



## COMPETITION RULES

Boccia is an attack and defend game, with two sides competing over a set number of ends. The aim is to score as many points as possible by placing their set of coloured balls closest to the white 'Jack' ball.

- A ball can be propelled by rolling, throwing or kicking.
- If a player is unable to throw or kick it, they can use a 'ramp' (assistive device).
- If they are unable to release the ball with their hands players can use a head pointer.
- All players must be seated during the game.
- An end consists of all 13 balls being propelled onto court (the Jack, 6 Red and 6 Blue).
- Each team has 3 players on court for each match. (Teams can have up to 5 players)
- Decided using a coin toss, the winning player/captain chooses to be red or blue.
- Both sides must occupy a designated box on the court from where balls are propelled.  
Red in boxes 1, 3 and 5. Blue in boxes 2, 4 and 6
- The red side always begins the first end by propelling the jack into court.
- The player who propels the jack ball also propels their team's first coloured ball.
- A player from the opposite side then propels their first coloured ball.
- The side not closest to the jack plays until they get closer, or run out of balls.
- The end is complete when all balls from both sides have been propelled.
- One point is awarded for every ball of the same colour, which is closest to the jack.
- **3 end boccia (is recommended to be played at County) but 2, 3 or 4 end boccia can be played if enough courts and time is available** – Each team has the jack for one end; the captain decides who should propel the jack onto court. This must be from a different box each end. For the third end the jack is placed on the cross and a coin toss decides which team plays first. This must be from a different box to previous ends. If the scores are level following completion of 3 ends a Tie Break is played to determine the winner.
- **4 end boccia (is recommended to be played at Regional & National)** – Each team has the jack for two ends: the captain decides who should propel the jack onto court. This must be from a different box each time.. If the scores are level following completion of 4 ends a Tie Break is played to determine the winner.

**Substitutions** - 2 Substitutions can be made during the match, between ends.

**Violations** – At County and Regional competitions guidance will be given if violations are incurred, there will be no penalty balls. At the National Finals the full current BISFed Rules will be applied including violations and penalties.

