

Referee Guidelines
International Boccia Commission
(adapted for US Nationals)

STARTING A GAME:

Unless you are already on court, collect the score sheet 15 minutes prior to the start time, check the players' names, class,

In the Call Room Area:

Collect the players quickly and orderly, call them by name, introduce yourself.

Toss the coin, winner chooses the ball color (which also determines the box selection)

Check for official stamps on equipment- chair, ramp, headstick, balls (no stamps this year on balls)

There should be sets of tournament balls available to the call room. It is possible for an athlete to only need one or two of the tournament balls to fill out his set. Opponents may examine all the balls.

Ask the players about how they communicate on court and if they have any thing to tell you about their game.

Ensure that the players, equipment, assistants (as appropriate) are present before proceeding to the court. In teams and pairs, talk to the captains to determine if there are subs, coaches etc. Take any partial sets of balls with you to court.

*We will be doing random ball checks. You will be notified if you must weigh and measure the balls on your court by the call room staff.

You can proceed to your court whenever the game is ready to go.

On Court:

Athletes move to correct boxes

Do this process as quickly as possible.

Let the players know that they have 2 minutes to throw up to 6 warm up balls. (have timer start the timer)

Take any extra balls or equipment back behind the court or scoreboard.

Give score sheet to the timer or linesperson. Make sure that the time on the score board is correct and visible.

Check to see if timer and linesperson are ready,

Present the jack. Signal to please wait for the signal. Move quickly to an appropriate position on court, gesture and say "Jack" to indicate that it is time to throw.

ON COURT BEHAVIOR:

Conduct the game according to the briefing of the Head referee(s) of the tournament.

Position yourself away from the game (not to be used as a target), not to interfere with the players view. (but to be in view of your timer)

Indicate with the paddle firmly, hold a few seconds. Make sure the timekeeper sees the paddle. Make sure that the electronic clock is correct.

Put the paddle back with little extraneous movement. You may want to move when you indicate the paddle in order to get a better view of the box lines.

The referee should act naturally and not with too much authority.

Make decisions promptly, giving explanations only when asked. If a player disagrees, call the Head Referee or Technical Delegate to settle the problem and ask to stop the time (keep the discussion short.)

Announce the decisions loud and clear making eye contact with the player.

React to signs given by the players, timekeeper or lines person.

Use linesperson as a consultant if you are in doubt or missed something (done quietly and with little time lost)

When the ball goes out of bounds, the referee must announce "out". If it is close to the line, let it come to a complete stop before picking it up so the player can see clearly that it is out.

Measuring:

When appropriate, do the measuring with the help of the linesperson, but the referee is still responsible for it. Give clear instructions to the linesperson as to where to stand and how to hold the ball or measure.

Measure in such a way that the players are able to see it. Place the measuring device between the balls, measuring at the widest part of the ball.

Measure only when you are not sure of the distance or at the players request (player's own time)

Be consistent about the way of measuring (don't move the balls)

Determine the opponent's closest ball and measure it first, then everything shorter scores.

When there is a question about distance between balls, (at the end of an end), the referee may call both players/captains before measuring, avoiding losing time. Assistants may not come out onto court during the end, so the referee and linesperson may need to help players onto the court.

Only remove a scoring ball when it obstructs a measurement. When having to remove a scoring ball to measure another, announce clearly 'one point for ...' while looking at the players for agreement then remove the particular ball. Place it well away from the array of balls.

Scoring

Announce the score loudly and clearly, indicating the points on the paddle (in front of the scoring color)
Turn and show score to person writing on the scoresheet.

After announcing, wait a few seconds looking for acceptance from the players, call "end finished" and remove the jack. In the case of Ramp games: announce the score, say end finished, invite the assistants to turn into court to view the balls (they are to stay behind the throwing line), pick up the jack and then invite them to pick up the balls.

Check with the scorer to see that the score is recorded correctly on the scoresheet, that the time has been recorded on the score sheet, and that the time and score on the score board are correct.

ENDING A GAME:

Write the final score on the score sheet and check that the sheet is correct overall. Remember that in case of a tie, the 'large box' score should reflect the tied score.

Write the finish time on the score sheet. Finish time (official clock) is just before you offer the scoresheet to the players.

Let the players/captains examine the scoresheet and sign. In the case that a player/captain did not sign, the protest procedure starts. Don't forget to inform the Head referee Technical Delegate or Competition Structure manager as you turn in your score sheet.

See that the players get off court. **Leave court equipment on the court.**

If you have brought a second set of balls to the court, please return them to the call room area where you found them.

Double check your score sheet before turning it in. Sign it after the double check.

Please give the head referee your scoresheet.

Check for your next game.

Thank you for volunteering your time!!! You are SO APPRECIATED!