



DÉFI SPORTIF
ALTERGO

BOCCIA

DÉFI SPORTIF ALTERGO 2024

SCHOOL SPORTS RULES



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1. FAIR PLAY SPIRIT

Crowd participation and cheering are welcomed and encouraged, as long as it is respectful of athletes and referees.

2. REGISTRATION

2.1. Registration platform

For registrations, connect to [the registration platform](#). Each school is responsible for its registrations.

2.2. Registration limit

Each schools and rehab centers, can register a limited number of young athletes:

Elementary school: 12 athletes maximum

High school: 12 athletes maximum

2.3. Athletes eligibility

Only athletes with physical disability and using a motorized or manual wheelchair are eligible to compete.

3. KEYWORD

Court: The area enclosed by the boundary lines. This includes the launch boxes.

Playing area: the court without the throwing boxes.

Athlete BC3: A player who propels the ball using a ramp.

Ramps operator: Assists BC3 athletes with ramp handling. The ramp operator must have his back to the game at all times.

Sport assistant: Assists the athlete by giving the ball and positioning the wheelchair as directed by the athlete. The sports assistant is only needed if the athlete is not able to take the balls themselves.

Field: The playing surface bounded by the outer lines and launch boxes.

4. MATCHES

- A regular game consists of two rounds of 6 minutes and should last a maximum of 20 minutes. The athletes in throwing boxes 3 and 4 start each round by throwing the jack in numerical order. Jack throw is calculated in the overall time allocated to each team per round.
- Each athlete throws 2 balls per round. The athletes throwing red balls will occupy throwing boxes 1, 3 and 5 and the team throwing blue balls will occupy throwing boxes 2, 4 and 6.
- Five (5) minutes before the game, the referee will meet the athletes on the court. He/she will sum up the basic rules (court, paddle, procedure for throwing the balls, athletes' position in the throwing boxes, etc.). The referee establishes the name of the captains and conducts a draw. The winning athlete chooses whether to play with red or blue balls. The referee must be informed if a team is unable to be on the court at the scheduled time.
- An official time clock will be laid on the referee's table and clearly identified. A 5-minute delay can be accepted, but beyond that, a team that is not present forfeits the match. It will result in a defeat with a score of 0-3 for the team at fault. A

friendly match can be played if time permits. If the two teams are not on time for the match, the score will be 0-0. A friendly match can be played with the remaining time.

4.1. Playing time

- The official clock of the heats is checked by the marker/timekeeper.
- The jack throw is timed.
- Playing time on one side begins when the referee tells the timekeeper which side to play, including the jack.
- Play time stops as soon as the ball throws comes to rest or crosses the lines demarcating the court.
- Balls that have not been thrown before an athlete's playing time has fully elapsed will be removed by the referee and may not be eligible.
- The maximum time between innings is 1 minute and begins when the referee picks up the jack from the playing surface and announces 'One minute'.
- The time limit for throwing a penalty ball is 1 minute.
- The timekeeper will announce verbally and in a loud and clear voice: 1 minute, 30 seconds, 10 seconds and 0 when the time is up.

4.2. Throwing

- The athlete that throws the red balls mandatorily starts the round.
- The referee presents the jack to the athlete and indicates the start of the round.
- The jack has to come to a complete stop in the valid zone of the court.

The jack is not valid if:

- It is outside the delimited lines (the V line)
- It is outside the delimited court lines
- The athlete committed a foul when throwing

If the jack is not valid, it will be thrown by the player that was supposed to play in the following round. If the jack throw is not valid in the last round, it will be thrown by the athlete that played in the precedent round until a valid throw is done.

4.3. Propelling the first ball on the court

The athlete who throws the jack also throws the first colored ball of the round. If the ball is thrown out of play or is removed from play by the umpire due to an infraction, the athlete must throw again until a ball is valid on the field of play or until the athlete has thrown all of the balls.

4.4. Playing the remaining balls

The athlete whose ball is not closest to the jack will throw the next ball unless all balls have been thrown. If necessary, the opponent can then throw all the remaining balls.

4.5. End of game

Once all balls have been thrown, including penalty balls awarded to either athlete, the umpire will announce the official score and the end of the inning (the ramp operator may turn to face the playing area at this time).

4.6. Athletes attendance

- If an athlete arrives more than 5 minutes late for a match, he/she will not be authorized to play any of the rounds of the match.
- The 2 balls of the absent athlete are cancelled and cannot be thrown by the other members of the team.
- If an athlete did not take part in any of the matches in the preliminary competition, he/she could not participate in the finals.
- In case of absolute necessity (decided by the technical delegate and the Boccia consultant), a team may be allowed to play with only two (2) athletes for the match. The team will get 6 balls per round.

4.7. Tie break

- The jack is placed on the cross.
- The order will be determined by a coin toss.
- The team whose ball is closest to the jack will be considered the winner.

5. PENALTIES

In the case of a violation, there are two different forms of penalties: **warning or penalty.**

5.1. Actions resulting in a warning

- When a violation occurs for the first time during a game, the referee will give a warning. If the same fault is committed during the match by the same team, there will be a penalty.
- Intentional delay of game.
- Unsportsmanlike behavior towards a referee.
- Violation committed between rounds (for example: leaving the court area without the referee's permission).
- Athlete using balls that do not meet the criteria.
- **A Sport assistant or coach enters the playing area without the referee's permission.**

5.2. Actions resulting in a warning and a penalty (one ball to the opponent)

- Deliberate distracting the opponent.
- Deliberately interrupting a round.

5.3. Actions resulting in a penalty (one ball to the opponent)

A BC3 Sport Assistant facing the court before the referee has announced that the round is finished.

- Inappropriate communication between athlete(s), their sport assistants, and/or coaches.
- An athlete preparing his/her next shot during the opponent's turn (rolling ball, moving the wheelchair...).
- A sport Assistant either moves the wheelchair, the ramp or the pointer, or rolls the ball without the athlete asking.
- **An athlete leaves the throwing box when their turn has not been indicated.**

5.4. Action leading to a penalty plus retraction of the thrown ball

- Releasing the ball when the Sport Assistant, the athlete or any of their equipment or clothing touches the court marking or a part of the court surface not deemed to be part of the athlete's throwing box.
- Not swinging the ramp at least 20 cm to the left and 20 cm to the right after the jack has been presented and before throwing the jack.
- Releasing a ball when the ramp straddles the front line of the throwing box.
- Throwing a ball without having one buttock in contact with the chair.
- When throwing, the ball touches a part of the court outside of the athlete's throwing box.
- Throwing a ball when the BC3 Sport Assistant is turning to look at the playing area.
- In a team, an athlete throwing a ball while a teammate is still returning to their throwing box.
- Throwing a ball when it is the opposing side's turn to throw.

5.5. Action leading to retraction of the thrown ball

- Throwing a ball before the referee's signal.
- The ball stops in the ramp or the assistant stops the ball in the ramp.
- If a ramp player is not the last person to make physical contact with the ball.
- The ball is released simultaneously by the Sport Assistant and the athlete.
- Throwing a coloured ball before the jack.
- The Sport Assistant touches the athlete as a ball is thrown.
- If any side throws more than one ball at the same time.
- If an athlete does not reorient the ramp by making the 20 cm swing left and right when they or their teammate return from the playing area.

6. EQUIPMENT

6.1. Balls

- Boccia balls: There are six blue and six red balls and one white ball called the jack.
- Container for Boccia balls: It is possible to use a bag or a container hanging from the athlete's wheelchair to put the balls.
- Assistive device: Usually called a ramp, it assists the athlete in throwing the ball. Two different athletes on the same team are allowed to use the same ramp.
- Head pointer: The athlete using an assistive device can use a head pointer to assist in throwing (It can be telescopic).
- Athletes are allowed to use their own set of balls. The organizers will hand ball sets to teams who do not bring their own.

6.2. Assistive device (ramp)

The assistive device, commonly known as a ramp, assists the athlete to throw the ball onto the field at the desired location. It is permitted to use the same ramp for two athletes on the same team.

It is not necessary to move the ramp between other throws.

- The assistive device, when placed on the ground, may not be larger than the launch area (2.5 m X 1 m).

6.2. Assistive device (ramp)

- The side playing red balls always initiates the first round.
- The referee gives the jack to the designated athlete and signals the beginning of the game.
- The jack must come to rest in the valid area dedicated for the jack.

6.3. Fouled Jack

The jack is fouled if:

- It fails to cross the Jack ball line (V line).
- It is thrown out of court.
- A violation is committed by the athlete throwing the jack. If the jack is fouled, it will be thrown by the athlete who is due to throw the jack during the following round. If the jack ball is fouled at the last round, it will be thrown by the athlete who threw it at the previous round and so on until it is valid.

6.4. First ball throw into court

The athlete who throws the jack also throws the first coloured ball. If the ball is thrown out of the court or is withdrawn following a violation, that team will continue to throw until a ball lands in the playing area of the court or until all their balls have been thrown. The captain will decide the order in which his/her teammates throw the balls.

6.5. Other balls' throw

The team to throw next will be the one which does not have the closest ball to the jack unless they have thrown all their balls. In which case, the other team will throw next.

7. SPECIFICS RULES

- No jack or coloured ball must be thrown until the referee has given the start signal, or indicated which coloured ball is to be thrown.
- At the moment of throwing balls, the athlete, their sport assistant, their wheelchair and any equipment or clothing brought into the throwing box must not touch the court markings or any part of the court surface not deemed to be part of the athlete's throwing box.

7.1. Balls out of bound

- Any ball, including the jack, will be considered out of bounds, if it touches or crosses the exterior boundary lines.
- A ball that touches or crosses the exterior boundary line and then re-enters the playing area is considered to be out of court.
- Any coloured ball that is thrown or knocked out of bounds becomes a dead ball.

7.2. Jack knocked out of bounds

- If the jack is knocked out of the playing area or into the non-valid area for the jack during the match, it is re-positioned on the cross at the center of the playing area.
- If this is not possible because a ball is already covering the cross, the jack will be placed as close as possible in front of the cross.
- The team to throw next will be the one which does not have the closest ball to the jack.
- If there are no coloured balls on the playing area after the jack has been replaced, the team which knocked the jack out will play.

7.3. Equidistant balls

If two or more balls of different colours are equidistant from the jack and there is no other ball closer, it is the side that threw last that must throw again.

7.4. Balls thrown simultaneously

If an athlete throws more than one ball when it is its turn to throw, both balls will be withdrawn and become dead balls.

7.5. Dropped ball

If an athlete accidentally drops the ball, the referee can allow that athlete to replay the ball. There is no limit as to the number of times a ball may be re-thrown. The time however will not be stopped.

7.6. Penalty ball

- A penalty ball is the awarding of one extra ball to the opposing side. This ball will be thrown after all the balls have been played in a round. The referee will calculate the score; all balls will be removed from the playing area. The team awarded the penalty ball will select one of their balls and an athlete who will throw the ball.
- The referee will show the colour indicator and call "One minute!" The athlete has 1 minute to throw the penalty into the 35cm x 35cm target box surrounding the cross in the center of the playing area. If this ball stops inside the target box without touching the lines of the box, the side throwing the penalty ball is awarded one additional point in the round

7.7. Scoring

- The side with the ball closest to the jack will score one point for each ball closer to the jack than the opponent's closest ball to the jack.
- If two or more balls of different colours are equidistant from the jack and no other balls are closer, then each side will receive one point per ball.
- At the end of the match, the points scored on each end are added together and the side with the higher total score is declared the winner.

7.8. Criteria for final result

The team with the most victories.

If a tie occurs, the difference of points “for” and the difference of points “against” will be considered first (the points gained during penalty shots will not be considered).

If the tie persists, the best differential score divided by the number of games played will be considered.

If the tie persists, the differential score of the number of penalties by the number of games played will be considered.

If a tie persists, a member of each team throws a ball. The team closest to the jack will be declared the winner (the jack is placed on the cross).

8. Miscellaneous

8.1. Communication

- There will be no communication between an athlete and his sport assistant during a round.
- Athletes must not communicate with their teammates until the referee has indicated it is their turn to throw.
- Between ends, athletes may communicate among themselves and with their sport assistant. They must stop communicating once the referee is ready to begin the next round.
- During the match, any athlete may talk to the referee when it is their team’s turn to play.
- In the event of a disagreement between the captain and the referee, the final decision will be made by the competition’s head referee (the decision is irrevocable).

8.2. Time

- The official clock will be verified by the scorekeeper and/or timekeeper.
- The jack throw is timed.
- A team’s playing time starts when the referee signals with the timer which side should play, including the jack.
- A team’s playing time stops when the moment each ball thrown is immobilized or crosses the court boundaries.
- The balls that have not been thrown before a team’s playing time runs out cannot be counted in the round and will be withdrawn by the referee.
- The maximum time allowed between rounds is one minute. The one minute begins when the referee picks up the jack from the floor and announces “One Minute.”

- The time allowed to throw a penalty ball is one minute.
- The timekeeper will announce, with a powerful voice, when the remaining time is 1 minute, 30 seconds, 10 seconds, and when the time is expired.

8.3. Rules for assistive devices (ramps)

- Assistive devices must be contained within a size that when laid on its side fits into an area measuring 2.5m x 1m.
- Assistive devices may not contain any mechanical device that would aid propulsion of the ball.
- An athlete must make direct physical contact with the ball at its release into the court.
- An athlete's ramp must be clearly moved at least 20cm to the right and 20cm to the left in the following situations:

1. After receiving the jack
2. Before throwing a penalty ball
3. When the athlete or their teammate returns to their throwing box after going into the playing area to examine the position of the balls
4. Before a tie, if the athlete throws the first ball.

It is not required to move the ramp between the other throws.

Participants are encouraged to read the international rules to have a better grasp of this sport's principles:
www.BisFed.com// www.ccpa.ca

9. FIELD

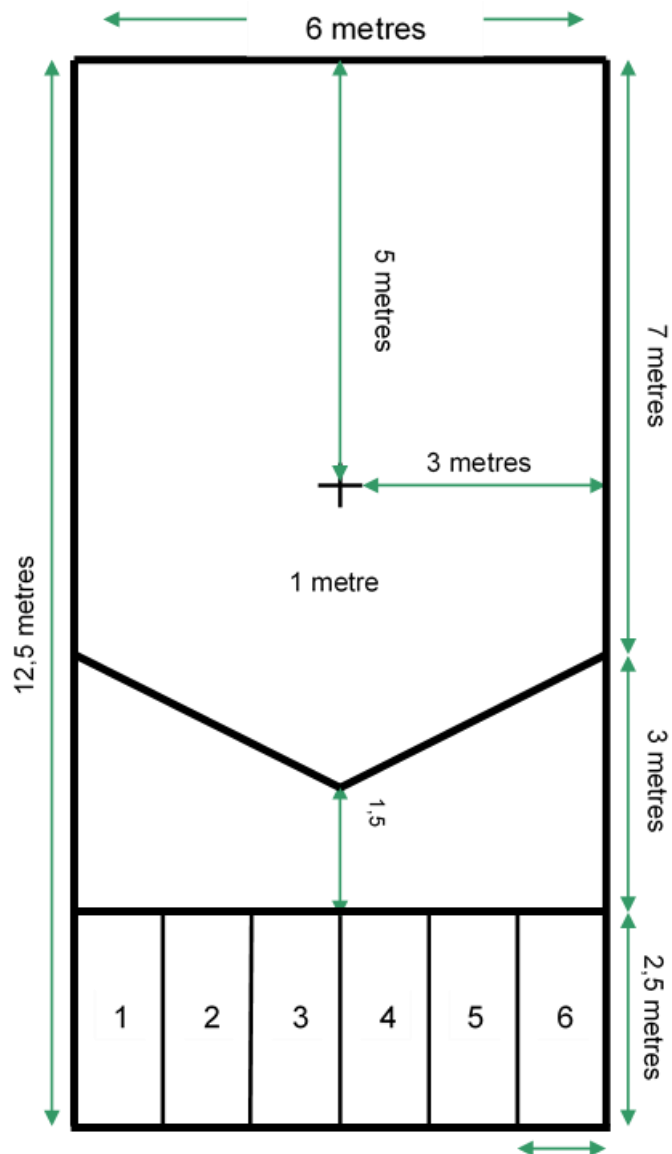
9.1. Location

Maurice-Richard Arena, Montreal.

9.2. Boccia court

The surface of the court must be flat and smooth like a tiled floor or a wooden floor (like in a gymnasium). Moreover, the surface of the court should be clean.

The court measures 12.5 meters x 6 meters (refer to court in the court diagram).





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Catherine Destin
School sports coordinator
514 933-2739, ext. 215
catherine@altergo.ca

defisportif.com

