



National Veterans Golden Age Games

Boccia

INSTRUCTIONS TO ATHLETES & RULES

1. Competition numbers must be worn. (Front and Back)
2. You may not be assisted or coached in the competition area.
3. USA Boccia equipment will be provided.
4. USA Boccia rules will be used.
5. Boccia categories are, ambulatory and wheelchair; singles and doubles.
6. Ambulatory players are allowed to sit or stand during play.
7. Competition will be a single elimination tournament.
8. Whenever possible, competitors from the same medical center will not be matched against each other in first round matches.
9. All matches will be played using four ends each team throwing a maximum of 6 balls per end.
10. A 2-minute or 6-ball warm-up per player/team will be permitted.
11. Coin flip starts the game; winner has choice of color, which determines their player's box, throwing of the Jack, and first throw for each End.
12. The player throwing stays behind the throwing line and inside their box.
13. Balls that do not land completely in the court will be declared "dead".
14. Players may not enter the court area.
15. All seated competitors must keep at least one buttock in contact with the seat during the throw.
16. Ends will be timed @ 4 minutes for singles; 5 minutes for doubles.
17. The referee determines which color is closest to the Jack.
18. The color NOT closest to the Jack throws next.
19. Players must wait for referee to signal their color before throwing.
20. Scores and times will be recorded and announced after each End.
21. The team with the highest number of total points will be the winner.
22. In the event of a tie, an extra End will be played and tie-break rules will be used.

Additional Rules for Boccia

At the completion of the ends, the points scored on each end are added together and the side with the highest total score is the winner. Only one side scores at the end of each end (example red 2, blue 0). If scores are tied, an additional 'tie-breaker end' is played. The Jack (white ball) is placed on the "cross" (in the center of the court), and the winner of a coin toss chooses who will throw first. A complete end is played. The side that wins the tie-breaker wins the game. Tie-breaker ends will be timed at the discretion of the national official.

Competition begins with the flip of a coin. The winner chooses their color. The color determines their player's box. The ball can be thrown in any manner. If a player cannot throw, a specialized ramp can be used, which will be the responsibility of the player to bring. Each side gets 6 same-colored balls.

Ambulatory players may either throw from a standing or sitting position. Whichever position is chosen to begin play, the position will remain throughout the completion of the match. Players will throw from the 2 center boxes. Red is in box 3 (left as you face the court) and Blue is in box 4. For doubles, Red is in boxes 2 and 4 and Blue is in boxes 3 and 5.

The play begins with Red (in the box on the far 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.

The player throwing must stay behind the "throwing line" and in their box not touching the lines, or their ball does not count. That player then follows up their Jack with a colored ball.

THE OBJECTIVE IS TO GET CLOSE TO THE WHITE JACK BALL.

The opponent then throws their ball. **ANYTHING GOES! YOU MAY HIT ANY BALL OR JUST ROLL IT IN CLOSE.**

The colored ball that is closest to the Jack is the “in team” and does not play. They sit back and wait until their opponent throws closer OR runs out of balls. After each throw, the referee determines who is closest to the Jack. The color not closest to Jack is the one to throw.

To begin the next ends:

End 2, the Jack is thrown by the next player (blue player) (for Pair, box 3)

End 3, the Jack is thrown by next player (red player) (for Pair, box 4)

End 4, the Jack is thrown by next (blue player) (for Pair, box 5)

The players must wait for the referee to signal their color before preparing their throw. When your color is shown you may come out on court to look. During doubles play the partners can discuss their strategy when their color is shown. Players can decide NOT to throw their remaining balls. The balls are then put in the dead ball area.

Visually Impaired Boccia

INSTRUCTIONS TO ATHLETES & RULES

1. The players will have an opportunity to walk around the circumference of the court, starting from their playing position to give them an impression about the size and shape of the playing area.
2. All players will be blindfolded during play.
3. The officials/referees/volunteers will point out the throwing line, the v-line, cross, and the athlete's seating position.
4. The player is not responsible for keeping score as this will be conducted by officials/volunteers.
5. The player with red balls throws the white jack ball into the court – the scorekeeper inserts the white peg into the grids according to its position on the court. The scorekeeper inserts the pegs after each Red & Blue ball is thrown.
6. The red player throws the first red ball, aiming to get as close to the white jack ball as possible. The blue player throws the first blue ball, aiming to get as close to the target ball as possible.
7. The player with the longest distance to the target ball continues to play.
8. On their turn players are allowed to read the grid to see how the game is developing and see where the balls have landed.
9. A clapping or tapping sound by the officials/volunteers may be made to indicate the right direction of the ball for the athlete.
10. The game continues like this until all balls are thrown. If the white jack is thrown out of the legal area, it is placed on the cross.
11. Athlete scores one point for each ball that is closer to the jack than the opponent's closest ball. A match of VI Boccia only comprises of 2 ends.