

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 2020 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 jack.
- 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 the jack plays.
- After all balls are played, the end is scored. The team that is closest to the jack 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)
- 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.

VGSE2020 Boccia Rules



- 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, USABoccia website: <https://usaboccia.org/>

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.

Event Details for Low Vision / Blind: (Rules may be further modified depending the numbers of athletes that register for this sport)

All athletes will compete as individuals. Up to 6 athletes will play a match. A match or game will consist of 6 “ends”. Athletes will throw 2 balls each end. The athlete with the highest score at the end of all ends WINS! The Top Three players in round 1 will advance to round 2 (medal round).

Rules:

- Athletes will draw a number to determine their position behind the throwing line. Each set of two balls will have markings that correspond to each throwing position. The ball can be thrown in any manner. If a player cannot throw, a specialized ramp can be used.
- For Low Vision / Blind individual play each athlete gets 2 balls. The jack starts with the position 1 player and will rotate in sequential order.
- The game begins by the athlete in position 1 (in the box on the far left as you look out on the court) throwing the jack out onto the court. It must go across the V-line and stay inside the court boundary lines.
- That player (position 1) then follows up their jack with a ball designated for that position. The object is to get close to the jack.
- The opponents (positions 2-6) then throws their ball in sequential order. Anything goes! You may hit any ball, or just roll in close.
- The athletes will throw their second ball beginning with the athlete whose ball is further away from the Jack. They are followed by the next closest and so on (similar to golf) until all athletes have thrown both balls.
- After all balls are played, the end is scored. The team that is closest to the jack 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. (The score accumulates until 6 ends are played. After 6 ends, the highest score wins.
- To begin the next ends:
 - End 2, the jack is thrown by the next player (position 2)
 - End 3, the jack is thrown by position 3
 - End 4, the jack is thrown by position 4
 - End 5, the jack is thrown by position 5
 - End 6, the jack is thrown by position 6If there is no 6th player the jack will be placed on the cross in the middle of the court.
- 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 athletes will throw in the order of the numbers they draw. A complete end is played.

VGSE2020 Boccia Rules

- 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 ball to the jack being the "in" team.
- Players may not throw their ball until the referee indicates verbally which position 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.

