

Boccia Rules 101

General Spirit of the Game: Polite and exciting, much like tennis. Players, coaches, staff, and spectators can cheer with game flow.

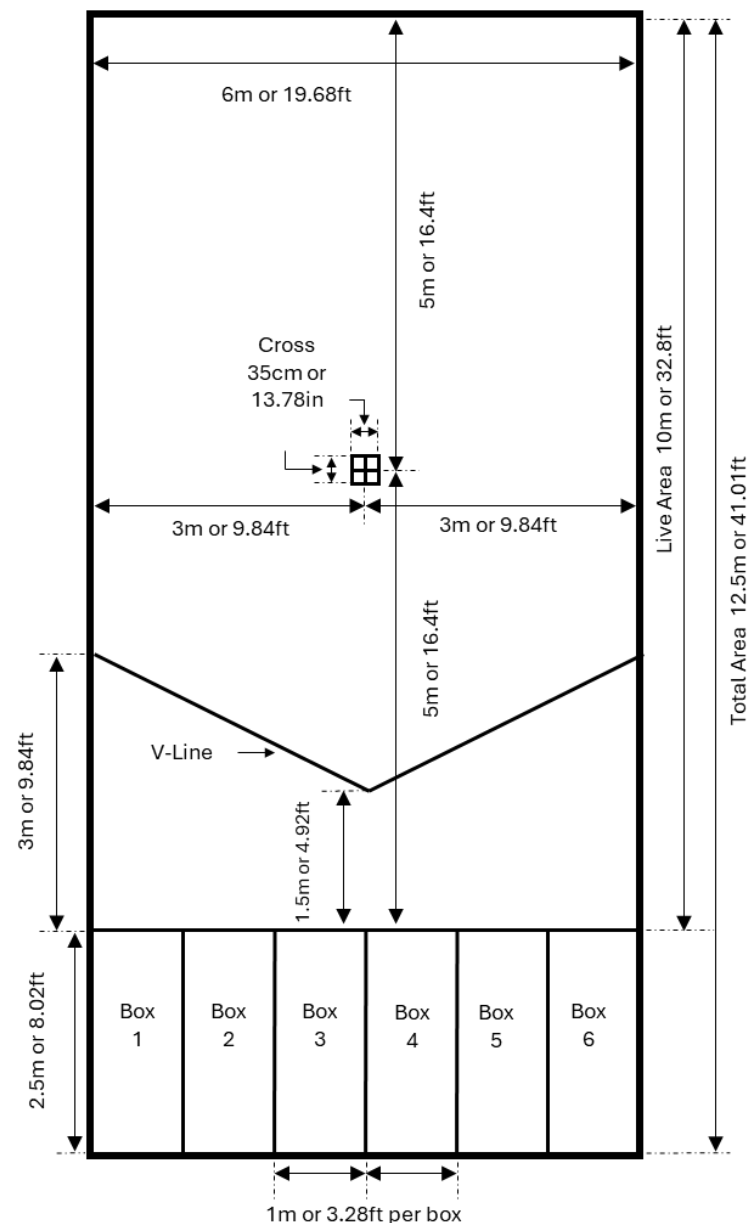
The following is a summary of the rules to produce competent understanding of the game, equipment, tournament procedures, and divisions of play.

It is not an exhaustive explanation. Classification, selection to Boccia United States, and advancement in World Boccia events through the Paralympic Games will be covered in other documents. Strategies will also be in separate documents. Classification will be explained when relevant.

A complete set of Boccia Rules can be found here: <https://www.worldboccia.com/about-boccia/rules/>

The Boccia Court

1. Played on a flat, smooth indoor surface.
2. Measurements shown in Metric (typical) and Imperial/US Standard.
3. **Total Area**
 - a. 12.5m x 6m (41.01ft x 19.68ft).
4. **Playing (Live) Area**
 - a. 10m x 6m (32.80ft x 19.68ft) from Throwing Line to Back Line of Court.
5. **Boxes**
 - a. 2.5m x 1m (8.02ft x 3.28ft).
 - b. Where players throw/kick/roll balls onto Court.
 - c. From left to right facing onto court they are labeled Box #1, #2, #3, #4, #5, #6.
6. **V-Line**
 - a. Where the **Jack (white ball)** must cross when thrown.
7. **Throwing Line**
 - a. Front edge of the Boxes.
8. **Non-Valid Area**
 - a. Space between the Throwing Line and V-Lines.
9. **The Cross (Penalty Box)**
 - a. 35cm x 35cm (13.78in x 13.75in).
 - b. Used for Penalty shots and Tiebreak Ends.
 - i. Information on penalties can be found here: <https://www.worldboccia.com/about-boccia/rules/>
10. **Playing Area Border Lines**
 - a. In-bounds: Inside the lines of Playing Area.
 - b. Out of bounds: Outside or **touching** the lines of Playing Area.
11. **Back Line**
 - a. End of the court farthest from the players.
 - b. Place where Coaches/Timekeeper/Scorer sit.



The Sides

1. Individual – 1 player per side
 - a. BC1, BC2, BC3, and BC4
 - i. Descriptions of each class of player can be found in the Classification 101 document.
 - b. 6 **Red** or 6 **Blue** balls per side
 - i. **Red** – Box 3
 - ii. **Blue** – Box 4
 - c. 1 **Jack** (**White**) ball per side
 - d. 4 Ends total
 - i. Each player propels the **Jack** twice
2. Pairs – 2 players per side
 - a. BC3 players or BC4 players
 - b. 3 **Red** or **Blue** balls per player
 - i. **Red** – Box 2, 4
 - ii. **Blue** – Box 3, 5
 - c. 1 **Jack** per Pair
 - d. 4 Ends total
 - i. Each player propels the **Jack** once
3. Team – 3 players per side
 - a. Consists of a combination of BC1 and BC2 players.
 - b. 2 **Red** or **Blue** balls per player
 - i. **Red** – Box 1, 3, 5
 - ii. **Blue** – Box 2, 4, 6
 - c. 1 **Jack** per Team
 - d. 6 Ends total
 - i. Each player propels the **Jack** once
4. **Red** and **Blue** always play from the boxes indicated above.
5. A coin toss determines **Red** and **Blue** sides before the match.
6. **Red** plays the **Jack** in Odd numbered Ends. **Blue** plays the **Jack** in Even numbered Ends.
7. Each side may have a Coach that sits beyond the Back Line.
8. BC1 players will typically have Sport Assistant.
9. BC3 players will typically have a Ramp Operator.

The Ends

1. A game is made up of the designated number of Ends.
2. Prior to the start of the game, each side gets a 2-minute warm-up period.
 - a. Each ball can only be propelled once.
 - b. Not all balls need to be used during the allotted time.
3. An End starts with the **Jack** being propelled by the player whose turn it is. And then is followed up by a colored ball from the same player.
4. An End is completed when the last ball is propelled, or when the allotted time is used up.
 - a. Individual games
 - i. BC1 players have 4:30 minutes (4 minutes, 30 seconds) to play all of their balls.
 - ii. BC2 players have 3:30 minutes.
 - iii. BC3 players have 6:00 minutes.
 - iv. BC4 players have 3:30 minutes.
 - b. Pairs
 - i. BC3 Pairs have 7:00 minutes total for both players to use their balls.
 - ii. BC4 Pairs have 4:00 minutes total for both players to use their balls.
 - c. Team
 - i. BC1/BC2 Teams have 5:00 minutes total for all players on a Team to use their balls.
5. There is a 1-minute period between Ends when balls can be picked up and is the only time communication is allowed between players and Coaches, Sport Assistants, or Ramp Operators.
6. Tie-Break End
 - a. The Tie-Break constitutes an extra End.
 - b. A new coin-toss determines which side will propel the first colored ball.
 - c. One of the **Jacks** will be placed on the Cross.

Game Play

1. The first End starts after the 2-minute warm-up period and the referee signals **Red** to play their first **Jack**.
2. When a player propels a ball onto the Court, they must be completely within their Box along with any equipment they have.
 - a. This includes their chair or wheelchair.
 - b. This includes the Ramp Operator for BC3.
 - c. A player's body and equipment may overhang the sides of their Box as long as it is not touching the floor.
 - d. Nothing may overhang the Throwing Line.
3. The **Jack** is then propelled by **Red** onto the Court.
 - a. The **Jack** must fully cross the V-Line to be in play.
 - b. If the **Jack** is short of the V-Line or is touching any of the lines, it is in the non-valid area and considered Fouled.
 - i. In this scenario, the **Jack** will then be given to **Blue** to play.
 - ii. Once this End is completed, the order of play continues as before. **Blue** will throw the **Jack** because it will be an even numbered End.
4. The side that successfully plays the **Jack**, will then follow up with a colored ball.
 - a. If the side to play the **Jack** has their first colored ball go out of bounds, they will play again until they have a ball in play.
5. Once the **Jack** and the first colored ball are in play, then the other side will play.
6. Once both sides have a colored ball on the court, the side to play next is the side that does not have the ball closest to the **Jack**.
 - a. That side will then continue to play until they are closer to the **Jack**, have used all of their balls, or have used up their allotted time.
7. The referee will check which side is closest to the **Jack** after each ball is propelled.
 - a. If two balls are equidistant (the same distance from the **Jack**), then the side that went last will go again.
 - i. If balls remain equidistant, then play will alternate between sides until one side is closer, out of balls, or out of time.
8. The End is finished once all balls have been played, or time has expired for both teams.
 - a. The clock begins running for each side when the referee signals the timekeeper to start the clock. The clock stops after a ball is played and becomes stationary or crosses a line making it out of bounds.
9. The balls are scored after each End.
 - a. The side that is closest to the **Jack** will receive 1 point for every ball they have closer to the **Jack** than their opponent's closest ball.
 - i. For example, if three **Blue** balls are closer to the **Jack** than the closest **Red** ball, **Blue** will score 3 points for the End.
 - b. If each side has a ball that is equidistant to the **Jack**, they will score 1 point each.
10. The scores after each End are cumulative for the Game.
 - a. The side with the most points at the conclusion of the last End is the winner.
 - b. If the score is tied at the conclusion of the last End, a Tie-Break End will be played.
 - i. If the score is still tied at the conclusion of the Tie-Break End, additional Tie-Break Ends will be played until there is a winner.

Equipment/Assistive Devices

1. Balls are made out of leather or a similar non-leather material. They are usually filled with tiny, plastic beads.
 - a. At sanctioned events, balls are tested before and after each game, including testing for magnets. If a ball fails testing, it is confiscated for tournament.
 - b. Balls must weigh 275grams (9.5 ounces), +/- 12g (.4oz).
 - c. Balls must have a circumference of 270mm (10.63in), +/- 8mm (.3in).
 - d. Balls must be free of damage including rips, tears, or broken seams.
 - e. Players may have an assistive device, such as a container, for holding their balls and/or keeping them organized.
 - i. This may be a wide variety of items which can be attached to their chair but are not required to be.
 - ii. The device must be within the player's box at the time the player propels.
2. Wheelchairs
 - a. Seat height must be 66cm (25.9in) or less from floor to cushion top.
 - i. Player's buttock/hip must remain in contact with the seat at all times.
 - ii. There is no height limit for BC3.
3. Ramps (BC3)
 - a. Must fit inside a throwing box when lying on its side and fully extended from its base, with all extensions attached.
 - b. Sighting aids, propulsion or inhibiting devices are prohibited.
4. Head/Mouth/Hand sticks
 - a. No limit on length or the number of them you have.
 - b. They must be attached only to the player upon ball release.

5. Gloves/Splints

- a. Must have written approval from Classification Committee and be approved during Equipment check.
- b. They cannot aid in propulsion of the ball.

6. AAC Devices

- a. Must be approved during Equipment check.
- b. They may not be connected to phone/internet/WIFI/Blue Tooth.