

# Boccia Youth and Skills Competition

## Rules 2019

## **APPENDIX 1: SPORT EVENTS FOR YOUNG PRACTITIONERS**

### **PREAMBLE**

The support to the children and youth practicing in learning process must be implemented in order to allow an adequate requirement in the fundamentals of the sport, guiding the main acquisitions and allowing an objective and successive follow-up.

Through sporting events promoted according to categories of technical-sports performance, articulated with the ages of the practitioners and their short time of practice, it is possible to learn in a formal context and the adequacy of the educational processes in line with the requirements of the events.

In this way, Boccia game and technical skills tests are developed.

The first one, with pedagogical adaptations and with competitive requirements adapted so that young practitioners can play effectively and in the best possible equity between them. The second - skills – so they understand the value of technical mastery to the success of the game.

Both events are framed by stages of progressive requirement so that the practitioner adequately directs his sports acquisitions in a timely manner and motivates him to continue the practice.

## BOCCIA COMPETITION

The Boccia competition seek to correspond to the different stages of development of the sports practitioner, either by age or levels of competence in their specific division of play, seeking to be compatible with their chronological, maturational and / or sporting development.

This sport is intended to be as accessible as possible to those who are in the process of training, in order to understand it, know how to play it and feel the chance of success, without losing the need of the challenge so that it also promotes individual sporting progress.

It is intended that the competition is:

- Flexible to ensure the greatest number of opportunities for participation (they may be open for the mixed participation of different divisions, ages and levels);
- Specific to a certain level and division, to guarantee the participation of athletes with close function and with approximate sports development.

### ARTICLE 1

#### ELIGIBILITY AND INCLUSION AT THE COMPETITION LEVEL

(also applies to the skills test)

1.1. All participants registered at PCAND, from 10 years of age, qualified in three categories - Under 12, Under 15 and Under 21 - are eligible, since they fulfill the functional profile described by BISFed.

Note: Due to the foreseeable difficulty of classification of the lowest ages (up to 15 years), it will be reserved to the technical delegate of the competition to observe if the athlete fulfills approximately one of the functional profiles.

1.2. Under 21 athletes are eligible, as long as they bring their national classification card, as well as under 15 whenever possible.

### ARTICLE 2

#### Evidence and levels of practice

(also applies to the skills test)

2.1. An individual competition will be carried out for each level, since there is a minimum three (3) participants.

2.2. The competition may be open (without functional classification) or by class, provided that the minimum number of practitioners for a particular division is met (3).

## 2.3. Levels:

LEVELS	FUNCTIONAL CLASSIFICATION	COMPETITION – GAME AND SKILLS
<b>A</b> BELOW 21 YEARS OLD	FUNCTIONAL CLASSIFICATION WHENEVER POSSIBLE OR JUST INDICATION OF POSSIBLE CLASS - POSSIBILITY TO INTEGRATE COMPETITION OF DIFFERENT CLASSES	
<b>B</b> BELOW 15 YEARS OLD		
<b>C</b> BELOW 12 YEARS OLD	OPEN – NO CLASSIFICATION	

2.4. At level C, the competitions are always open

2.5. At levels A and B, the competition shall be carried out by functional profile.

In case there are not enough athletes to compete in one class, it can be opened (without distinction of functional divisions) in order to integrate all who wish to participate.

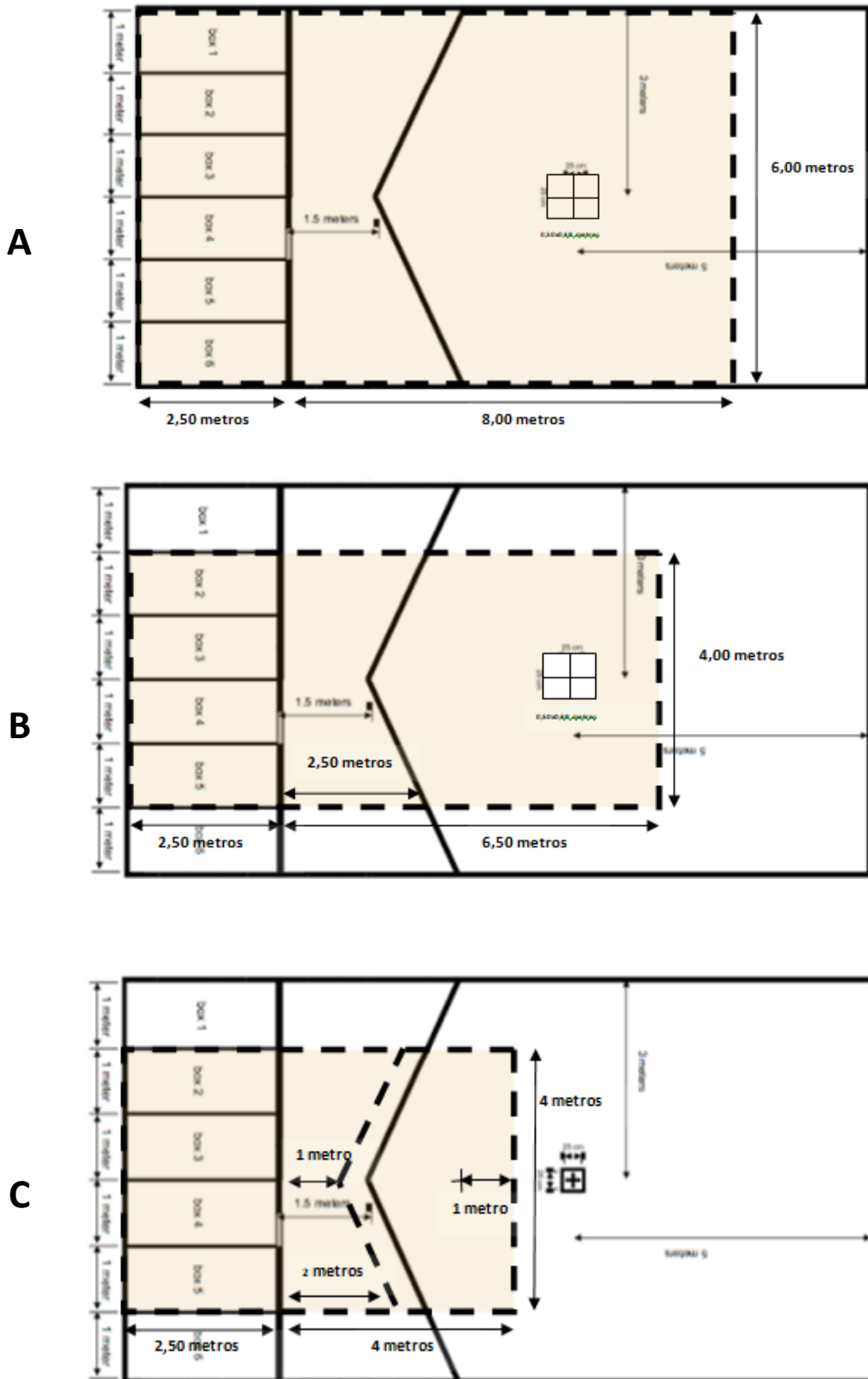
2.6. In case that in levels A and B have to include athletes of different functional classes, priority will be given to the closer functional classes.

2.7. It is allowed to mix athletes from different Nations for Pairs or Team (if one or more Nation have not registered enough athletes) regardless of the class and level of the athletes.

2.8. If there are not enough athletes to compete at levels A and B, they will be integrated into a single competition at level B.

2.9. Those under the age of 12 compete exclusively at level C.

**ARTICLE 3**  
**Field of Play**



Note: A central cross, of 25cmx25cm, should be draw.

#### **ARTICLE 4**

##### **Balls**

- 4.1. The balls will have to meet the requirements as for official balls, at levels A and B.
- 4.2. At level C, the balls will be evaluated by the Referee, guaranteeing reasonableness and proximity to the official rules of the game, in order to allow the athlete to take effective grasp and release.
- 4.3. At level C, when an athlete, after assessment of a Classifier or the Technical Delegate, is unable to grasp and release the ball it into the field of play (approaching the bottom line), the use of a ramp will be allowed.

#### **ARTICLE 5**

##### **Time**

- 5.1. The time to be applied in each division is as at BISFed Rules plus one minute (1 ') at level C.
- 5.2. In case there is a need to make an individual competition, including athletes of different functional classes, the specific time will be applied to each athlete, i.e. there may be two different times in play, each referring to one side.
- 5.3. The time to be applied in Pairs and Team, in case of different functional classes from those in the official rules for BC3 / BC4-BC5 pairs and teams, is met by the average time given to the athletes competing.
- 5.4. In case of replacement and change of the functional class of the athlete who comes into play, the time for that side will be recalculated.

#### **ARTICLE 6**

##### **Score and classification**

- 6.1. The winner is found by the number of ends won.
- 6.2. There will be a total of 4 ends, except if one side is winning 3 – 0. In this case the 4<sup>th</sup> end will not be plaid.
- 6.3. The tie in the pools phase is allowed. In the finals there will be a tie brake.
- 6.4. The result recorded will be the number of ends won.
- 6.5. If there is a tie in the pool or when ordering the final classification, the following tie brake criteria shall be followed by crescent order:
  - 1 - Result between the tied sides;
  - 2 – Bigger number of ends won divided by the number of ends played;
  - 3 - The lowest age of the athlete;
  - 4 - The best difference between points in favor / points against divided by the number of ends played.
  - 5 - Lower class of the athlete (BC1 to BC5) in the case of open tests;

## **ARTICLE 7**

### **Pedagogical appropriateness**

7.1. At level C there will be no penalties. The referee will intervene when he/she finds non-compliances, allowing the action to be repeated once.

If there is a repetition of the foul, it will only determine the withdrawal of the throwing ball.

7.2. At level C, the performance of a second person will be allowed to assist the athlete in communication and action. However, the referee must ensure an autonomous throw, without direct contact, and that the action / decision is of the athlete own initiative and will.

7.3. At levels A and B, the referee will remember immediately before the start of the game, a set of fundamental rules relating to: Throwing time; how to use the throwing box; time; communication; and assistant action.



## SKILLS EVENTS

Skills events allow us to guide/assess the athlete in his/her fundamental sports achievements. They refer to a set of specific abilities, performed within a time-limit and without a maximum number of throws.

The goals of such events are the following:

### General Educational Goals

Performing actions for different sides of the court boosting movement in the throwing box, and covering different frontal and diagonal throwing lines (direct and crossed)
Performing actions for different distances, promoting strength and speed of ball throw accuracy
Time management for competition performance
Emotional development and technical actions' frequency and intensity control, throwing with firmness and time, or speeding up the throw whenever necessary
Developing motivation for technical mastery
Stimulating the joy of the game and sports competitiveness
Ensuring the importance of mastering fundamental skills, and its assessment/evolution throughout the training process

### Specific Educational Goals

Level C	Level B	Level A
<ul style="list-style-type: none"> <li>- Valid placement of the jack</li> <li>- Control of the throwing sides (frontal, left side, right side)</li> <li>- Precision throws and guidance throws of varied strength-speed</li> </ul>	<ul style="list-style-type: none"> <li>- Placement of the jack distant from the opponent</li> <li>- Control of short throws, in varied precision, and in closed angle, for both sides</li> <li>- Control of the guidance throw and selective guidance for short areas</li> <li>- Control of the penalty box/tie-break area</li> <li>- Control of a match sequence, beginning and end of a set of actions</li> <li>- Guided throws, in strength-speed, to a distant area</li> </ul>	<ul style="list-style-type: none"> <li>- Placement of the jack in a closed angle area</li> <li>- Placement of the first ball to the jack in defense concerning the opponent</li> <li>- Control of the penalty box/tie-break area</li> <li>- Attack/throw in strength, guided and selective</li> <li>- Removal of obstacle to bring closer afterwards, in precision</li> <li>- Fulfill a plan/match sequence/execution</li> </ul>



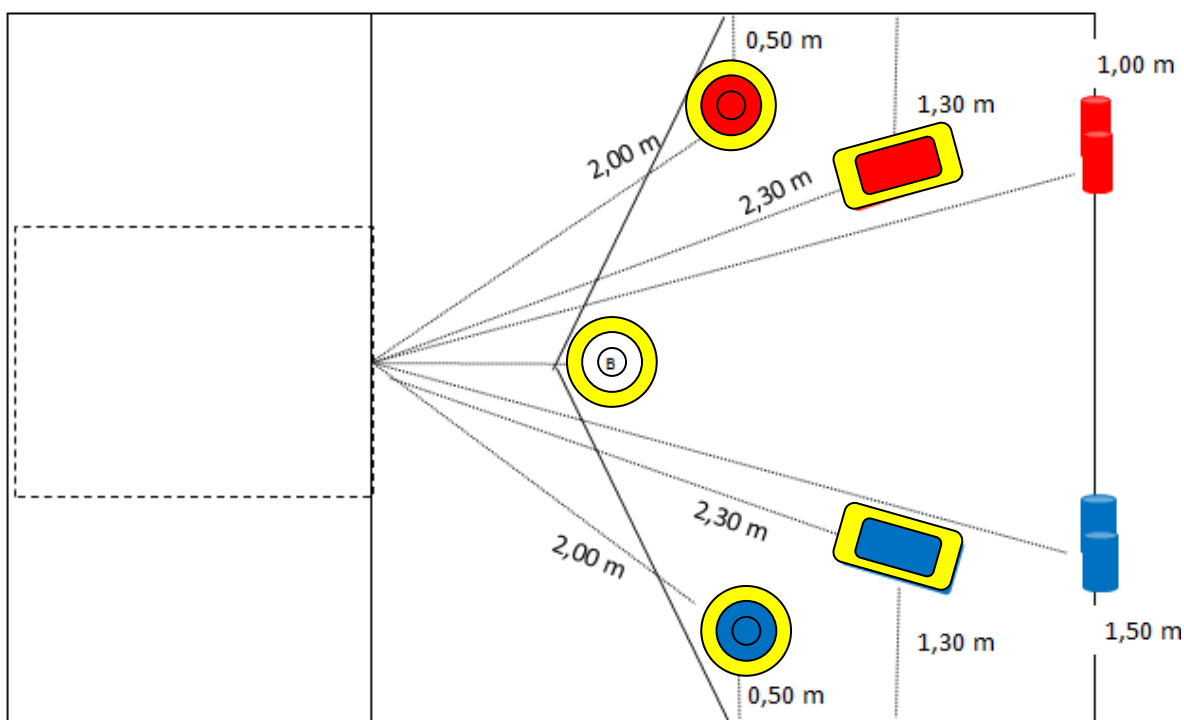
## ARTICLE 8.º

### Competition's Development

- 8.1. The event is performed on the court that has the corresponding dimensions of each level.
- 8.2. The athlete can use both central throwing boxes (boxes 3 and 4), moving freely, with the exception of Level A Athletes, that must choose one of the two throwing boxes.
- 8.3. For each completed action, the athlete gets one (1) point.
- In total, the athlete can get a maximum of seven (7) points.

#### Level C

- 8.4. The competition is developed in 4x4 meters, on the field of play.
- 8.5. There is no predefined throwing order, unless the jack that must be thrown to the circular white rug on the first throw.
- If the jack does not hit the target, the athlete will get two (2) more attempts. If, after the total of three (3) attempts, the ball is not placed on target, it will be removed and the athlete will be allowed to continue the competition.
- 8.6. When throwing for the cylinders, it is enough to knock down one of the two (cylinders that are placed side by side) for the performance to be ruled valid.



Note: This drawing is not at scale, and is merely informative to indicate the exact spot to place the targets.

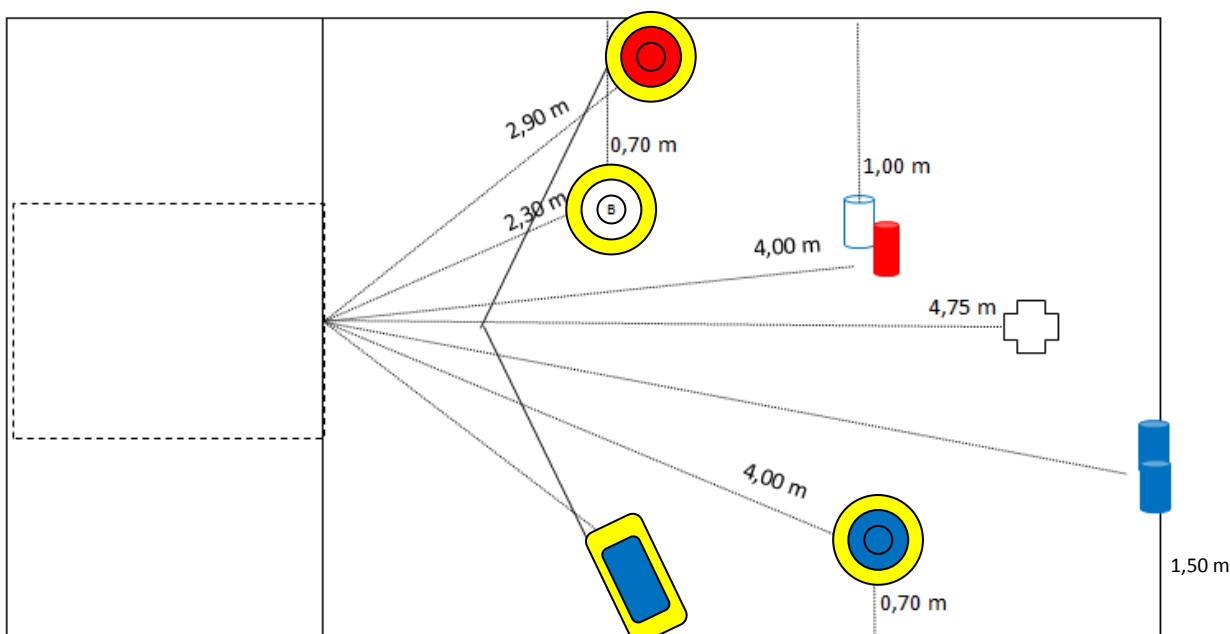
### Level B

8.7. The competition is developed in 4x6,5 meters, on the field of play.

8.8. To begin the competition, the athlete must place the jack on the white circular rug. If, after three attempts, the athlete is not able to fulfill the beginning of the competition, the ball is removed and the competition may continue.

8.9. To finish the competition, the athlete must knock-down one of the blue cylinders. Within this order, the athlete can throw according to the sequence he/she wishes.

8.10. On the guidance throw, the athlete must knock-down one of the blue cylinders (apart at the distance of one ball) and can only knock-down the white cylinder without knocking-down the red one (these last cylinders are apart at the distance of two balls between them).



Note: This drawing is not at scale, and is merely informative to indicate the exact spot to place the targets.

### Level A

8.11. The event takes place at a playing area of 6x8 meters.

8.12. The player chooses one of two central boxes. Player on box 3 throws the red balls and on box 4 throws the blue balls.

8.13. A player choosing box 3, places the jack ball on the left. If choosing box 4, places the jack on the right. The targets will be placed according to the box chosen by the player.

8.14. Order of execution:

- Place the jack ball in the white semicircle.

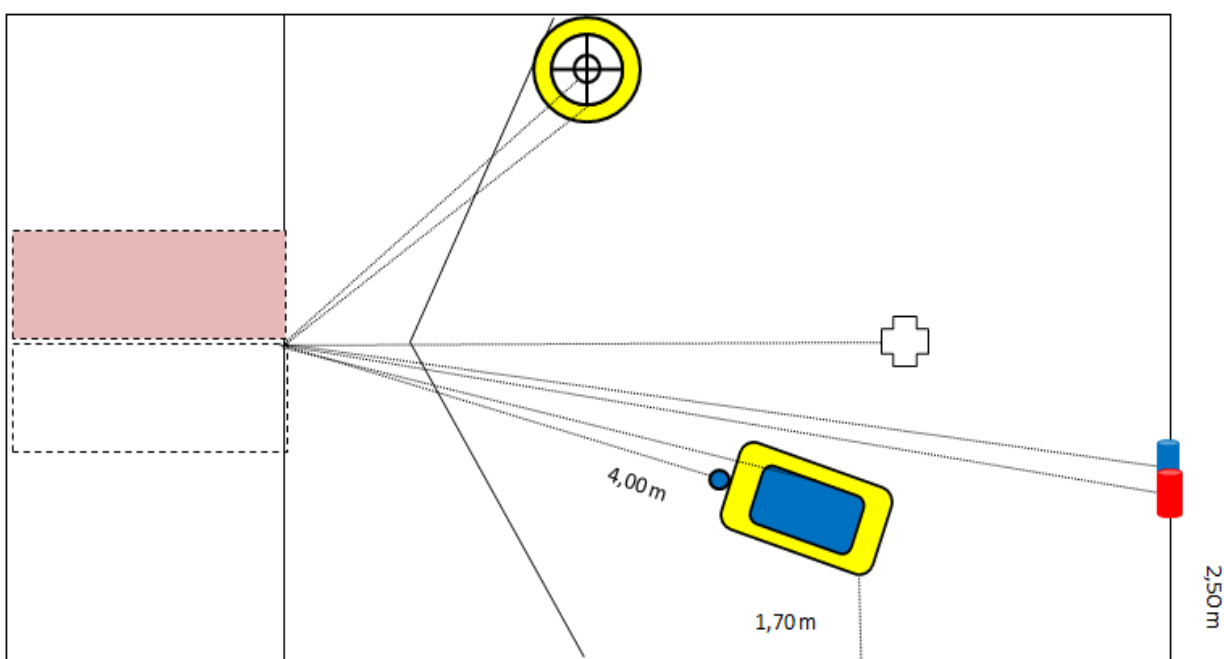


- Place the first colored ball in the nearest quarter of the circle



- Selective attack 1: Knock down the red cylinder (space between cylinders equivalent to 2 balls) without knocking down the blue cylinder.
- Remove the colored ball (different color) touching the rectangular carpet (ball moves forward or to the side and remains where it stops, as well as the ball that moved it). Then throws the next ball into the valid area of the carpet.
- Selective attack 2: Knocks down the blue cylinder.
- Finishing by placing the last ball in the penalty box (50x50cm).

8.15. At each throwing station, after 3 attempts for a valid action, he/she may advance to the next station and return to the failed action in the action immediately following.



Note: This drawing is merely informative to find the exact location for the placement of the targets. The scale is not correct.

**ARTICLE 9.º**  
**Event run time and maximum number of throws**

<b>LEVEL A</b>	OFFICIAL TIME	MAXIMUM 30 THROWS
<b>LEVEL B – BC1</b>	OFFICIAL TIME + 2'	
<b>LEVEL B – other classes</b>	OFFICIAL TIME + 1'	
<b>LEVEL C</b>	OFFICIAL TIME + 2'	NO LIMIT OF THROWS

## ARTICLE 10.º

### Other rules

#### 10.1. Preparation and organization of the event

- a) The player has a warm up time of 2 minutes at the field of game.
- b) Whenever possible, there will be a warm-up court for each level in the event, with priority given to the next competitor.
- c) The referee should be advised by a timekeeper that also records the points and the number of throws, warnings and penalties.

O praticante, ou seu representante, validará, então, o respetivo boletim.

#### 10.2. Beginning and end of the event

- a) Just before the start of the event, the referee informs to the athlete the test to be performed: Targets and order of execution.
- b) The referee gives the jack to the player and verbally indicates "Jack Ball". Then, the test starts as well as the time.
- c) On the last minute the referee gives the verbal information of time remaining for the test (1 minute, 30 seconds, 10 seconds, time), repeating the verbal indication of the timekeeper.
- d) The referee gives the indication of "Time", when the athlete finishes the last target (knockdown target or ball stops on the target) or the time has run out.
- e) At the end of the event, the referee confirms with the player the number of points obtained, the number of throws, warnings / penalties if any and the time spent.

The player, or his/her representative, will then validate the scoresheet.

#### 10.3. Assistant and ball handler

- a) The player may be supported by a ball handler and a throwing assistant in the case of classes BC1 and BC3, and also for players of level C.
- b) The player's assistant using ramp (BC3) cannot look at the playing area.
- c) Ball handler
  - c.1) The ball handler can pick the ball and return it to the player or his/her assistant.
  - c.2) The ball handler must remain out of the court beyond the side line in relation to the target that the player is oriented to throw.
  - c.3) A ball that does not reach the target can return to the athlete through the ball handler, after it stops before the target, completely surpasses the target, or leaves the limit lines.
  - c.4) If the handler does not comply with the rule c.3), the ball returned cannot be released immediately. The handler must move to the target in question and touch the ball on the ground behind the target. Only after that action he/she can return the ball to the player.

c.5) The handler must give the ball, to the player or assistant, putting it on his/her hand and not being thrown. If such a throw occurs in an attempt to deliberately shorten the time, the ball must be picked up by the handler and touch the floor behind the last attempted target. Only after that action it can be returned.

c.6) The player may throw another ball while the handler is returning the previously ball.

#### 10.4. Actions in the box

a) When a ramp player touches the box lines or goes beyond the front line, in the act of throwing or is not the last to touch the ball, the ball is returned to him/her (by the handler) to repeat the action.

b) When there are obvious difficulties in the maneuver of the wheelchair, under 14 or classes BC1 and BC3 players, assistance is allowed. This situation must be communicated in advance approved by the technical delegate.

#### 10.5. Illegal communication

a) No support, communication or orientation is allowed to the handler, the assistant, coach or any other team member, regarding the throw.

b) Each Team is responsible together with the referee for ensuring that there are no unlawful support, communications or guidance on the player's decisions and actions.

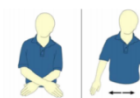
c) When there is any illegal support, communication or guidance, the referee will give a verbal warning, stopping the time as soon as possible. Signage of illegal communication will be shown.



d) At the 2nd warning, the referee indicates to the player, and to the timekeeper a penalty of 5 throws (open hand showing the 5 fingers. Time do not stop).



e) From the 3rd warning on, the player will not be able to throw any more to the target that he/she is throwing at that time. It is allowed to throw to all the other target. Referee places himself/herself in front of the target, facing the player, crossing / uncrossing the arms.



#### 10.6. Indicates valid runs and postings

a) Ball that meets the defined is in the target zone / field and does not re-launch. Referee verbally indicates the throwing number, points the target with the arm and hand extended and says "Valid".

b) Ball that does not fulfill the defined one is returned by the passer after the referee verbally indicates the launching number.

c) It is considered a valid vertical target when it is completely knocked down, remaining on the ground without any support.

d) It is considered a valid horizontal target when the ball totally immobilizes in the area designated for the level in the event.

e) Ball that validated a target can be touched.

e.1) When touched by the ball that the athlete launched, the effect produced is then part of the game:

- The ball dropped did not hit a target. Can be returned within legal requirements.

- The ball dropped hit a target and fulfilled it. That target is considered valid and the ball remains in its position.

e.2) When touched by the ball that the athlete threw, it will remain in its new position.

- e.3) When being detoured from the target that has fulfilled does not invalidate it.  
 e.4) When being detoured to another target it never validates it.  
 f) No ball that has validated a target can be moved/removed by the handler. If that happens, it will determine having to repeat such target, that will become invalid until new positioning.

#### 10.7. Pedagogical-Formative nature of the competition – Level C

Taking into consideration the formative nature and the age of level C practitioners, the referee's intervention will keep the pedagogical nature, ensuring that the action is corrected or tried again, but without any time interruption.

This way, the points previously described only apply to B and A levels.

### **ARTICLE 11.º** **Final Classification of the Competition**

The classification order is determined in the following way:

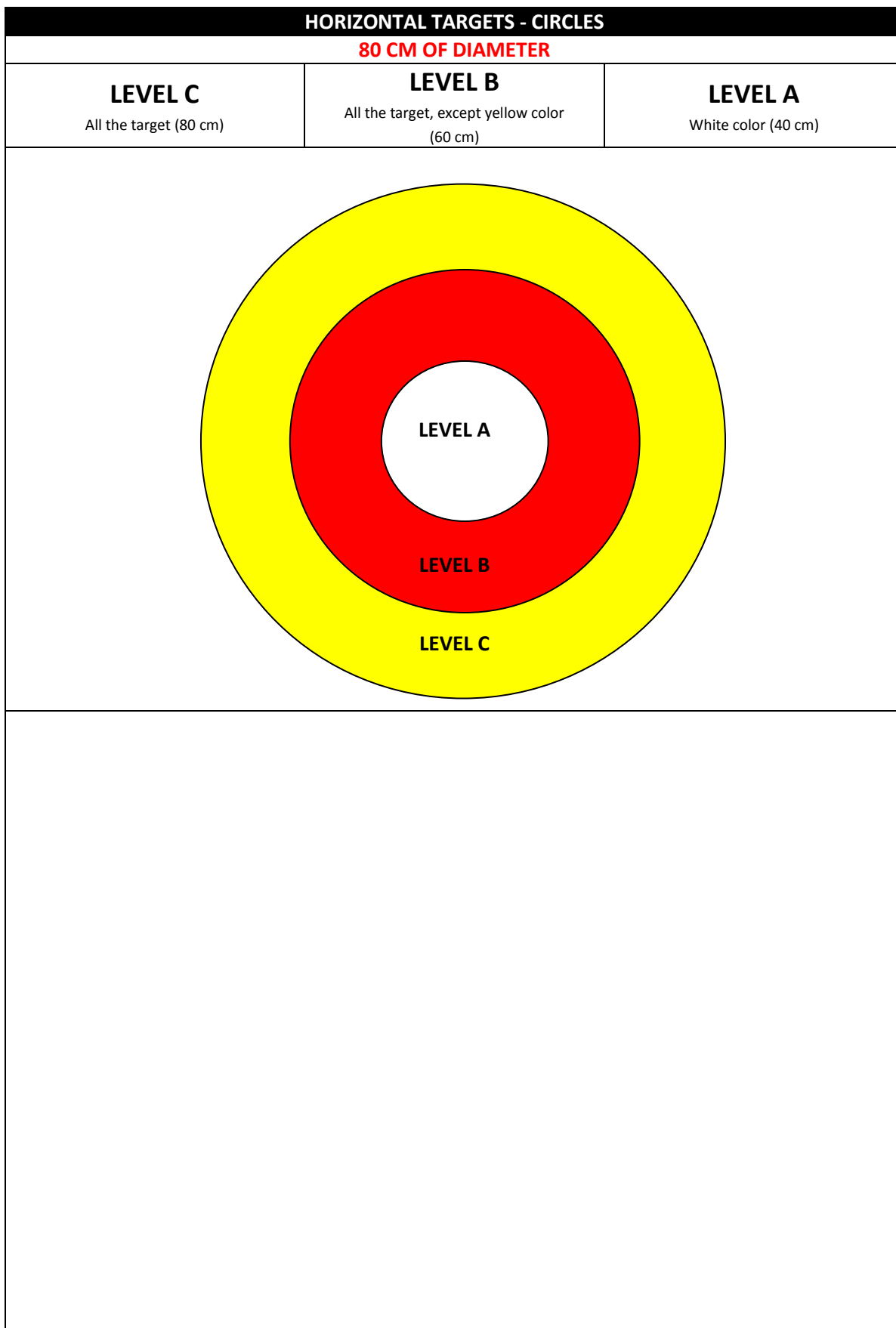
- By the number of points obtained.
- Tie-Break criteria:
  - The shorter number of throws done for the same number of targets fulfilled.
  - The shorter time done for the same number of targets fulfilled.
  - The lesser age of the participant or the lowest class of the practitioner (in case of an open event).

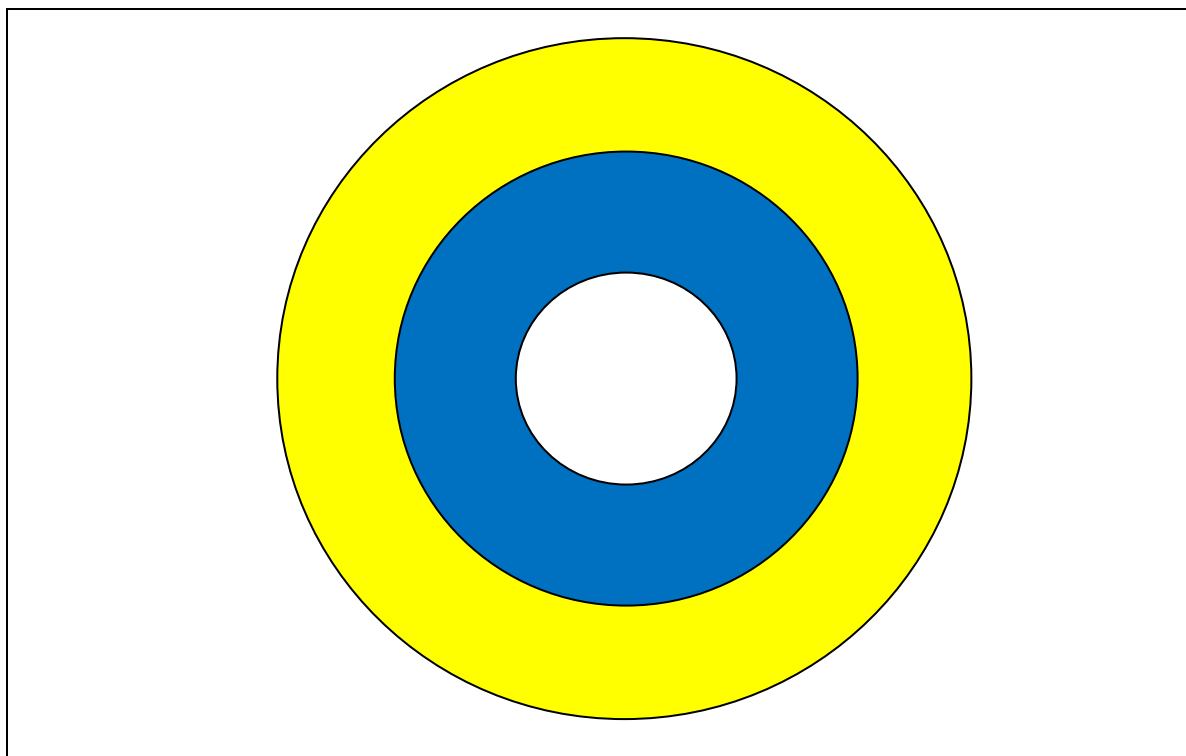
Note: If, in the open event, there are non-functionally classified practitioners, only the age criteria will apply.

### **ARTICLE 12.º** **Skilly Kit**

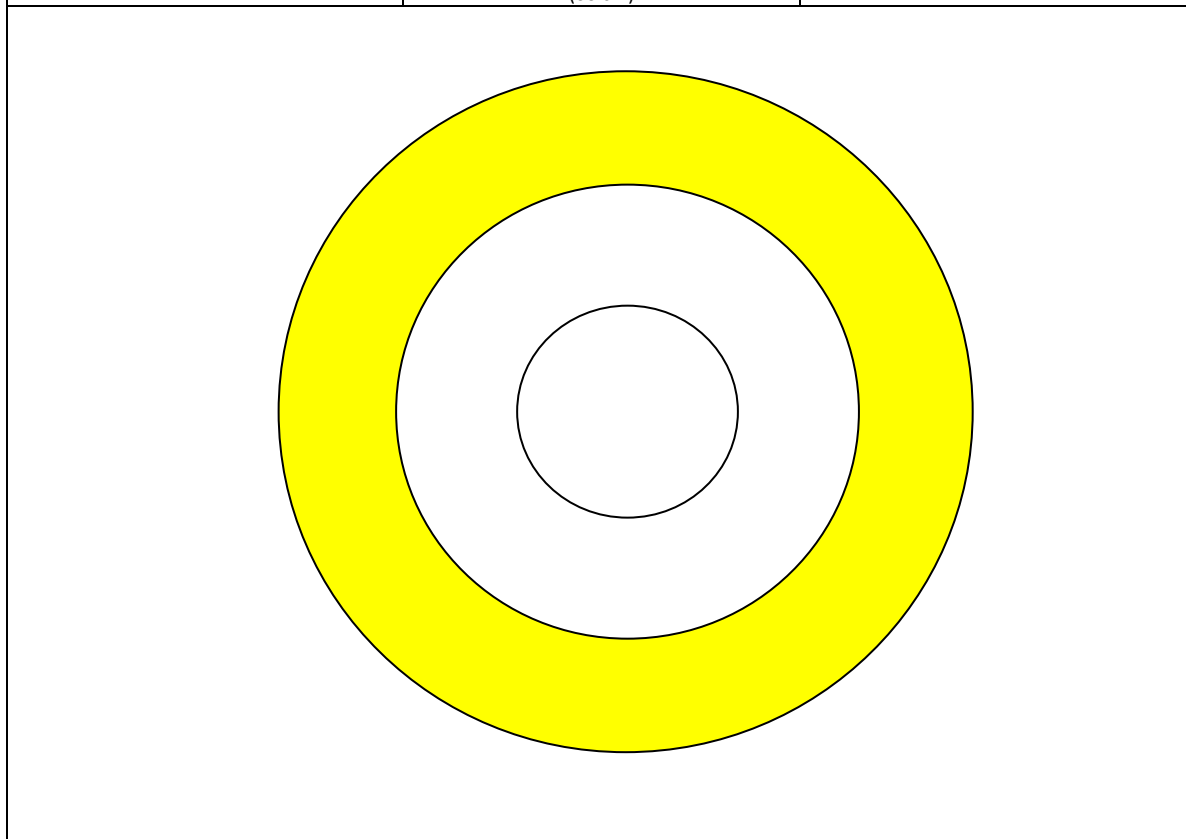
- 12.1. The Skilly Kit is formed by cylinders, rectangular and circular rugs, and by two balls.
- 12.2. The cylinders must be easy to knock-down.
- 12.3. The balls must be easily moved.
- 12.4. The rugs' surfaces should not change the balls' movement in a visible way. (It is advisable that the thickness does not go over 1 mm. They should be easily adherent to the floor, or fixed to the floor).
- 12.5. Kits' composition by levels:

Level C	Level B	Level A
3 circular rugs (white, red, blue) 2 rectangular rugs (red,blue) 4 cylinders (2 reds and 2 blues)	3 circular rugs (white, red, blue) 2 rectangular rugs (red,blue) 4 cylinders (1 white, 1 red and 2 blues)	1 circular rug with scoring area 2 rectangular rugs (red, blue) 2 cylinders (1 red and 1 blue) 2 balls (1 red and 1 blue)



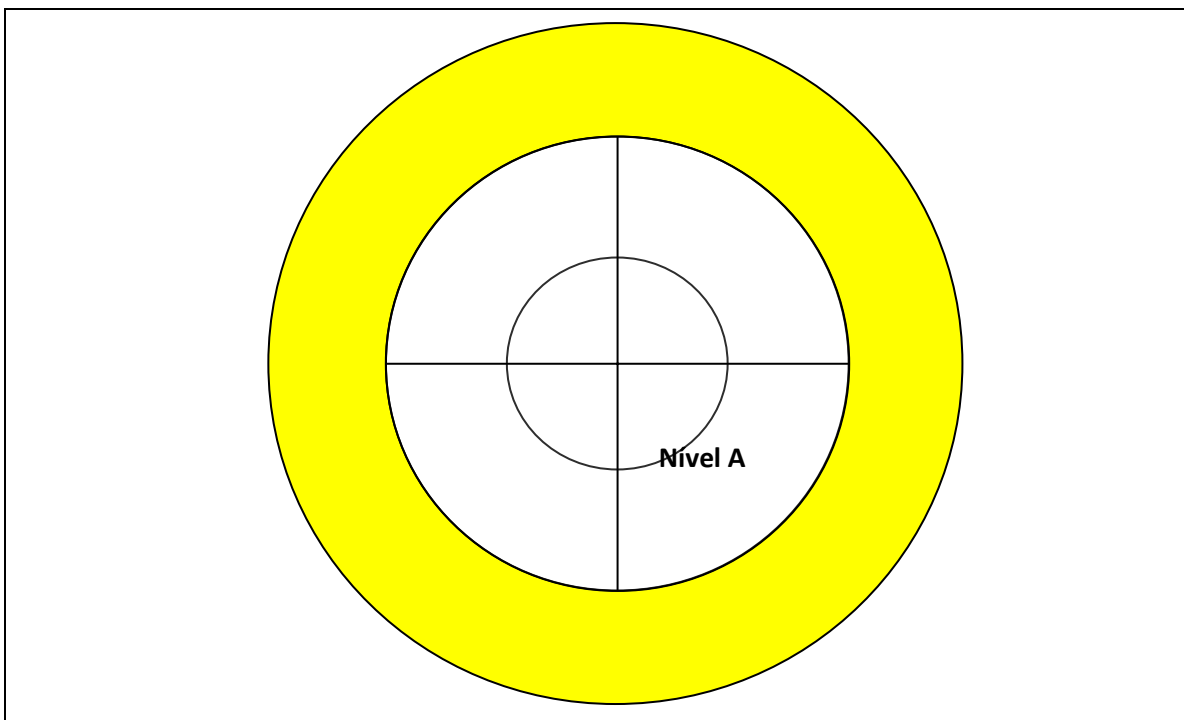


<b>LEVEL C</b> All the target (80 cm)	<b>LEVEL B</b> All the target, except yellow color (60 cm)	
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		<b>LEVEL A</b> White color (60 cm) $\frac{1}{4}$ of closest circle
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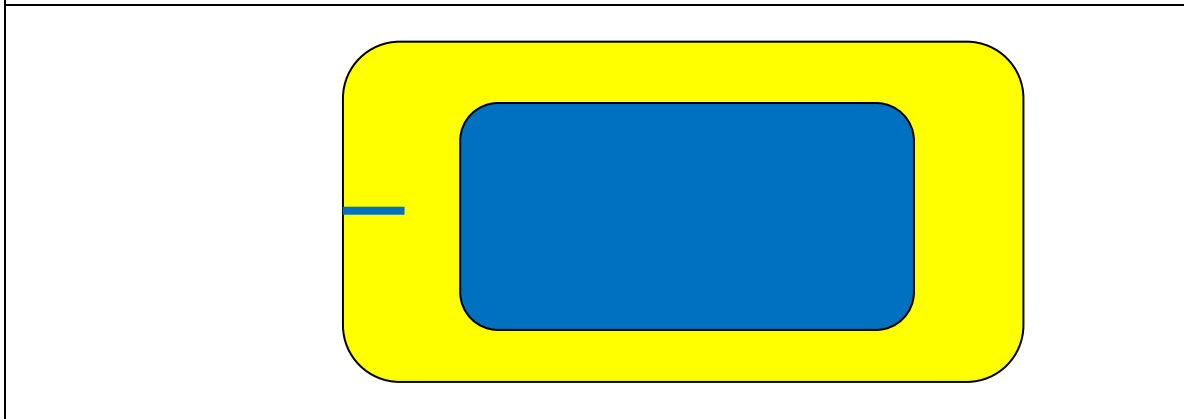
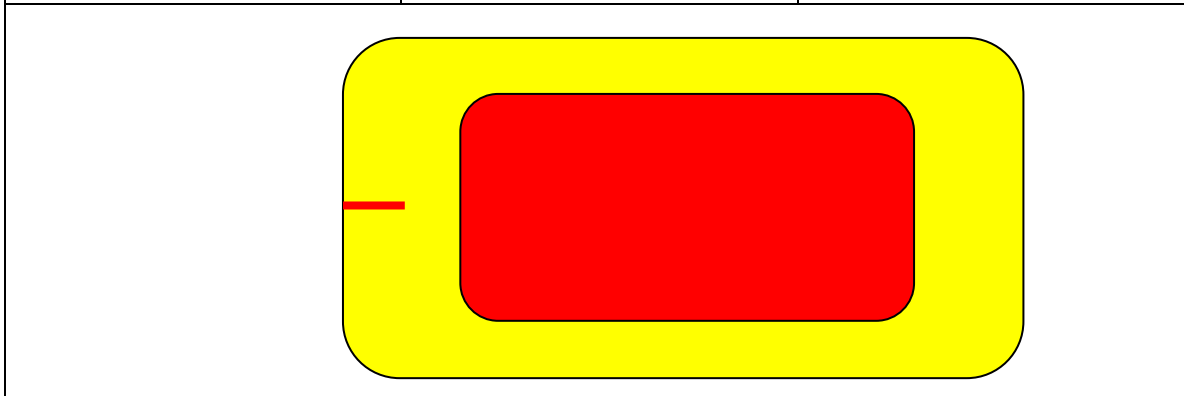


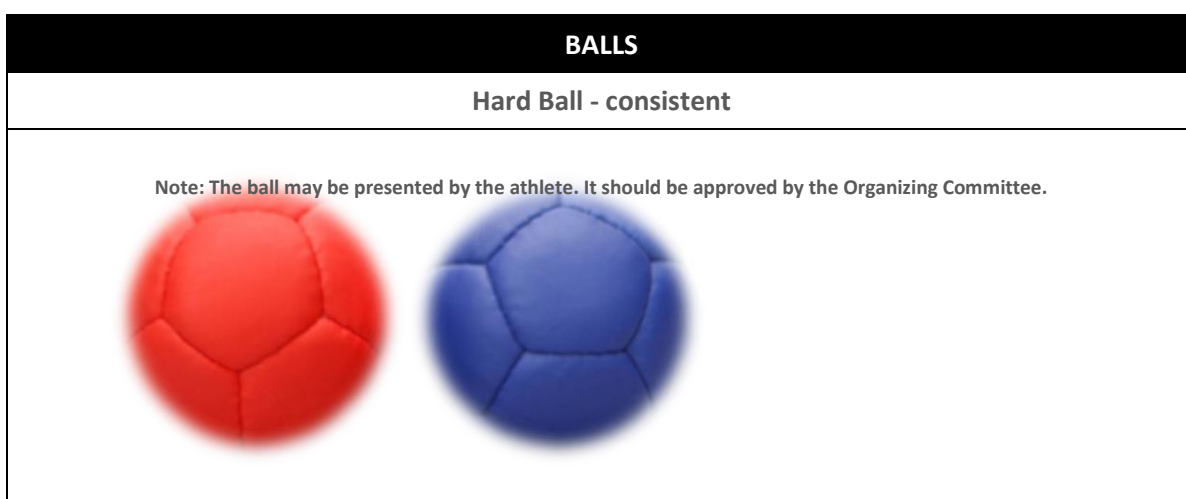
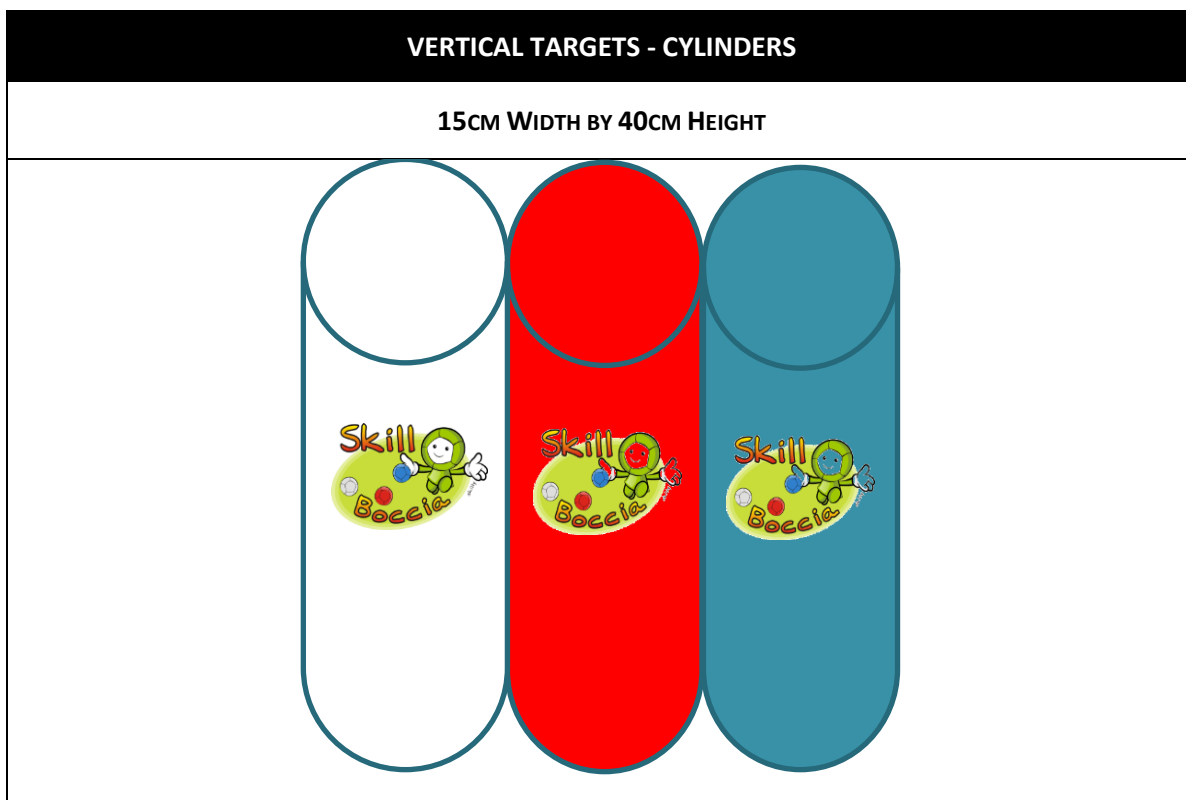


**HORIZONTAL TARGETS - RECTANGLES**

**80CM LENGHT BY 40CM WIDTH**

<p><b>LEVEL C</b> All the target (80x40)</p>	<p><b>LEVEL B</b> All the target, except yellow color (60x30)</p>	<p><b>LEVEL A</b> All the target, except yellow color (60x30)</p>
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### ARTICLE 13.º

#### Prizes, titles and rankings

13.1. Medals will be awarded to participants in both the matches and skills competition, who reach the first three positions, except if there is only a total of 3 participants, in which case only the first two classified will be awarded.