

2019 Boccia Rules

These sport rules are modified from International Paralympic Committee competition rules to suit the population and goals of the Valor Games Southeast. The Valor Games Southeast 2019 are not a qualifying event for USA Nationals or other Paralympic sanctioned events.

Disability/ Classification Groups

For the purposes of Valor Games:

- Singles competition for athletes with quadriplegia/strongly affected upper-body
- Singles competition for athletes with low vision/blind (will compete with black-out goggles)
- Team competition which consists of teams of 3 for all other athletes

Event Details:

A match or game will consist of 4 “ends” for individual and team play. The side with the highest score at the end of all ends WINS!

Rules:

- Flip a coin. The winner chooses their color. The color determines their position behind the throwing line. The ball can be thrown in any manner. If a player cannot throw, a specialized ramp can be used.
- For Individual play each side gets 6 colored balls and for team play each individual with get 2 balls. The white ball starts with the red player.
- The game begins by the red team (in the box on the left as you look out on the court) throwing the Jack (white ball) out onto the court. It must go across the V-line and stay inside the court boundary lines.
- That player (red) then follows up their Jack with a colored ball. The object is to get close to the white jack ball.
- The opponent (blue) then throws their ball. Anything goes! You may hit any ball, or just roll in close.
- The colored ball that is closest to the Jack is the “in team” and does not play. They sit back until their opponent throws closer OR runs out of balls. Whoever is NOT closest to Jack plays.
- After all balls are played, the end is scored. The team that is closest to the white Jack ball will score as many points as they have balls closer than their opponent’s closest ball. Only one side scores at the end of each end (example red 2, blue 0). The score accumulates until 4 ends are played. After 4 ends, the highest score wins.
- To begin the next ends:
 - End 2, the Jack is thrown by the next player (blue player)
 - End 3, the Jack is thrown by next player (red player)
 - End 4, the Jack is thrown by next (blue player)

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- If after all ends are played, the score is tied, the Jack is placed on the “cross” (in the center of the court), and the winner of a coin toss throws first. A complete end is played.
- If during a match the Jack is knocked out of court, the Jack is placed on the “cross” directly in the center of the court and the game proceeds with the closest color to the jack being the “in” team.
- Players may not throw their ball until the referee indicates with a colored paddle which side may play next.
- The player throwing must stay inside their box or their ball does not count. Their body or any part of their clothing or chair may not touch the box lines.
- If your opponent is out of balls when it is your turn, you may decide not to throw any remaining balls. They become dead balls.

Medals:

Medals will be awarded to the top three finishers:

Individual competition
Individual Low vision/Blind
Team competition

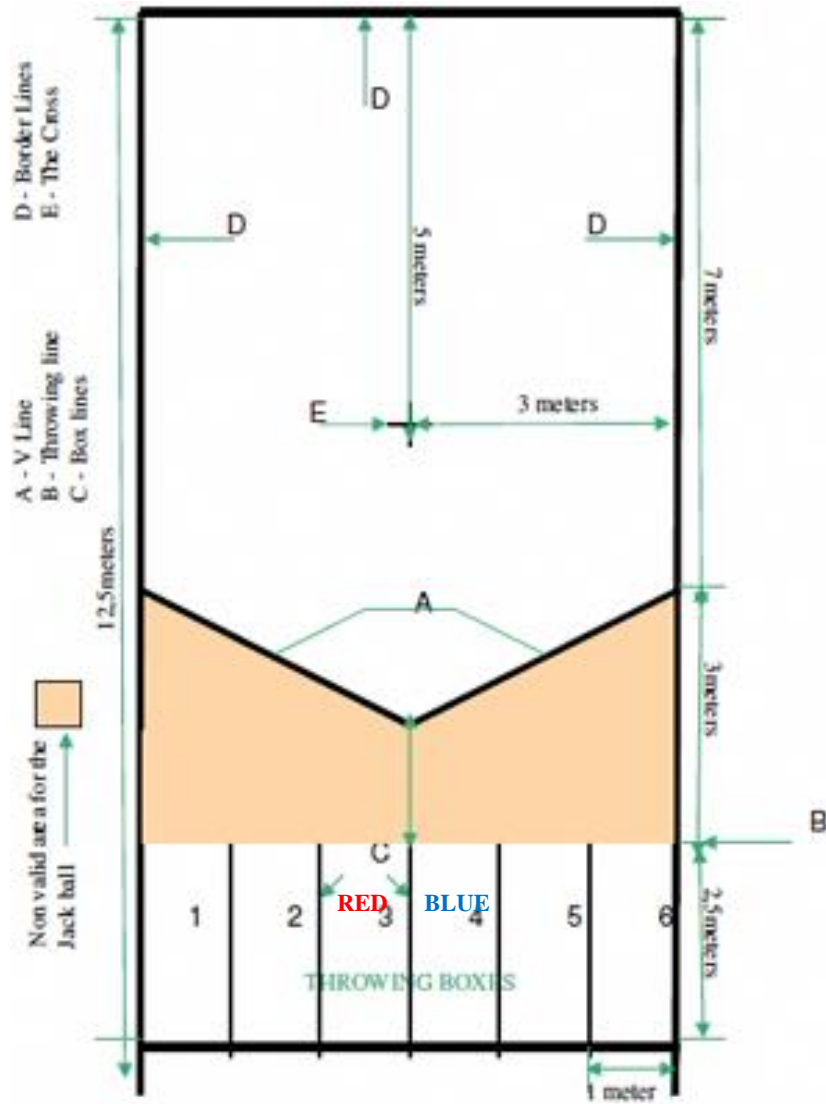
Specific rules about Boccia are available at BISFed’s website: www.bisfed.com

Important Definitions:

- **Jack:** The white target ball
- **Ball:** One of the red or blue balls
- **Side:** In individual boccia, a side is defined as one (1) single competitor.
- **Court:** The playing area enclosed by the boundary lines. This includes the throwing boxes
- **Match:** A competition between two sides when a specified number of ends are played
- **End:** Is one section of a match when the jack and all balls have been played by two sides
- **Throw:** Is the term used for propelling a ball onto court. It includes throwing, kicking or releasing a ball when using an assistive device (ramp).
- **Dead Ball:** Is a ball which has gone out of court after it has been thrown, a ball which has been removed by a referee following a violation, or a ball that has not been thrown after the sides time has expired
- **Disrupted End:** Is when balls are moved outside the normal order of play, either accidentally or deliberately
- **V Line:** The line that the jack must cross to be considered in play.

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