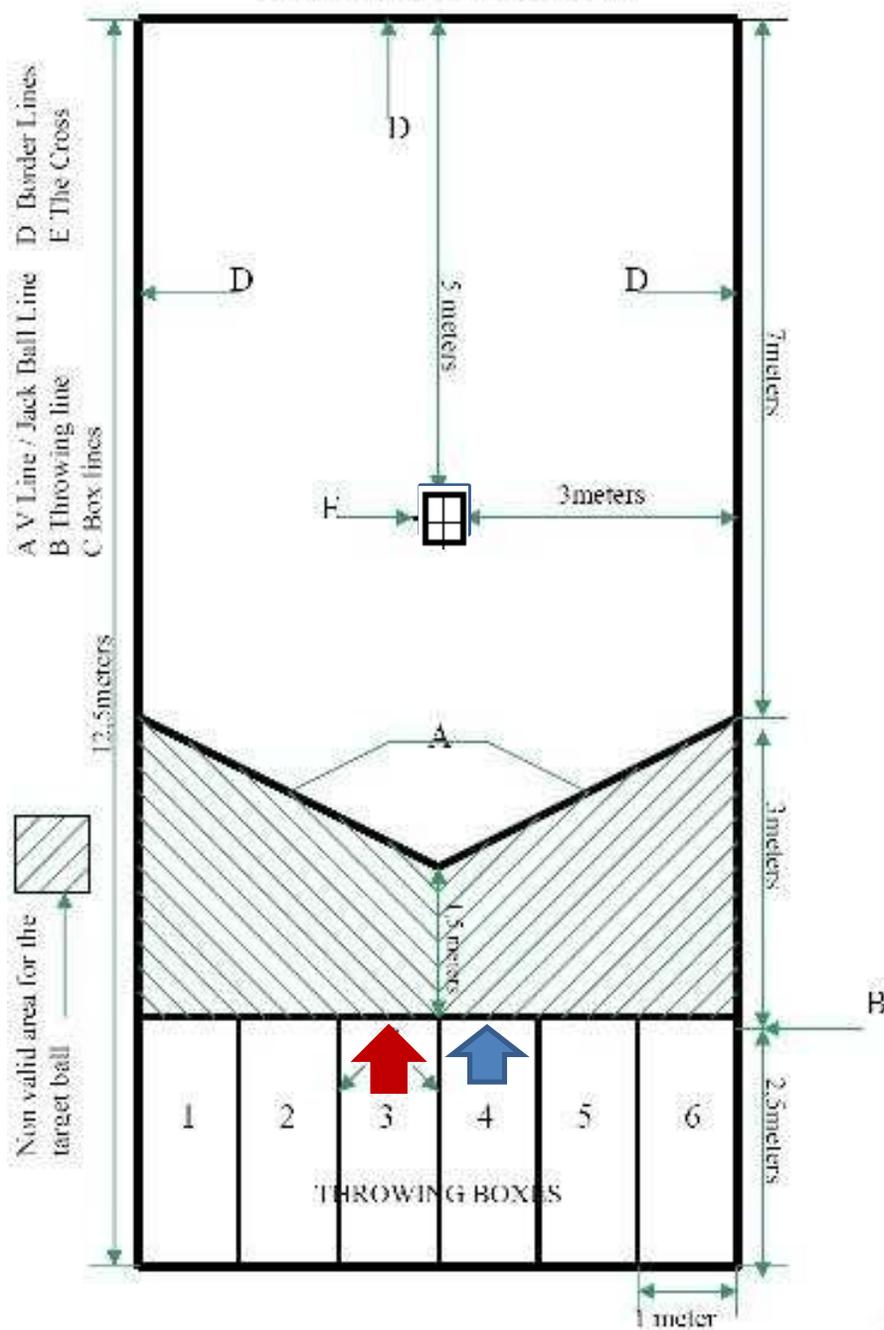


BOCCIA COURT LAYOUT



Throwing box basics:



1m wide x 2.5m deep.

Players throw from their boxes.

Position is determined by a coin toss before the match- winner chooses to be Red or Blue.

Red is on left with first Jack, blue is on right with second Jack.

3rd end , red serves again and

4th end, blue serves

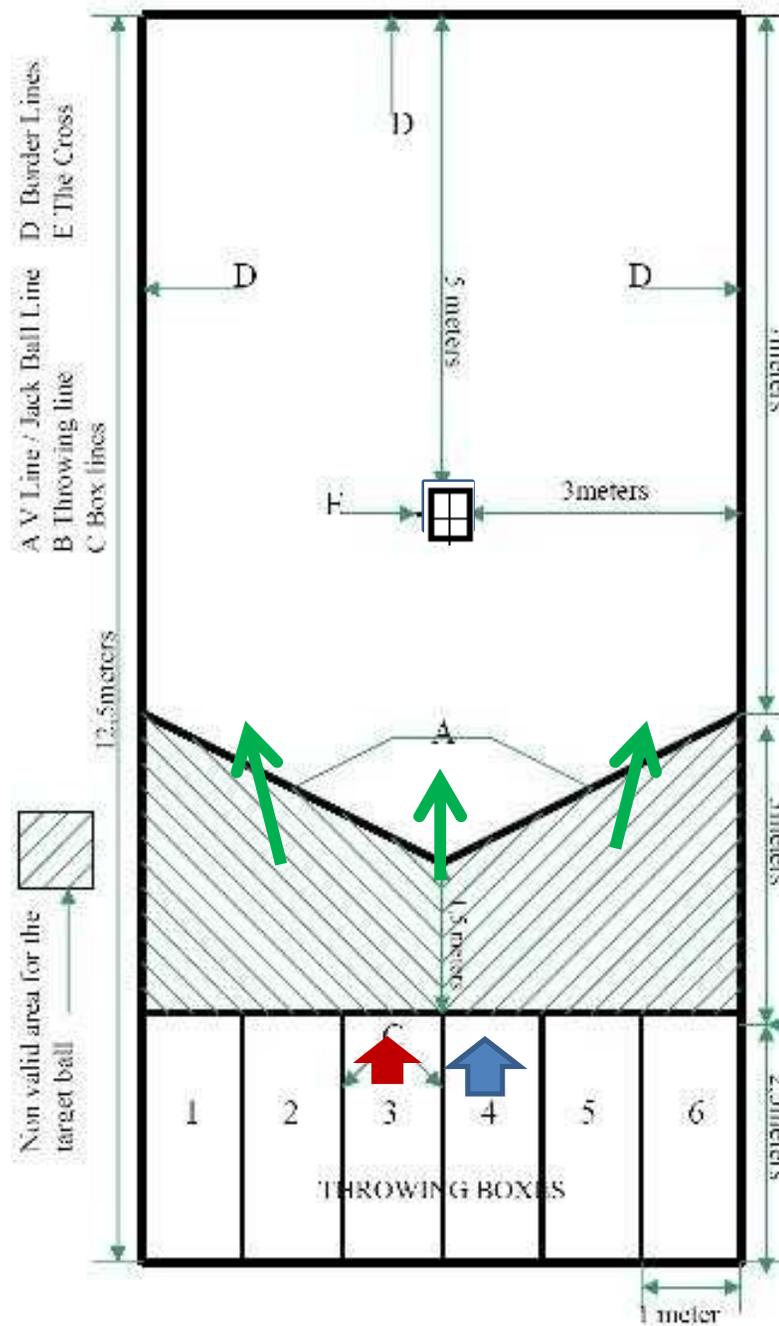
Score accumulates for 4 ends in Individual play

Footrests can hang over any line.

Wheels/other parts (even body) cannot touch lines on that player's release of the ball (Referee indicates turn with paddle) . If the player is on the line, that ball will be picked up and the opponent will get a penalty ball to throw at the cross once all balls have been played.

Ramps may hang over the side lines. The Ramp may not hang over the front line of the throwing box. . If the ramp is on the line or overhangs the front line on release of the ball, that ball will be picked up and the opponent will get a penalty ball to throw at the cross once all balls have been played.

BOCCIA COURT LAYOUT



V Line/Jack Ball line Basics:

When served, the Jack must cross over the V Line and stay within the boundary lines.

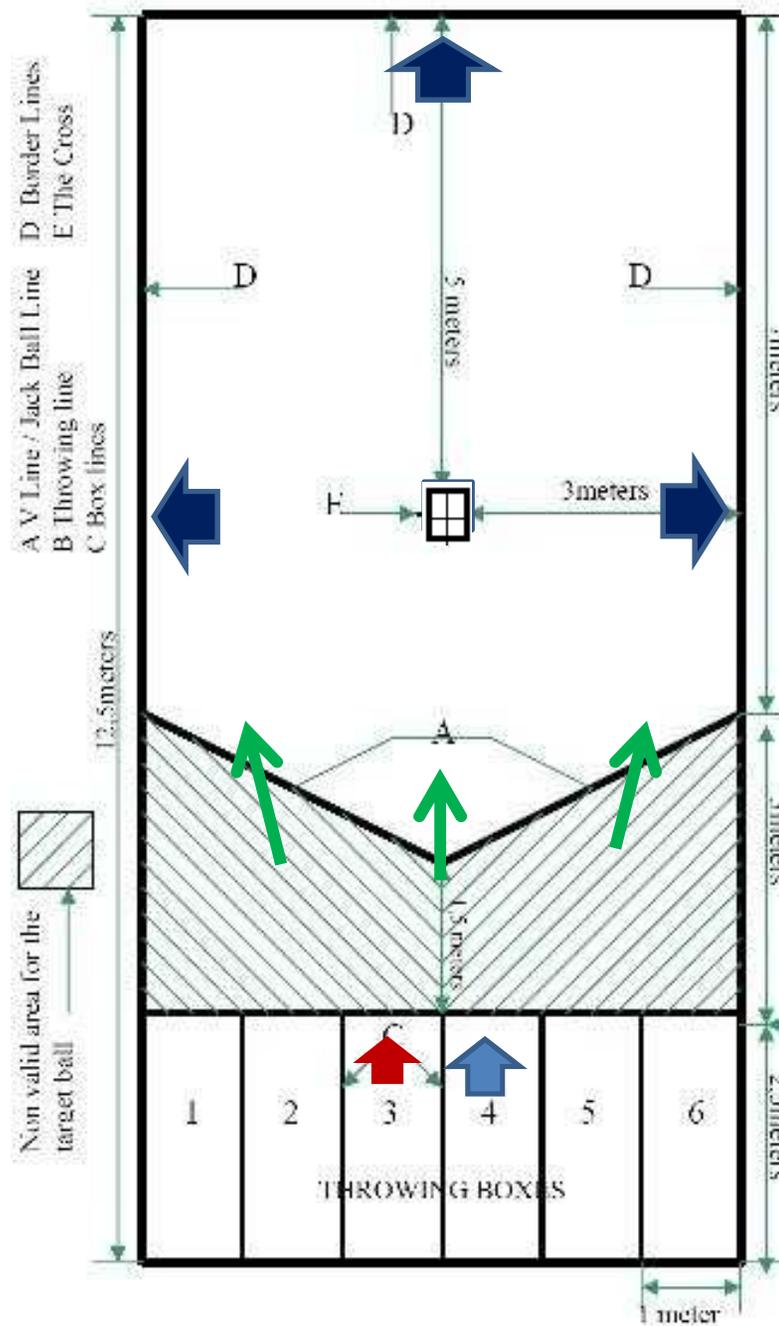
If not, the Jack is fouled and the opponent will throw the Jack. The opponent still gets the Jack in the next end which would be due him/her.

The striped area on the diagram is the non-valid Jack area.

If during the course of the end, the Jack is knocked back across the V, it is placed on the "+" in the middle of the court.



BOCCIA COURT LAYOUT



Border Lines Basics:

All balls must stay inside the border lines (10m*6m). If colored balls touch border lines, they are “out” and they are picked up by the referee.

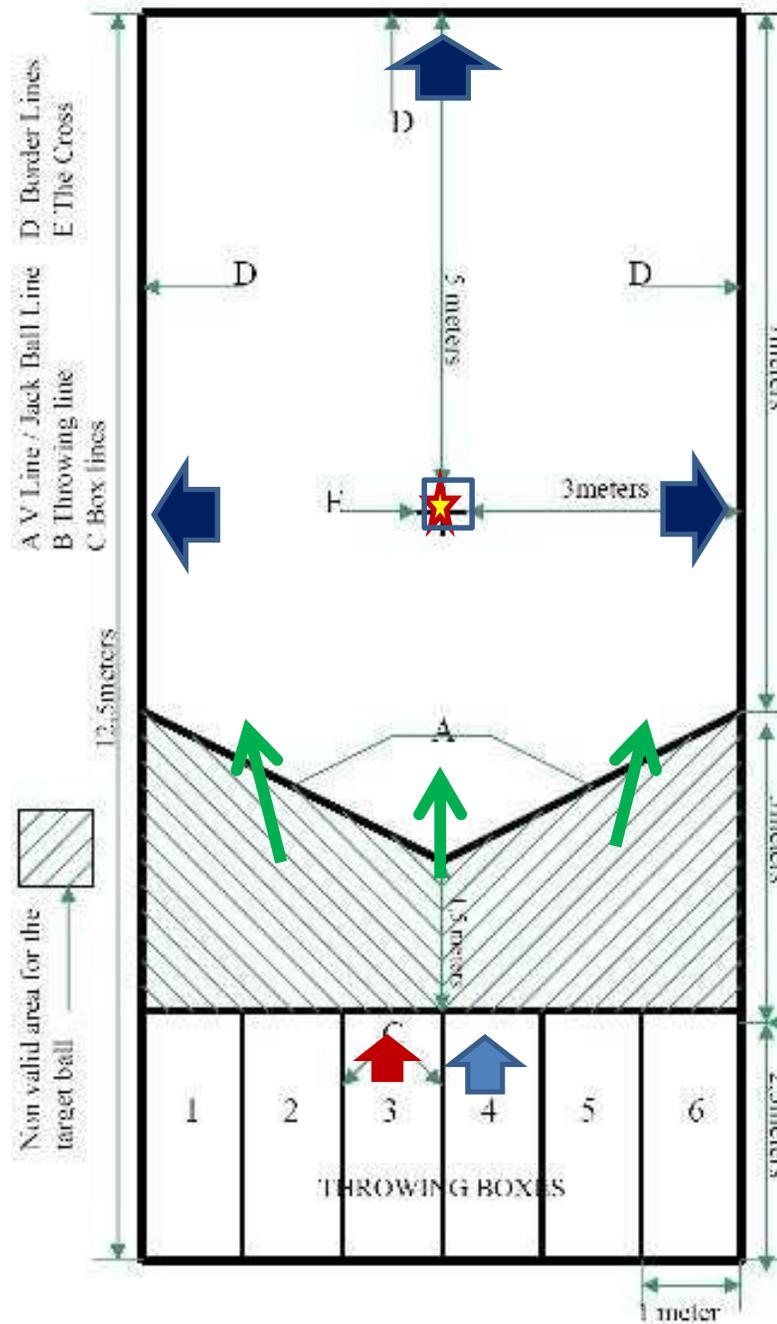
If during the course of the end, a ball knocks the Jack out or Jack touches border lines, the Jack is placed on the “+” in the middle of the court.

Colored balls are legal in front of the V-line. (non-valid area is for the Jack)

On their turn (time), players may enter the court to look. They do not have to ask the referee.



BOCCIA COURT LAYOUT



“+” Center Cross Basic Rules:

Tie-Breaker

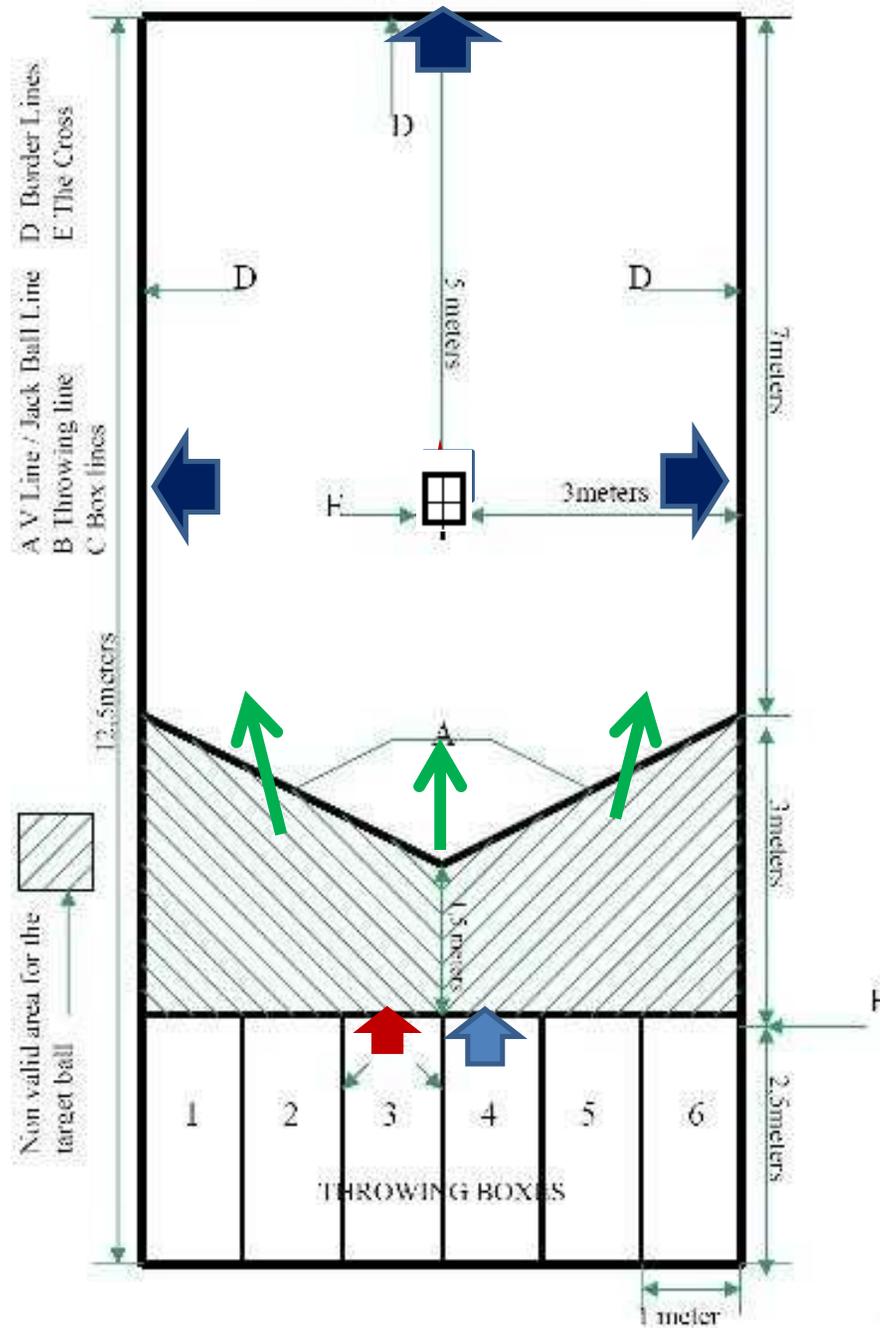
If the score is tied after the regular ends, another coin toss is done. The winner of the coin toss chooses to throw first or second. The Jack of the side to throw first is placed on the “+”. A full end is played and timed.

Reminder: Jack is placed on the cross when it is knocked out of court or back into the non-valid Jack area.

The Box around the “+” is where penalty balls are thrown. The ball counts 1 point if it is in the box and not touching the penalty box outer lines.



BOCCIA COURT LAYOUT



Individual Game Basics:

Jack is included in "Time"

6 colored balls per player per end

4 ends per game

Time starts when Ref signals athlete w/ a red or blue paddle

- BC1 division gets 5 minutes per athlete per end

- BC2, BC4, BC5 and Open divisions get 4 minutes per athlete per end

- BC3 division gets 6 minutes per athlete per end

- 1 Minute between ends, for athletes to prepare for next end.

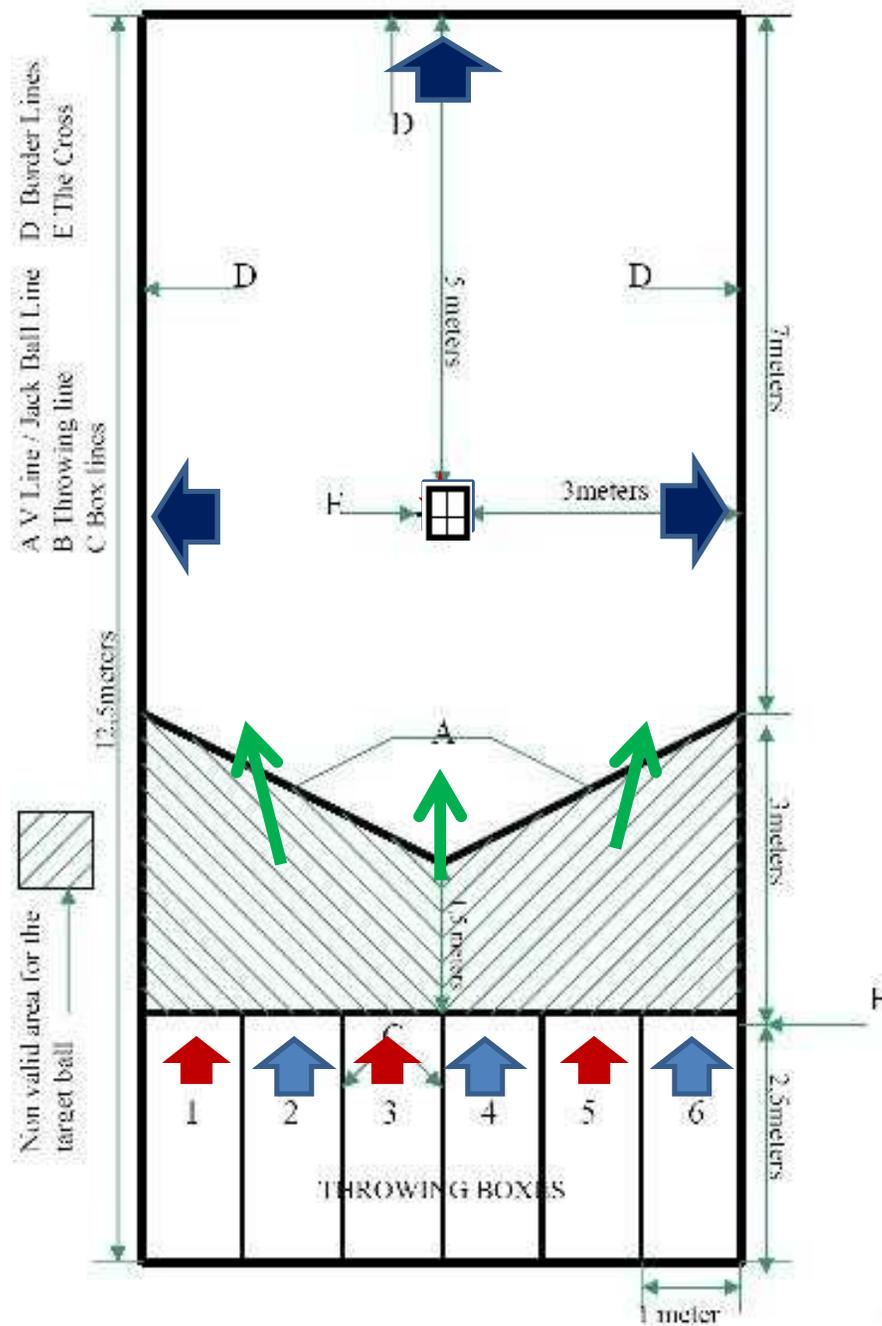
- Penalty balls 1 minute/ Violation (1 ball)

- Medical Time out- 10 mins.

- Warm up -2 minutes (at start)



BOCCIA COURT LAYOUT



BC1/BC2 TEAM Info:

Team make-up:

3 players in throwing boxes and up to 2 subs .

Captain is designated

1 Sports Assistant behind throwing boxes and 1 Coach at end of court with subs.

a BC1 must be on-court at all times

Each player has 2 balls.
The side shares 1 Jack.

6 ends are played.

6 minutes / Team / end including Jack

In warm up 7 balls can be thrown in 2 minutes.

Penalty ball- 1 minute / Violation (1 ball)

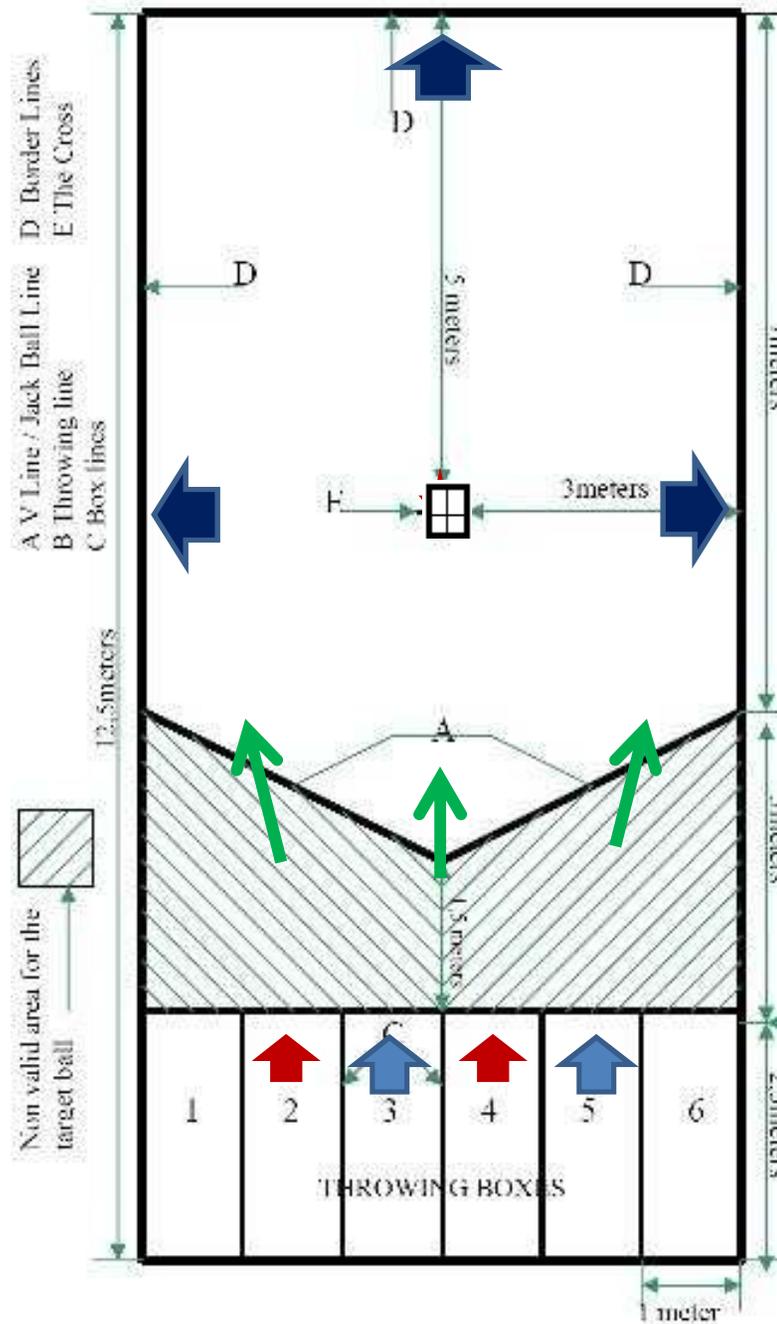
Medical Time out 10 minutes/ individual/match

Warm up 2 minutes (at start) Side can play 7 balls

There is 1 minute between ends to prepare for the next end. The coach can approach the players and converse.



BOCCIA COURT LAYOUT



BC3 Pairs Basics: Ramp Play

7 minutes / Pair / end including Jack

3 colored balls per player per end

1 Jack per Pair

A Captain is designated

4 ends are played.

Each ramp player has a Sport Assistant whose back must remain to the court during the end. The Sports Assistant may not communicate.

1 Coach is positioned at the end of the court with the 1 sub.

1 substitution / match. If a player comes out, they stay out.

A CP BC3 must be on-court at all times

Penalty ball- 1 minute / Violation (1 ball)

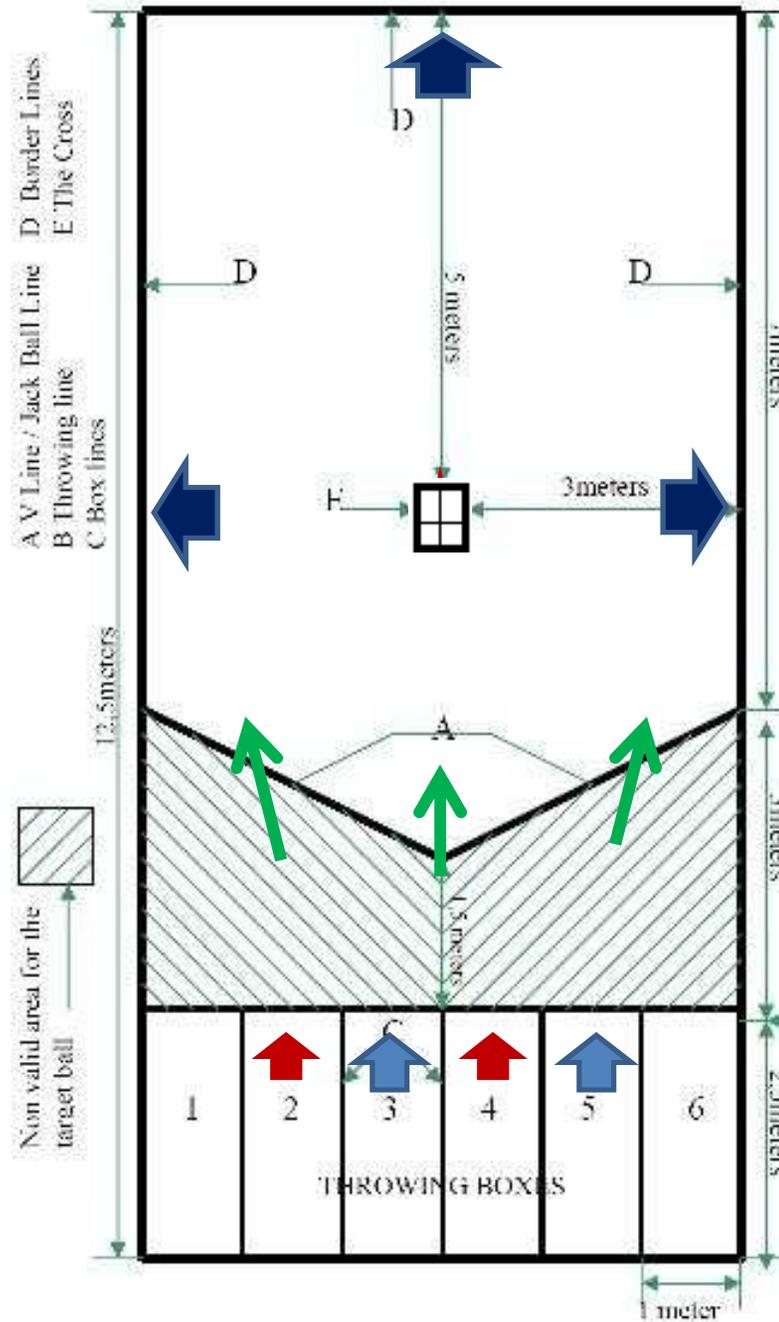
Medical Time out 10 minutes/ individual/match

Warm up 2 minutes (at start) Side can play 7 balls

There is 1 minute between ends to prepare for the next end. The coach can approach the players and converse.



BOCCIA COURT LAYOUT



BC4 Pair Basics:

5 minutes / Pair / end including Jack

3 colored balls per player per end

1 Jack per Pair

A Captain is designated

4 ends

1 Coach is positioned at the end of the court with the 1 sub.

1 substitution / match. If a player comes out, they stay out.

Penalty ball- 1 minute / Violation (1 ball)

Medical Time out 10 minutes/ individual/match

Warm up 2 minutes (at start) Side can play 7 balls

There is 1 minute between ends to prepare for the next end. The coach can approach the players and converse.





Miscellaneous game rules:

Time begins when the referee signals the color to the timkeeper, AFTER signaling the player. The player can go when signaled. Time stops when ball stop rolling, goes out of bounds, or is stopped by ref.

On THEIR time, all players on a side can move to position for their shots. (Team/Pairs/Singles).

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.

Balls not released when time is called are placed in the ‘dead ball area’ off court but in view of the players.

Wait for the referee signal. If you throw without your signal, the ball is retracted and put in the dead ball area.

One ball per throw. All players in their boxes when their side throws, teammates not throwing are still upon release. If 2 balls are thrown by a same side, they both will be picked up.

Players must be still and silent without holding balls when it is not their turn. If they prepare on the opponent’s time , they are assessed a one ball penalty to be played at the end of the end.

A player can ask another player or ramp Sports Assistant to move in order to see the court or deliver a shot. As a courtesy, after the first time one player asks another player to move, expect to move again. This might be established in the call room.

Coaches and spectators CANNOT shout ***instructions*** during the game. A coach can congratulate the player after the shot and between ends. Coaches can go to the athletes and instruct during Team/Pairs during the one minute between ends.

There is no Coach on court in Individual play. A coach /spectator can congratulate the player after the shot and between ends.

On their turn (time), players may enter the court to look at the layout of the balls. They do not have to ask the referee.

Call room:

The call room is the staging area (off-court) to organize athletes, coaches, sports assistants and refs, to go onto court.

There are areas that are numbered for each court, athletes are assigned to them.

Each match has a scheduled time.

The coin toss is done in call room by the referee.

Routines are discussed in the call room with the referee.

Equipment may be re- checked in the call room.

Call room opens for Individual matches **30** mins before time of match , and closes **15** mins before time of match .
Team/Pairs, opens **45** min before & closes **20** min before time of match.

Once inside, nobody can leave.

If athletes miss call times, they forfeit matches.

Athletes must have their equipment, teammates, Sports Assistants and coaches together when they enter the call room.

Penalties: Section 15 of the BISFed boccia rule book explains the MANY penalties.

Some violations come with a penalty ball. At the end of the end. The end is scored. The balls are picked up. And the opponent chooses 1 of their balls to throw at the cross. If the ball lands in the box and is not touching the box line, they are awarded 1 point that is added to their score.

