

THIS STUDY GUIDE has been prepared by Cathy Drobny with input from members of the ref committee.

When you read the actual BISFed Rules v1.1 2021-24, note that they have used **BLUE FONT** to point out revisions. Rules are available at [www.usaboccia.org](http://www.usaboccia.org) on the Home page-find the Members tab and after clicking find the Referee's corner.

We have made an attempt in this study guide to include **blue** font for new revisions. **Green** is used for commentary on the rules and **Red** shows up now and then to draw attention.

**Changes for v.1.1 are in this orange type.** Expect changes throughout this first year of the new rules.

• 3.4.8 Dispute resolution • Rule 4 Ball Check • 8.11 "visual inspection" • Rule 9 Ball Check • Rule 9.4 Failed balls are NOT retested • 10.16 After Match Ball Check • 15.11.1 tampered ball

As you read the FULL copy of the BISFed Intl Boccia Rules -2021-2024 (v.1.1) , please make notes and send questions to Cathy, who will send them to Louis, head of the USA Boccia Referee Committee.

Please have your rule book handy when reading through these notes.

#### **Rule reminders:**

1. Definitions Pg 6 Equipment is defined as wheelchairs, ramps, gloves, splints, pointers and any other assistive devices

3.4.1 Captains should wear a C

3.4.7 If an athlete asks someone to sign the score sheet for the athlete, the person who signs, sign their own name.

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 Team and Pair athletes must be registered between 45 and **20 minutes** everybody registers together (**refs come in no later than 20 mins when call room closes**)

8.5 can't re-enter Call room if they leave and can't participate in match

#### **Rule changes:**

3.1 Pg 7

Note

additional **female divisions** for Individual play in all divisions

1 Coach, or 1 coaching assistant can come on court to coaches box for **all divisions**

3.4.4 Pg 8 Sport assistant, Ramp Operator, Coaching Assistant (as well as the captain and coach) can call a technical or medical time out

The version 1.1-3.4.8 is corrected to say

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

3.5.1 Ramp Operator is a new term and definition

Continues on Pg. 9: reviews role of Ramp Operator -note may not enter FOP without permission and must stay out of opponent's throwing boxes. Note section on when the ball is being released...

3.5.2 Sport Assistant When the ball is being released not allowed to have direct physical contact with the athlete and is not allowed to help the athlete by pushing or adjust the wheelchair

3.5.3 defines the new role of Coaching Assistant.

Only 1 coach or coaching assistant in warm up area, call room, or FOP

4. Equipment Check Pg 9-1 We need to put a sticker on equipment defined on pg 2 as : wheelchair, ramp parts, pointers, gloves, splints, comm. device,

4. Equipment check

This paragraph is at the bottom of the first section in 4

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"

pg 10 the rules also say -coaches' communication technology that they want to use on court must come to equipment check and receive sticker.

Athletes and Coaches/Coaching Assistants (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. ... 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.)

4.7 competition balls may only be used by Athletes who do not bring their own balls to the call Room In Team and Pair, each side must use only one Jack

4.7 A competition Jack will be lent to a side should their jack fail the ball test.

4.7.1.3 USA Boccia Nationals will not require licensed balls for the calendar year.

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 surface

We probably won't have a lot of 'official notes' about approved gloves until classifiers and athletes can catch up. so if you see something that doesn't 'feel correct', make a note and and speak to Head Ref,. If it is on court, call HR over to make a decision.

4.7.2 BISFed is putting ball testing in the call room. We have only 3 sets of testing equipment

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"

5.1 and 5.1.1 and 5.2 defines better how to check a ramp during measurement at equipment check

5.2 checking ramps is defined. Please, read full rule. This is the new part: 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.**

5.4 gives expanded guidance on what is and what is not a pointer. It notes that the pointer must be attached to the athlete and must have contact with the ball when releasing

5.5 part is old and part is new.

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.

The rules say if the Pair does not do a simultaneous two way swing, it is the retraction of the played ball. Simultaneous swing rule references are: 5.5 , 13.5, (tie break) 15.5.10 (teammate returns to box) penalty is RETRACTION. We have discussed to bring this up in the Call Room when the ref sets up a BC3 Pairs match with the athletes.

5.5 **Two way swing** REVIEW 8" to the left and to the right- This section also discusses the simultaneous swing.

- After ref presents Jack and before releasing the Jack, this is for the athlete propelling the Jack,
- For tie-break ends, each athlete must make the two way swing before propelling their 1<sup>st</sup> ball  
Tie-breaks for Pairs is a simultaneous swing but only after the referee signals their turn
- Before shooting a penalty ball
- Return from going on to court
- (Returning from going on court) for Pairs this is a simultaneous swing (if a player is out of balls, no need to swing)

5.6 Please, read this section. It didn't change, but we didn't talk about much in old rules

Note 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.

6.4.1 6.4.2 6.4.3 postural support is new- if you feel an additional support piece is giving an unfair advantage, talk it over with Head Ref. Our Coaches and Classifiers will need to research this and give us feedback on these new sections for the future years.

8.3 Competitor #s on front, Ramp Operators #s on back of the RO and Sport Assistants # on front of SA

8.11 Balls will be checked in the Call Room. Balls that fail in the call room will not be replaced. Exception is the Jack, which will be replaced with a competition Jack.

8.13 If schedule delay - ten minutes for bathroom break? Work with Head Referee (HR)

9. 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. Ball Check in call room. Balls may be confiscated and can be retrieved after the competition. Competition is defined as 1) all Individual matches are one competition. 2) All Team and Pair matches are one competition.

9.2 If a ball or balls fail a random check in the Call Room, they get one yellow card and athlete plays without the rejected balls) (Jack is replaced with tournament ball)

9.3 If a ball fails during subsequent a second yellow card and forfeits match

9.4 ~~allows the HR to check the accuracy of the testing device~~ has been changed

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 if ball fails in call room random check. Determine whose ball it is. If you can't, the Captain plays with the lesser number of balls.

10.1 a ramp may not overhang the side lines to infringe on an opponent's space during warm up

10.3.1 A reminder that if a foul is committed when the Jack is thrown...the penalty is assessed as well as the athlete losing their serve. (example: line violation- retract ball, give a 1 ball penalty, which will be played at the end of the end...that is about to be started by their opponent.)

10.4.1 If there is a technical delay after the Jack is throw the athlete MAY ask to propel the Jack again (If that happens, reset clock to beginning)

10.5., 10.6.1 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". Note: the key here is access to play. Example in an individual game if red would serve to their side... blue would not have to back up or remove their equipment unless it was in the way of red. However red would need to back up and remove their equipment when blue is to play in order to allow access. Further If blue is to serve to their side of the court, red probably would not have to back up or remove their equipment.. In team and pair the center boxes would probably be impacted on every play...In this pandemic year, we could encourage athletes to back out of the back of their boxes. Each tournament will review the best practice in terms of backing out of the box completely.

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.

It is suggested, for the measurement at the end, this year the ref can say to the RO "You may turn and look but stay in the box." The new rule allows the Ramp Operators to watch the measurement.

10.7.1 and 10.7.2 If penalty balls in BC3 game, Let RO's to turn briefly to see the balls at the end of the end before picking them up. This is noted in the rules because the ref does not yet say "End Finished" because there is a penalty ball to play.

After all balls are played, announce the score and say "End finished". At the end of the match the Referee will announce, "Match finished", and announce and indicate the final score.

10.7.4 Notes the signal the ref uses when they say "One Minute" while holding the ball aloft.

10.8 Notice that if a ball gets left on court in between ends, or not back in the box when "time" is called, they are dead balls. Unless the situation is that the referee is the only person assisting the athlete retrieve balls. This exception is for this tournament.

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).

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

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. Ref needs to judge whether the ball is thrown or dropped.

10.12 Equidistant scoring balls

When determining which Side is to play next, if two or more scoring balls of different colors are equidistant from the Jack, and the score 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. (this is new: they are saying you proceed as if the side that has the greater number of equidistant balls has 'the greater score' and the opponent has to play until that changes.)

If a newly played ball disturbs the equidistant relationship, but remains to make a different but still equidistant scoring relationship, that same color must play again. And then if equidistant does not change, the players alternate

10.13 During Team or Pair –if more than one of the side propel their ball and both are still rolling, you will pick up both balls and place in the dead ball area. Note: 15.5.1 But if one plays and their ball stops then another plays off the same ‘paddle’ then only pick up the second ball. This usually happened because of miscommunication between the side members. But it is still a retraction penalty.

10.14 NOTE New Definition!!!! **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.

10.16 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. Only 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 V.1.2)

12: note a few additions in Disrupted End.

13.3 note ref procedure for starting the tie break. The rules ask us to do the coin toss procedure ‘before’ we announce “One Minute”

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 colored ball. The Referee will then retrieve the Jack (or penalty ball) from the floor of the playing area and make the “One Minute!” call (and signal)

13.5 another reference to simultaneous swing NOTE: this says the penalty is a retraction of the played ball.

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.

15: Violations are all listed on pages 24-27

Pg 24 Please note -ALL violations are recorded on the score sheet.

15.2.3 discusses the “order” of how penalty balls are played.

**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](#).

No changes in these next Yellow Card violations

15.9.2 extra balls in call room

15.9.3 Failed balls

15.9.4 Delayed match

15.9.5 not accepting a ref decision or acting detrimental to opposing side or competition personnel

15.9.6 leaving court area w/out ref permission, may not return

15.9.7 anyone entering the playing area without permission

15.9.8 during the competition using equipment that does not meet criteria

15.10—15.11 MORE information about yellow card , RED card and Disqualifications.

**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 behavior such as, attempting to deceive Referee, competing with a ball that has been tampered; or making unauthorized remarks on or off the field of play.](#)

16 Communication

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](#)

16.5 An athlete may ask another player or RO to move if their position is interfering.

[This section revisits about Ramp Operator moving their equipment, and not moving the opponent’s equipment](#)

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.

16.10 continues on pg 29, 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/sign are inserted here on pp 29-33

Rules continue on pg. 34

17. Time per End - remains the same

18 Medical Time Out remains the same

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 (or replaced between the ends), the athlete must carry on playing with the broken equipment or forfeit the match (ref.: 11.8).

#### **PROTESTS: on court only**

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.

Pg 36. THE SIZE of the target box with the cross has been increased to 35cm X 35cm.