.

11.7 If the scores are equal after the regulation Ends have been played, including any penalty balls, a tie break End is played. The points scored in a tie break End will not count towards a Side's tally in that match; it will only determine the winner.

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

If both Sides forfeit the match, the Technical Delegate and Head Referee will decide the appropriate action.

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12. Disrupted End

12.1 An End is disrupted when balls, or a ball, have been moved by contact from an Athlete or the Referee, or by a ball played during a violation that the Referee fails to stop. (ref 15.8.2)

12.2 If an End is disrupted due to a Referee's action (e.g., the Referee kicks a ball, or shows the incorrect colour), the Referee, in consultation with the Linesperson, will return the disturbed balls to their previous position (the Referee will always respect the undisturbed score, even if the balls are not in their exact preceding position). If the Referee does not know what the score was, or cannot reposition the disturbed balls, then the End must be restarted. The Referee will be the final judge. The End will restart at the status where the disruption was caused - retracted balls from both sides will remain in the dead ball area; if the Jack has been fouled, the Jack will be replayed by the Athlete who made the last legitimate play.

If the wrong colour is shown by the Referee and that colour ball is played, the ball is returned and time reinstated. If other balls are disturbed, and if the Referee cannot reposition the balls fairly, this will become a disrupted End and restarted.

12.3 If an End is disrupted due to a Side's error or action, the Referee will take action as described in rule 12.2 but will consult with both Sides and the Linesperson in order to avoid making any unfair decisions. The Referee may consult the overhead camera, if available (12.5) The camera check is at the discretion of the Head Referee.

12.4 If a disrupted End needs to be restarted and penalty balls have been awarded, the penalty ball(s) will be played at the completion of the restarted End. If the Athlete or Side that caused the disrupted End has previously been awarded penalty ball(s) in that End, they will now not be allowed to play those penalty balls. If the disruption was caused by a ball played under violation, that ball and all retracted balls from the offending side will remain in the dead ball area for the restarted End.

12.5 At major competitions (World Championships and the Paralympics Games) overhead cameras will be used on each court to enable the Referee to replace balls quickly and accurately in their exact previous positions. [Note from 2023 overhead cameras will also be required on each court at all Regional Championships.]

13. Tie Break

13.1 A tie break constitutes an extra End.-

13.2 Athletes will remain in their original throwing boxes.

13.3 If the score is tied after regulation number of Ends in a match (and after any penalty balls have been played), the Referee will perform a coin toss before announcing the "One Minute". The Side that did not make the coin toss call in the Call Room, will make the call for the tie break. The winner of this coin toss decides which Side will play the first coloured ball. The Referee will then retrieve the Jack (or penalty ball) from the floor of the playing area and make the "One Minute!" call.-

13.4 At "Time!", after the one minute between ends, the Referee will place the Jack of the side that plays first on the cross.

13.5 The tie break is then played as a normal End. In the BC3 Individual Division, prior to the release of their first coloured ball (both red and blue), each Athlete MUST make the two-way swing. In Pair BC3, ALL Athletes (both red and blue, on their own turn) MUST make the simultaneous two-way swing after the Referee signals their Side to play, and prior to releasing their first ball (ref.: 5.5, 15.8.9 – retraction of the played ball).

13.6 If a situation detailed in rule 11.7 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 with their Jack on the cross. This procedure continues, with the first play alternating between Sides, until there is a winner.

14. Movement on Court

14.1 A Side may not prepare their next shot, orient the wheelchair or the ramp, or roll the ball in the opposing Sides' time (before the colour is shown, it is acceptable for an Athlete to pick up a ball without propelling 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.) (ref.: 15.6.4).

14.2 Once the Referee has indicated to the Athlete which Side is to play, Athletes from that Side are free to enter the playing area or any empty throwing box (ref 15.6.1). Athletes are allowed to orient the ramp from their own or any empty throwing box. Athletes and SAs/ROs should not go into opponents' throwing boxes while preparing their next shot or to orient a ramp. SA/RO may NOT enter the playing area during the End.

14.3 Athletes may go behind their throwing boxes to line up their shots or to talk to their teammates. At least one front wheel must remain inside the Athlete's own throwing box during this time. The path behind the boxes may be used by BC3 Athletes to enter the playing area. If they wish to enter the playing area for Pair BC3 they must do so without passing behind their own teammate.

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

14.4 If any Athlete needs assistance to go onto the court, they may ask the Referee or the Linesperson to assist them.

14.5 In a Team or Pair match if an Athlete propels a ball and their teammate is still returning to their throwing box, the Referee will give a 1 ball penalty plus the retraction of this propelled ball (ref.: 15.7.7). The returning Athlete (non-propelling) must have at least one wheel inside his/her own throwing box when the teammate releases the ball.

14.6 Routine actions before or after the release of a ball are allowed without a specific request having to be made to the Sport Assistant or Ramp Operator.

VIOLATIONS

15. Violations

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

- Retraction
- One ball penalty
- One ball penalty plus the retraction
- One ball penalty plus a yellow card
- Yellow Card
- Red Card (Disqualification)

All violations are recorded on the score sheet

An Athlete and their SA/RO are considered as a single unit – any yellow or red cards the SA/RO receives are awarded to their Athlete also. Conversely, yellow and red cards awarded to an Athlete apply also to their SA/RO.

A Coach or Coaching Assistant is considered a single unit; if a Coach or Coaching Assistant receives a yellow or red card, it does not transfer to the Side.

15.1 Retraction

15.1.1 A retraction is the removal of a ball from the court. The retracted ball will be placed in the designated area; on the floor or in a dead ball container.

15.1.2 A retraction can only be given for a violation which occurs during the release of a ball.

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

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

15.2 One Ball Penalty

15.2.1 A one ball penalty is the award of one extra ball to the opposing Side. This ball will be played after all the balls have been played in an End. The Referee tabulates and the Scorekeeper records 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 propelled towards the target box. The Referee will show the colour indicator and call "One minute!". The Athlete has 1 minute to play the penalty ball. If this ball stops inside the 35cm target box without touching the outside line, the Side playing the penalty ball is awarded one additional point. In the case of a penalty ball, the clock will be reset to 1 minute after noting the current remaining time on the score sheet.

15.2.2 If more than one violation occurs during an End by one Side more than one penalty ball can be awarded. Each penalty ball is played separately. The played ball is removed and tabulated (if it is scoring) and the Side selects from all their coloured balls to play any subsequent penalty balls.

15.2.3 Violations committed by both Sides do not cancel each other out. Each Side will attempt to earn their penalty point(s). The first penalty ball will be played by the Side that received the first penalty ball, after which plays will alternate between the sides for any remaining penalty balls.

15.2.4 If a violation that leads to the award of a penalty ball is committed while a penalty ball is being played, the Referee will award a penalty ball to the opposing Side.

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15.3 Yellow Card

15.3.1 When committing a violation listed in rule 15.9 a yellow card will be shown and the Referee will note the violation on the score sheet.

15.3.2 If an Athlete earns two (2) yellow cards during a competition the Athlete is barred from the current match. The match is lost by forfeit (ref.: 11.8).

For the second yellow card and each subsequent yellow card that an individual receives, he/she will be barred from the remainder of the current match, but is eligible to play any remaining matches in the competition.

15.4 Red Card (Disqualification)

15.4.1 When an Athlete, Coach, **Coaching Assistant, Ramp Operator** or Sport Assistant is disqualified, a red card will be shown, and recorded on the score sheet. A red card always means an immediate disqualification from the competition (ref.: 15.11.4).

15.4.2 If an Athlete and/or their SA/RO is disqualified, the Side will forfeit the match (ref.: 11.8).

15.4.3 A disqualified individual may be reinstated for future competitions at the same tournament at the discretion of the Head Referee and Technical Delegate.

15.5 The following actions will lead to retraction of the played ball (ref.: 15.1):

15.5.1 if a ball is **released** prior to the Referee indicating which colour is to play.

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

15.5.3 if a **Ramp Operator** stops the ball in the ramp for any reason.

15.5.4 if in a BC3 match, the BC3 Athlete is not the person that releases the ball. An Athlete must have direct physical contact with the ball at its release. Direct physical contact includes using an assistive device attached directly to the Athlete's head, mouth, arm, **or leg** (ref.: 5.4).

15.5.5 if the SA/RO is touching the Athlete, or pushing/pulling the wheelchair as a ball is being released (ref.: 3.5).

15.5.6 if a **Ramp Operator** and Athlete simultaneously release the ball.

15.5.7 if a coloured ball is played before the Jack. **(The athlete scheduled to play the Jack is still required to play the Jack as in 10.2 and 10.3)**

15.5.8 if the first coloured ball is not played by the Athlete who threw the Jack (ref.: 10.4.1).

15.5.9 if a BC3 Athlete does not **make the two-way swing after** the Jack has been presented and before propelling the Jack; or before playing a penalty ball; or before the first play of **that** Athlete in a tie break (ref.: 5.5).

15.5.10 if a BC3 Athlete does not reorient the ramp by making the **two-way** swing when they or their teammate returns from the playing area, prior to propelling their ball. **(For Pairs, this is a simultaneous swing)** (ref.: 5.5).

15.5.11 if any Side plays more than one ball at the same time (ref.: 10.13).

15.6 The following actions will lead to the award of a one ball penalty (ref.: 15.2):

15.6.1 if an Athlete leaves the throwing box when their turn has not been indicated (ref.: 14.2).

15.6.2 if a **Ramp Operator** turns to look into the playing area to view play during an End **before all balls from both sides have been played** (ref.: 3.5).

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15.6.3 if in the opinion of the Referee there is inappropriate communication between Athlete/s, their SAs, ROs, Coaches and/or CAs. (ref.: 16.1-16.3). **This includes communicating through technology (Smart phone...)**

15.6.4 if the Athlete and/or SA/RO prepares his/her next shot, orienting the wheelchair and/or the ramp or rolling the ball in the opposing Sides' time (ref.: 14.1)

15.6.5 if the SA/RO moves the wheelchair, or the ramp or the pointer or passes a ball to the Athlete without the Athlete asking (ref.: 3.5).

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

15.7.1 releasing the Jack or a coloured ball when the Sport Assistant, the Ramp Operator, the Athlete or any of their equipment, balls or belongings is touching the court marking or a part of the court surface not deemed to be part of the Athlete's throwing box. **BC1 SAs may be behind their Athlete's own throwing box.** For BC3 Athletes and their ROs, this includes while the ball is still in the ramp (ref.: 10.2).

15.7.2 releasing the ball when the ramp is overhanging **any part of** the throwing line (ref.: 5.3).

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

15.7.4 releasing the ball when the ball is touching a part of the court, which is outside the Athlete's throwing box (ref.: 10.2).

15.7.5 releasing the ball when the Ramp Operator looks into the playing area (ref.: 3.5).

15.7.6 releasing the ball when the Athlete's seat height is higher than the maximum 66 cm for BC1, BC2, and BC4 (ref.: 6.1).

15.7.7 releasing a ball, in a Team or Pair match, while a teammate is still returning to their throwing box (ref.: 14.5). If the non-propelling Athlete has at least one wheel touching inside their own throwing box, they are "in" their own throwing box.

15.7.8 preparing, and then **releasing** a ball when it is the opposing Side's turn to play (ref.: 15.6.4).

15.8 The following actions will lead to the award of a one ball penalty and a yellow card (ref.: 15.2, 15.3):

15.8.1 any interference with or distraction of another Athlete in such a way that it affects their opponent's concentration or playing action.

15.8.2 causing a disrupted End **that needs to be restarted.**

15.9 An Athlete, Sport Assistant, Ramp Operator, and/or Coach/Coaching Assistant who commits any of the following offences will receive a yellow card (ref.: 15.3):

15.9.1 An Athlete **or side entering the Warm up area out of turn; or** bringing to the Warm Up Area, or into the Call Room, more than the allowed personnel (ref.: 7.2, 8.2). This will result in a yellow card for the Athlete or the captain in the case of Team or Pair matches.

15.9.2 An Athlete, Pair or Team bringing to the Call Room more than the allowed number of balls (ref.: 3.1, 3.2.1, 3.3.1). The extra balls will be confiscated and held until the end of the competition. **The Athlete who brings the extra balls may indicate which balls are to be confiscated.**

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In Team and Pair Division, the yellow card is given to the Athlete who brings more than the allowed number of balls. If it is not possible to determine who that Athlete is, the yellow card is given to the captain (ref.: 9.7).

“Extra balls” that have been confiscated, and are otherwise legal, may be reclaimed for the ensuing competition at the same tournament.

15.9.3 An Athlete when their ball(s) fails to meet the criteria during a ball check (ref.: 4.7.1, 4.7.2 and 9.3.). A notice will be posted at the entrance to the Call Room listing failed balls and failed equipment **and all yellow cards**.

15.9.4 Unreasonably causing a match to be delayed. The Referee’s decision is final in such matters

15.9.5 Not accepting a Referee's decision and/or acting in a manner detrimental to the opposing Side or competition personnel.

15.9.6 Leaving the court area during the match without Referee’s permission, even if it is between Ends or during a medical or technical time-out, that individual may not return to the match.

15.9.7 The Athlete, Sport Assistant, Ramp Operator, or Coach/Coaching Assistant enters the playing area without the Referee’s permission (ref.: 10.7.4).

15.9.8 Using equipment during the Competition that does not meet the equipment criteria. (If, during the pre-Tournament equipment check, equipment is discovered to not be in compliance, the equipment may be adapted to comply and receive the official stamp/sticker.)

15.10 An Athlete, Sport Assistant, Ramp Operator and/or Coach/Coaching Assistant who commits any of the following offences will receive a second yellow card and is barred from the current match (ref.: 15.3):

15.10.1 Receiving a second warning during the same competition (i.e., have previously been shown a yellow card for any offence listed under rule 15.9).

15.10.2 A second yellow card in the Warm Up Area or Call Room to the Athlete and/or SA/RO during the same competition will lead to being barred from the current match. The side loses to their opponent by forfeit (ref.: 11.8).

A second yellow card to the Coach/Coaching Assistant prevents him/her from entering the FOP for that match.

15.10.3 A second yellow card on court during a match will lead to being barred from the match and could result in a forfeit (ref.: 11.8). If it is the Coach/Coaching Assistant, s/he is forced to leave the FOP, but the match may continue.

15.11 Any Team member, Athlete, Sport Assistant, Ramp Operator, and/or Coach/Coaching Assistant who commits any of the following offences will receive a red card and an immediate disqualification (ref.: 15.4):

15.11.1 Demonstrating unsporting behaviour such as, attempting to deceive Referee, competing with a ball that has been tampered; or making unauthorised remarks on or off the field of play.

15.11.2 Violent conduct.

15.11.3 Using offensive, insulting or abusive language or gestures.

15.11.4 A red card at any point will lead to an immediate disqualification from the competition. The results of prior matches during the competition will be forfeited and the Athlete or Side will not be eligible to receive participation or ranking points for the competition (ref.: 15.4.1).

COMMUNICATION

16. Communication

16.1 There will be no communication between Athlete, Sport Assistant, [Ramp Operator](#) and/or [Coach/Coaching Assistant](#) during an End.

The exceptions are:

- when an Athlete requests his/her SA/RO to carry out a specific action such as altering the position of the wheelchair, moving an assistive device, rolling the ball or passing the ball to the Athlete. Some routine actions are allowed without a specific request to the SA/RO,
- Coaches/[CAs](#), SAs/ROs, may congratulate or offer encouragement to Athletes on their Side after a shot and between Ends

16.2 In Team and Pair Division, during the playing of an End Athletes may only communicate with their teammates that are on court after the Referee has indicated that it is their turn to play. During an End, when neither Side has been indicated to play (eg: during a measure by a Referee; a time clock malfunction) Athletes from both sides may converse quietly but must cease as soon as the opposing Side has been indicated to play.

16.3 An Athlete may not instruct his/her teammate's Sport Assistant([Team](#)) or [Ramp Operator\(Pair\)](#). Each Athlete may only communicate directly with his or her own Sport Assistant/[Ramp Operator](#). [A BC3 Athlete may use a common sheet or chart to give commands to their teammate.](#)

16.4 Between Ends, Athletes may communicate between themselves, their SA/RO and their Coach/[CA](#). This communication must cease once the Referee is ready to begin the End. The Referee will not delay the match to allow for further discussion.

16.5 An Athlete may ask another Athlete or RO to move if he/she is positioned in a way which interferes with the playing of a shot, but cannot ask them to go out of their throwing box. [During a match, the RO should ensure their equipment is out of the way so that the opponent can easily make their shot, without causing damage to any belongings that are in the way. To prevent damage, ROs should not move the opponents' equipment. During a match, the RO should move their own ramp/belongings out of the way of the opponent to allow the shot to be played without interference.](#)

16.6 Any Athlete may speak to the Referee in his or her own time. [SAs/ROs may only relay messages for the Athlete and Referee with the Referee's permission.](#)

16.7 After the Referee [indicates](#) which Side will play, any Athlete from that Side may ask for the score or for a measure. Requests about ball positioning (e.g., which opponent's ball is closer?) will not be answered by the Referee. The Athletes may come onto the playing area to assess for themselves how the balls are positioned.

16.8 If translation is required on the court during a match, the HR will have full authority to select an appropriate translator. The HR will first attempt to use either a competition sport volunteer or another Referee who is not currently involved in another match [or select the translator from their designated area.](#)

16.9 Translators will not be seated on the FOP. [Translators need to be in their designated area.](#) No match will be delayed if a translator is not present when needed.

16.10 Any communication device, including a smart phone taken onto the FOP must be approved [during Equipment Check and receive a valid sticker](#), by the HR [or designate](#). [Unapproved communication devices are NOT allowed on the FOP.](#) Any misuse will be inappropriate communication and warrant a one ball penalty [to be played at the 1st opportunity \(Ref. 4; 15.6.3\).](#)




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Coaches/Coaching Assistants are permitted to use tablets and smartphones to take notes (Such devices must be in a mode - e.g., 'airplane mode' - that is unable to communicate with the Athletes on court. Referees have the authority at any time during the match to check the Coach's/CA's device to ensure it is not in communication mode). Athletes and SAs/ROs on court must not receive any communication (electronic, vocal, signals) from outside the court during an End. Electronic devices may NOT be taken onto the court, unless approved during equipment check. Any infringement of this rule is inappropriate communication and warrants a one ball penalty.




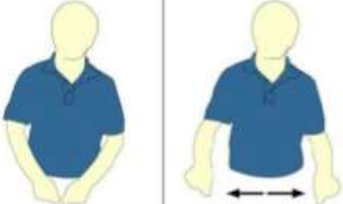

Officials' gestures/ signs

The gestures have been developed to assist both Referees and Athletes to understand certain situations. Athletes cannot protest if a Referee forgets to use a specific gesture.


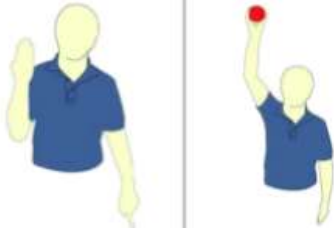



Referees

Situation to be signalled	Description of the gesture	Gesture to be done
Indication to propel warm up balls, or the Jack: <ul style="list-style-type: none"> • rule 10.1 • rule 10.2 	Move your hand to indicate movement and say: "Begin warm up", or "Jack".	
Indication to play a coloured ball: <ul style="list-style-type: none"> • rule 10.4 • rule 10.5 • rule 10.6 	Show the colour indicator according to the colour of the side to play.	
Equidistant balls <ul style="list-style-type: none"> • rule 10.12 	Hold the indicator sideways against the palm, as shown, with the edge showing to Athletes. Flip indicator to show which side is to play (as above)	


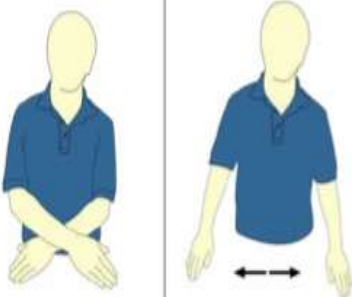

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<p>Technical or medical time out:</p> <ul style="list-style-type: none"> rule 5.7 rule 6.2 rule 18 	<p>Put the palm of the hand over the fingers of the other hand, which are in a vertical line (drawing a “T”) and saying which side called for it (e.g., medical or technical time out for – athlete name/ team/ country/ ball colour).</p>	
<p>Stop</p> <ul style="list-style-type: none"> Rule 10.6.2 Rule 16.2 Rule 17.10 	<p>Show a raised palm of the hand 10.6.2 Indicate to Timer to “stop the time” or Indicate to sides to “Wait”</p>	
<p>Substitution: Youth events only</p>	<p>Rotate one forearm around the other.</p>	
<p>Measurement</p> <ul style="list-style-type: none"> rule 4.6 rule 11.6 	<p>Put one hand next to the other and pull them apart as if using a tape measure.</p>	
<p>Referee asking if Athlete(s) want to go onto the court:</p> <ul style="list-style-type: none"> rule 11.6 	<p>Point at Athlete and then the Referee’s eye.</p>	





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<p>Inappropriate communication:</p> <ul style="list-style-type: none"> rule 15.6.3 rule 16 	<p>Point out the mouth and move the forefinger laterally with the other hand.</p>	
<p>Dead ball/ ball out:</p> <ul style="list-style-type: none"> rule 10.6.2 rule 10.10 rule 10.11 	<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> <ul style="list-style-type: none"> rule 15.1 	<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"> rule 15.2 	<p>Raise 1 finger.</p>	
<p>Yellow Card:</p> <ul style="list-style-type: none"> rule 15.3 <p>Second yellow card and barred from the current match</p> <ul style="list-style-type: none"> rule 15.10 	<p>Show the yellow card for the violation.</p> <p>Show the yellow card for the second violation (end the match, for Pair and Individual)</p>	

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<p>Red Card (Disqualification):</p> <ul style="list-style-type: none"> • Rule 15.4 	<p>Show the red card.</p>	
<p>End completion / end of the match:</p> <ul style="list-style-type: none"> • rule 10.7 	<p>Cross the arms stretched and pull them apart. Say, “End finished”, or “Match finished”.</p>	
<p>Score:</p> <ul style="list-style-type: none"> • rule 4.5 • rule 11 	<p>Put the fingers over the corresponding colour on the colour indicator to show the score. And say the score.</p>	

Scores

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

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Linesperson

Situation to be signaled	Description of the gesture	Gesture to be done
To call the Referee's attention	Raise the arm	

TIME

17. Time per End

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

- BC1: 5 minutes per Athlete per End
- BC2: 4 minutes per Athlete per End
- BC3: 6 minutes per Athlete per End
- BC4: 4 minutes per Athlete per End
- Teams: 6 minutes per Team per End
- Pair BC3: 7 minutes per Pair per End
- Pair BC4: 5 minutes per Pair per End

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

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

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

17.5 If a Side has not released the ball when the time limit is reached, that ball and other remaining balls of that Side become invalid and shall be placed in the dead ball designated area. In the case of BC3 Athletes the ball has been released once it starts to roll down the ramp.

17.6 If a Side releases a ball after the time limit is reached then the Referee will stop the ball and remove it from the court before it disturbs play. If the ball disturbs any other balls the End will be disrupted (ref.: 12).

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

17.8 During each End the remaining time for both Sides will be displayed on the scoreboard. At the completion of each End the remaining time of both Sides will be noted on the score sheet.

17.9 During the playing of an End, if the time is incorrectly calculated, the Referee will adjust the timing to compensate for the error.

17.10 During matters of dispute or confusion, the Referee must stop the time clock. If it is necessary to stop during an End for translation, the time must be stopped. Whenever possible, the translator should not be from the same Team/country as the Athlete (ref.: 16.8).

17.11 The timekeeper shall announce, loud and clear, when the remaining time is "1 minute", "30 seconds", "10 seconds"; and "Time", when the time is expired. During the "one minute" between Ends the timekeeper shall announce "15 seconds!" and "Time!" **The Referee is to repeat the call, so the sides know the call is for their court.**

18. Medical Time Out

18.1 If an Athlete or SA/RO becomes ill during a match (it must be a serious situation) any Athlete may ask for a medical time out if necessary. A match may be interrupted for a medical time out for ten (10) minutes during which the Referee must stop the timing of the match. In BC3 division, during the ten minute medical time out, **Ramp Operators** may not look into the playing area.

18.2 An Athlete or SA/RO may only receive one (1) medical time out per match.

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18.3 Any Athlete or SA/RO who receives a medical time out must be seen on court as soon as possible by the medical **personnel** assigned to the venue. The **medical personnel** may be assisted with communication from the Athlete or SA/RO, if necessary.

18.4 In **any** Division, if an Athlete is unable to continue, the match will be forfeited (ref.: 11.8).

18.5 When the medical time out is called for a Sport Assistant/**Ramp Operator**, and the SA/RO is unable to **continue after the time out**, if the Athlete has any balls remaining, but cannot play them unassisted, they will become dead ball(s).

18.6 If an Athlete continues to ask for medical time outs in subsequent matches, the TD in consultation with medical **personnel** and a representative of that Athlete's country will determine if that Athlete should be removed from the remainder of the competition.

In the Individual Division if an Athlete is removed from the remainder of the competition, all subsequent matches that they would have played will have the higher score of 6-0; or the greatest points difference in any match in that pool or knock out series.

19. Technical Time Out

19.1 Once per match, if any equipment breaks, time must be stopped and the Athlete will be given a one ten (10) minute technical time out to repair their equipment. In a Pairs match, an Athlete may share a ramp with his/her teammate if necessary. A replacement ramp may be substituted between Ends (the Head Referee must be notified of this). Repair items, including a replacement ramp, may come from outside the FOP. An Official (Liner, Timer, Referee...) must accompany the personnel doing the repair.

If the equipment cannot be repaired the athlete must carry on playing with the broken equipment or forfeit the match (ref.: 11.8).

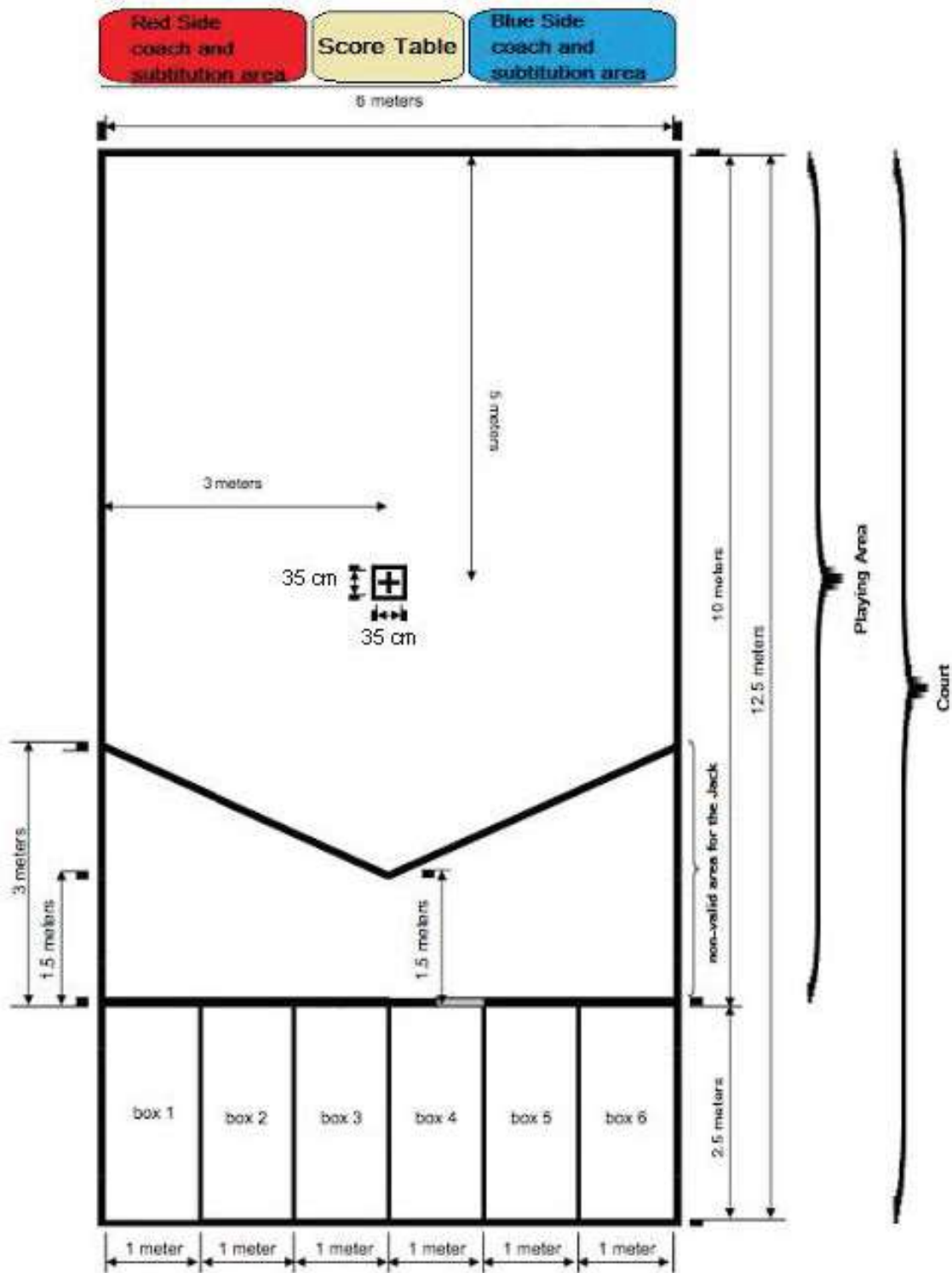
PROTESTS

20. Clarification and Protest Procedure

20.1 During a match a Side may feel that the Referee has overlooked an event or made an incorrect decision, which affects the result of the match. At that time, the Athlete/captain of that Side may draw the Referee's attention to this situation and seek clarification. The time must be stopped (ref.: 17.10).

20.2 During the match an Athlete/captain may request a ruling from the HR, whose decision is final **and the match continues**. No further protests can be made. If overhead cameras are in use, the HR may use such evidence in reaching a decision.

Boccia Court Layout



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Taping and Measurement Guidelines

Wide tape for exterior lines, throwing line and V line.

Narrow tape for throwing box dividers, the cross and **35cm x 35cm** target box
Each leg of the cross should be between 15 and 25 cm

6 meter lines: from the inside of the side lines.

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

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

5 meters: from inside the front line to the centre of the cross.

3 meters: from inside the sideline to the centre of the cross.

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

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

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

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