

VGSE2021 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 2021 are not a qualifying event for USA Nationals or other Paralympic sanctioned events.

Disability/ Classification Groups

For the purposes of Valor Games:

- Pairs competition for all athletes regardless of disability classification

Event Details:

A match or game will consist of 4 “ends” pair play. The side with the highest score at the end of all ends WINS! Teams of 2 will play 2 games each and the top 2 teams (1 from morning session and 1 from afternoon session) will be chosen based on # of Wins / Losses to play for 1st or 2nd in the Finals. If there is a tie in # of wins/losses in one of the groups, then we will determine the top team by looking at total # of points scored during the two games. If there is still a tie after looking at total points scored, teams that are tied will play one tiebreaker end to determine the winner that moves onto the Finals.

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.
- Each side gets 6 colored balls (3 balls per team member) 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.

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- 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 two finishers (1st and 2nd place)

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)

Depending on the individual's level of impairment, we will use a dark poster paper underneath the jack ball for extra contrast and/or a noise making device so that the individual can locate where the jack ball is.

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