



National Veterans Golden Age Games

VI Boccia

INSTRUCTIONS TO ATHLETES & RULES

1. Competition numbers must be worn
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 and modified for VI participants
5. VI Boccia is for single competition only.
6. 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 two ends each team throwing a maximum of 6 balls per end.
10. Each player wears a blindfold to make everyone equal.
11. Each player has a boccia grid, in which the volunteer will manipulate
12. Walk the players 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. Point out to them the throwing line, the v-line, the cross, and their seating position.
13. 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.
14. The player with red balls throws the white jack ball into the court – the assistant inserts the white peg into the grids according to its position on the court. The referee or the players' assistant inserts the pegs after each Red & Blue ball is thrown.
15. The red player throws the first red ball, aiming to get as close to the white jack ball as possible.
16. The blue player throws the first blue ball, aiming to get as close to the target ball as possible.
17. The player with the longest distance to the target ball continues to play.
18. On their turn players should be allowed to walk out to the jack as well as reading the grid.

19. The game continues like this until all balls are thrown.
20. If the white jack is thrown out of the legal area, it is placed on the cross.
21. The score: one point for each ball that is closer to the jack than the opponent's closest ball.
22. Medals will be awarded based on age division.
23. Awards will be presented for 1st through 3rd medal winners.

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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.