### BOCCIA

#### THE GAME RULES AND INFORMATION

| BEFORE YOU START | EQUIPMENT | 1 x boccia set  
|                 |           | 1 x red/blue indicator  
|                 |           | 1 x coin  
|                 |           | 1 x tape measure  
|                 |           | 1 x score sheet & pen  
|                 |           | 6 x chairs  
|                 |           | line markings  
| TEAMS | names  
|       | captain  
|       | any ramp players  
| SETTING UP | COURT | 6 x throwing boxes  
|           |       | jack ball line  
|           |       | jack ball cross  
|           |       | outer court lines  
| TEAMS & PLAYERS | Toss a coin to decide who plays red – red always starts  
|                 | a game consists of 2 ends (an end is a person throwing the jack ball)  
|                 | player (and ramp & ramp assistant) must be inside throwing box during play  
|                 | ramp assistants may not look at the court during play  
| THE GAME | GENERAL RULES | red always starts the first end  
|           | players do not have to play in order  
|           | a ball landing on the line is out of play  
|           | if the jack is knocked out of court must be replaced on the jack ball cross  
|           | coloured balls that land out of the court during play become a dead ball and are placed to the side of the court  
| PLAY | red starts first end  
|       | blue team player then throws second ball  
|       | team furthest from the jack continues to throw until they get closer to jack or run out of balls, if they get closer with balls remaining the opposing team plays until they get closer or run out of balls  
|       | if during play the distances between the coloured balls is measured to be equal then the side that played last will play again, play is then alternated until the equidistant situation is disturbed or one side has played all its balls  

first blue player starts the second end
ramp players have to move ramp between each ball played

| SCORING | the side with the closest ball to the jack receives one point for each ball that is closer to the jack than their opponents
if the first 2 coloured balls are of equal distance from the jack then each side will be awarded a point
after each end the score is given as a cumulative sum of the scores from all the previous ends for each team separately
any penalty balls are played.
the side with the highest score after completion of 2 ends is declared the winner if the scores are equal ( and time allows) a tie breaker must be played.

| TIE BREAKER | Jack is placed on jack ball cross
Coin toss to decide who goes first.

### SCENARIOS

<table>
<thead>
<tr>
<th>SCENARIO</th>
<th>RESPONSE</th>
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| two players from same team both release a ball | all balls played deemed to have been played and remain on court.
| ball played with referees instruction | ball is handed back to player verbal warning they can only play that ball once more
| ball dropped instead of thrown | referee can allow player to replay ball – no limit at discretion of referee
| player out of throwing area whilst playing ball | retraction of ball and 2 penalty balls
| player doesn’t remain seated whilst playing their ball | retraction of ball and 2 penalty balls
| substitution | must be between ends
| ball lands on boundary line | out of play
| deliberate attempt to disturb another player whilst they are taking their shot | first time – verbal warning subsequently ref can disqualify player
| if referee knocks the balls in play | They are reset if position known, if not the end is restarted
| ramp assistant turns to face play area | 2 penalty balls awarded
| Ramp assistant is out of box during play | Ball is retracted & 2 penalty balls are played
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<thead>
<tr>
<th></th>
<th>RED</th>
<th>BLUE</th>
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<tbody>
<tr>
<td>PLAYER / TEAM</td>
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<td>FINAL SCORE</td>
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<td>TIE BREAK</td>
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RED SIGNATURE…………………………… BLUE SIGNATURE…………………………...