



Applicability:

Competitions
WORLD CHAMPIONSHIPS
CONTINENTAL CHAMPIONSHIPS
INTERNATIONAL COMPETITIONS

CBI document approved and issued with signature.


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-	09/09/2024	First issued
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	<p>INTERNATIONAL RULES OF THE GAME</p> <p>SPECIALTY: PUNTO RAFFA VOLO</p>	<p>CBI-R003.1 Rev 1 Approved XX/XX/2026 Page4 / 56</p>
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Articolo 1 REGULATORY REFERENCES

These technical regulations, like all CBI documents, were developed and submitted for approval by an interdisciplinary working group to ensure not only operational continuity but also that the procedures and competition regulations are consistent and up to date with the requirements applicable as of the date of issuance by all organizations identified as references in the CBI Statutes, such as: National Federations, Provisional Members, Continental Confederations, and LOCs – Local Organizing Committees

1.1. References to International Regulations

These regulations incorporate as integral and mandatory external references, both by virtue of the Statutes and for consistency with the organizations of which it is a member or to which it refers, such as:

- International Olympic Committee (IOC) – principles of governance and integrity.
- International Paralympic Committee (IPC) – Inclusion and Accessibility
- World Petanque and Boules Confederation (WPBC) – technical regulatory framework, where applicable.
- World Anti-Doping Agency (WADA) – World Anti-Doping Code.
- UNESCO – Convention against Doping in Sport and the 2030 Agenda for Sustainable Development.
- TAFISA – governance principles and Sport for All.


1.2. References to National Regulations and Legislation

In addition to the requirements set forth in these regulations and those applicable under the relevant international regulations referred to in Section 1.1, all events and personnel must comply with and adhere to any specific regulations and/or laws of the host country.

1.3. CBI Internal Documents

These regulations must be interpreted in accordance with the following official documents of the Confederation:

- CBI Statutes.
- CBI Code of Ethics.
- Clean Sport Regulations.
- Sports Safety Policies.
- CBI Technical Standards and Official Terminology.

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1.4. Principle of Prevalence

In the event of a conflict between documents:

- **The CBI Bylaws and these regulations shall prevail** in all matters relating to the Punto Raffa Volo specialty.

1.5. Communications and Authorizations

For requests for clarification, authorizations, or interpretations of the regulations, the official contact is: **CBI – International Bocce Confederation, Via Emilio Bossi 50 – CH 6830 Chiasso**

E-mail: info@cbi-prv.org

1.6. Translations

Translations into other languages are encouraged to promote the dissemination of the regulations. In case of interpretative doubts, **only the Italian and English texts shall be authoritative**, with the Italian version taking precedence

1.7. Copyright

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Articolo 2 PURPOSE

This document provides a single, structured, and harmonized reference for the “PUNTO RAFFA VOLO” specialty in the conduct of “International Competitions, Continental Championships, and World Championships.”

These rules apply to all events organized under the auspice of the CBI.

The technical rules of the game are intended to ensure that a sporting or recreational activity takes place in an orderly, fair, and safe manner, establishing precise rules agreed upon by all participants and thereby creating a clear and shared framework that allows everyone to play by the same rules, promoting fair competition and safety. In summary:

Main Objectives

- **Uniformity:** defines common rules valid for everyone, avoiding subjective interpretations.
- **Fairness:** Ensures equal playing conditions, safeguarding integrity and the competitive spirit.
- **Safety:** establishes standards to protect players, referees, and the public.
- **Transparency:** clarifies procedures, scoring, penalties, and criteria for victory.
- **Organization:** regulates timing, venues, equipment, and roles (players, referees, coaches).

This document has been drafted to be compatible with international, continental, and national federations operating in accordance with the international and continental rules of the CBI.

This update is necessary to include new scenarios and regulatory explanations, particularly in light of the sport's evolution at the competitive level and as a sport for all, across different geographic and cultural regions, as well as its role as an educational and rehabilitative tool, areas in which the following specific roles, outlined in Chapter 3, are involved.

Articolo 3 TERMS AND DEFINITIONS

Acchito (Position of):

a predetermined position (center of the D-D1 lines relative to the direction of play) where the pallino/jack is placed at the start of the game or following an alternate double foul throw during a game.

Approach / Point Throw:

A technical maneuver that generally consists of using a throw to bring one's own bowl closer to the pallino/jack.

Bocciata / Raffa Shot:

A technical maneuver consisting of hitting, with or without the aid of the ground, an opponent's bowl or even one's own, or the pallino/jack, having previously declared this to the Field referee.

Bocciata / Volo Shot:

A technical maneuver consisting of hitting, through a shot, either directly or with the aid of a defined portion of the ground, an opponent's bowl or even one's own, or the pallino/jack, as previously declared to the Field referee.

Board (side or end):

Perimeter board: the end boards are oscillating and made of black rubber; the side boards are fixed and made of wood or another material (preferably transparent)

Target:

when two or more pieces on the field are less than 13 centimeters apart and therefore become part of a single call in a raffa shot or a volo shot.

Technical error:


an error committed by a match referee in awarding a point during a play/round, which is therefore invalidated by this, or an incorrect application of the rules by the referee.

Play:

A complete "hand" of play comprising all the bowls played/thrown by the teams on the court (also called a "round" in slang); it therefore refers to an entire phase of play ranging from the throw of the pallino/jack to the awarding or not of points to a team. A throw/hand/round may also end (early or not) if, as a result of play, it is declared void and must therefore be repeated. When a play/round is "null" or "canceled," it means that the entire hand must be repeated in accordance with these rules.

Player:

the person who makes a shot; synonym for athlete.

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Valid play:

a play that is determined to be legal following a shot or after the application of the advantage rule to an otherwise illegal shot

Hand/Round: see Play

Throwing/Shooting Platform:

The playing area bounded by lines A-B and A1-B1, where raffa and point shots are taken. The platform extends up to line C-C1, but only for the player taking a volo shot.

Piece:

Synonym for a single bowl or pallino/jack on the court.

Side:

Synonym for side board and for the oscillating backboard.

Advantage Rule:

The decision is in favor of the opposing team, which must choose whether to leave the bowls in their new positions or return them to their original positions (with the played bowl potentially being nullified where applicable) following an irregularity called by the referee due to an incorrect shot or a violation.

Referee staff:

These terms refer to the head referee, match director, assistant director, tournament director, chief referee, Field referee, facility referee, linesman, and anyone else present with official refereeing duties within a competition; as a rule, all these roles have overlapping responsibilities and duties in the cases described below.

Referee Manager / Match Director / Tournament Director:

A person holding a valid CBI International Referee License (according to the latest edition of the list). They are appointed by the competent authority of the CBI or its affiliated National or Continental Federations and are responsible for coordinating the refereeing team, resolving rule interpretations, and validating the official results of the competition.

Field Referee:

A person holding a referee's license. Appointed by the organizing authority or the competent body of the CBI or its affiliated national or continental federations, the referee is responsible for enforcing the competition rules, ensuring fair play, and verifying that the event is conducted properly.

Measuring rod:

This term refers to a measuring device with a spindle and an optional metric scale on the rod for reading measurements, featuring marking points at 13, 40, 50 (optional), and 70 cm, used to measure the distance between the bowls and the distance between the bowls and the pallino/jack. If equipped with a slot at the end for inserting marking material, it may be used to mark the positions of the bowls and the pallino/jack.

Competition:

An officially sanctioned event organized under the authority of the CBI or its affiliated National or Continental Federations, including international tournaments, continental championships, and world championships.

Technical Delegate:

A representative appointed by the CBI responsible for supervising the proper application of the rules and ensuring that the competition complies with the CBI's technical and organizational standards.

Organizing Committee (COL):

The entity responsible for the logistical and operational organization of the competition, under the supervision of the relevant federation and in accordance with CBI regulations.

Articolo 4 ROLES AND RESPONSIBILITIES DURING THE COMPETITION.**4.1. Players**

Players are subject to the duties set forth in the general principles of the Olympic Charter and the regulations of the International Olympic Committee.

Players are prohibited from using anabolic agents in accordance with WADA provisions and from consuming alcoholic beverages. Any player who violates this rule will be subject to disciplinary sanctions

Players must:

- respect the rules of the sport and the referees' decisions.
- respect the principles of fair play and sportsmanship before, during, and after a match.
- follow the instructions of match officials and organizers;
- comply with the regulations on Clean Sport and Safe Sport.

4.2. Field Referee

This is the official directly present on the court. Their responsibilities involve the immediate and practical application of the rules.

- Enforce and ensure compliance with the rules of the game during every play/round.
- Supervise the correct execution of shots (point shot, raff shot, volo).
- Validate or invalidate shots according to the rules.
- Performing measurements, technical checks, and inspections of the equipment (bowls and pallino/jack).
- Recording scores, technical decisions, and irregularities.
- Ensure fair play and intervene in cases of unsportsmanlike conduct.
- Report any issues to the Tournament Director or the Referee Coordinator.

4.3. Referee Coordinator / Tournament Director / Match Director

These are positions with authority over the on-court referees. In this document, the roles are described separately, but the responsibilities are essentially equivalent and can be combined.

- Coordinate the entire refereeing team and assign operational duties.

- Interpret the rules in case of doubt or unforeseen situations.
- Resolve technical or disciplinary disputes raised by players, coaches, or referees.
- Validate the official results of the competition.
- Ensure that the competition is conducted in accordance with technical, disciplinary, and procedural rules.
- Make the final decision on all rule applications during the competition.

4.4. CBI Technical Delegate

This is the technical oversight role appointed by the CBI Executive Committee. The Technical Delegate does not intervene in individual shots or plays/rounds, but rather ensures the correct application of the rules as a whole.

- Verify that the event complies with CBI technical and organizational standards.
- Ensure that fields, equipment, and materials meet regulatory requirements.
- Oversee the enforcement of disciplinary, technical, and procedural rules.
- Intervene in the event of disputes concerning regulatory, organizational, or integrity issues related to the competition.
- Support the Tournament Director in complex decisions or those affecting the integrity of the event.

4.5. ORGANIZING COMMITTEE (OC)

The Organizing Committee is responsible for:

- preparing the competition venue;
- ensuring the availability of equipment and infrastructure;
- coordinate the logistics and scheduling of the event;
- provide support to referees, athletes, and officials;
- operates under the supervision of the relevant federation and in compliance with CBI regulations.

4.6. Decision-making hierarchy

The document establishes a clear chain of responsibility:

1. **Field referee** – decides on technical matters during the game.
2. **Referee Manager / Match Director** – intervenes in the event of technical or disciplinary disputes, ensuring that the competition proceeds in accordance with technical, disciplinary, and procedural rules. May also intervene to assist the referee in case of need or oversight
3. **CBI Technical Delegate** – intervenes when the matter concerns regulatory, organizational, or general compliance issues.

Articolo 5 PLAYING FIELDS.

5.1 General characteristics of the lane

The Raffa specialty must be played on a **flat and perfectly level** surface, divided into regular lanes delimited by sides (perimeter boards).

The lanes must have:

- **length:** 26.50 m (lengths between 24.50 m and 28.00 m are permitted with prior CTI authorization);
- **width:** from 4.00 m to 4.50 m (minimum width of 3.80 m is permitted with a tolerance of -5 cm).

The court surface may be made of natural or synthetic composite materials, provided it ensures technical uniformity, is not harmful to players and referees, and has as uniform a surface as possible to allow for the smooth conduct of the game.

5.2. Boards (perimeter boards)

The boards delimit the playing field and ensure the proper technical execution of the play/round. They must be constructed of materials that ensure safety, consistent bowls bounce, and no risk to players and referees.

Side boards

- They must be **fixed**, made of **wood or the another non-metallic material**, preferably **transparent**.
- The height must be **25 cm**, with a tolerance of **± 2 cm**.
- They are an integral part of the perimeter boards and must not have any protruding elements or attachments that could interfere with play.

End boards

- They must be made of **rubber** and mounted using **upper hinges** that allow them to swing.
- They must not touch either the side walls or the ground, to prevent abnormal bounces of the bowls and the pallino/jack.
- The height must be uniform and equal to that of the side boards (**25 cm ± 2 cm**).

Materials and Safety

- The materials used for the end boards must be **non-toxic**, **durable**, and **safe** for players and referees.

They must not alter the trajectory of the boules in an unpredictable or irregular manner

5.3 Foreign Objects and Interference

The following are considered **foreign objects** and are invalid for the purposes of the game:

- people,
- fixed objects,
- lamps, cables, branches,
- thin walls, safety nets,
- any object outside the boards (perimeter boards) or suspended above the lane and in any case not part of the material constituting the playing surface.

Any interference is assessed by the referees in accordance with the rules.

5.4 Bowl holders

- They may not be attached to the boards (perimeter boards).
- They may be installed on the end-of-court fences, provided that their projection does not extend onto the playing court.
- The lane must have enough bowl holders to hold **at least 12 bowls**.

5.5 Marking of the Lines

The lines must be marked with colored material that does not affect the smoothness of the playing surface, with a maximum width of **1.5 cm**. The corresponding vertical reference lines must be marked on the side boards.

The lines must comply with the distances indicated in **Image 1** and include:

- **Line A–A1**: These coincide with the end walls and indicate the rearmost starting line permitted for players.
- **Line B–B1**: Indicates the maximum limit for throwing the pallino/jack, shooting for a point, and the raffa; the maximum distance (the opposite direction of throw) for positioning the pallino/jack at the start of a new hand/play/round following the first (see details in Article 18)
- **Line C–C1**: Indicates the maximum limit for the volo shot. (See details in Article 18)
- **Line D–D1**: indicates the minimum distance for the raffa; maximum limit reachable after a point shot. (see details in Article 18)
- **Line E / E–E1**: indicates the maximum limit reachable after a raffa or volo shot; minimum distance (opposite the direction of the throw). (see details in Article 18)

Adjustments for non-standard lanes

- **Lanes ≥ 26.50 m**: a single E line is drawn in the center of the lane.
- **Lanes < 26.50 m**: the E–E1 lines must be spaced apart to maintain 13.25 m between A–E and A1–E1.

- If the E–E1 lines are ≤ 10 cm apart, they must be replaced by a **single center line**.

5.6 Verification of Correctness

- Before the start of the match, the refereeing staff must verify the correctness of the markings.
- If irregularities are found, the club must redraw the lines.
- Once the match has started, it must continue with the existing lines, even if they were not previously verified.

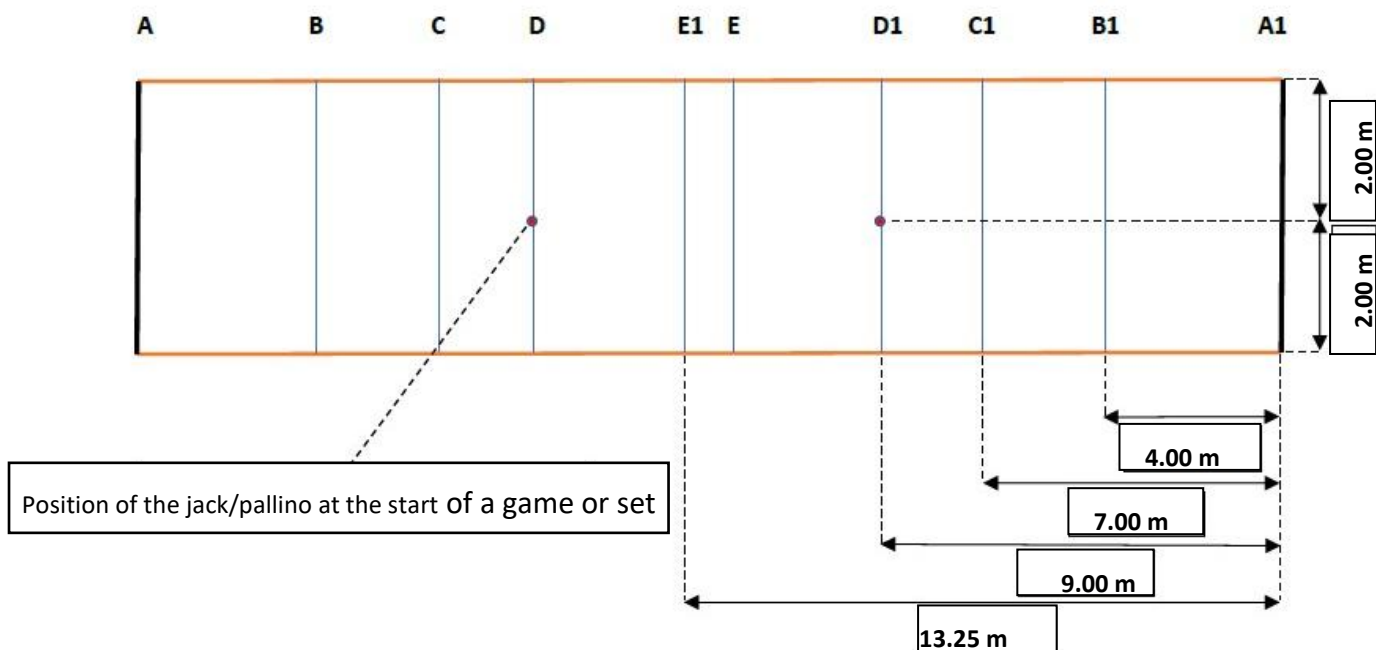


Image 1

Articolo 6 THE GAME AND TEAM FORMATIONS.

6.1 The game of bocce consists of:

- In the "approach/point throw, (try to get your bowl as close as possible to the pallino/jack, but also place it in a specific, strategically chosen position)
- In the "bocciata/raffa shot" and "bocciata/volo shot" (hitting another bowl or the pallino/ jack with one's own bowl, as previously indicated or declared).
- To continue playing one's own bowls during a round until one or more points are scored.
- In trying to be the first, during a match, to reach the score required to determine the winner or the maximum number of points at the end of the scheduled rounds.

6.2 The matches may be played in the following formats (referred to as “specialties):

- **Singles/Individual:** a match between two athletes , each with four bowls.
- **Doubles/Couple:** a match between two teams of two athletes each, with two bowls for athlete.
- **Mixed doubles/ Mixed couple:** a match between two teams consisting of two athletes (one male and one female), each with two bowls.
- **Trio:** a match between two teams consisting of three athletes, each with two bowls.
- **Mixed triples:** a match between two teams of three athletes, each with two bowls; the distribution of male and female within each team is determined by the specific rules of the competition.

The gender of the athletes is specified by the competition; unless otherwise stated, there are no restrictions, and therefore both male and female are eligible

Articolo 7 MATCHES AND SCORING.

7.1 Matches end with a winner being declared **when one of the following conditions occurs:**

- a team reaches **12 points** before the maximum number of rounds is reached;
- the maximum number of rounds is reached:
 - **8 rounds** in group-stage matches (multiple matches played to determine qualification or elimination);
 - **10 rounds** in knockout stage matches.

If, at the end of the final scheduled round (the 8th or 10th), the two teams are tied, **an extra round** is played. The pallino/jack is thrown by the team that scored the point in the previous hand.

a. Repetition of the round

The round is considered **not played** and must be repeated when:

- the pallino/jack leaves the playing area during the play/round.
- It is called off due to a technical error by the referee
- The replay is not counted in the total number of rounds.

b. Early termination of the match

The match is interrupted before the round limit is reached when a score difference occurs that makes recovery impossible in the individual and doubles events.

c. 8-round matches

- After the **6th hand:** interruption if the difference is **> 8 points** (9–0, 10–1, 11–2).
- After the **7th hand:** interruption if the difference is **> 4 points** (6–1, 7–2, 8–3, 9–4, 10–5, 11–6).

d. 10-round matches

Effective as of 01/08/2026

- After the **8th hand**: the game is stopped if the **point** difference is **greater than 8** (9–0, 10–1, 11–2).
- After the **9th hand**: the match is stopped if the difference is **> 4 points** (6–1, 7–2, 8–3, 9–4, 10–5, 11–6).

7.2 In international competitions (**excluding** Continental Championships and World Championships), matches **may** end by declaring a winner **when a team reaches 12 points, with no limit on the number of rounds.**

7.3 Specific Regulations

International competitions (tournaments, continental championships, world championships) may include different rules, which must be authorized in advance by the relevant Technical Commission.

Articolo 8 BOWLS AND THE PALLINO/JACK.


Bowls and the pallino/jack must comply with the requirements established by document **CBI-R005.0**, which defines materials, dimensions, and weights in accordance with international standards.

8.1 Bocce

- **Diameter:** 105.5 – 107.5 mm
- **Weight:** 900 – 920 g (tolerance ± 5 g)
- **Material:** non-toxic synthetic resins
- **Color:** uniform for each team and clearly distinguishable from that of the opponent

8.2 Pallino/Jack

- **Diameter:** 39.0 – 41.0 mm
- **Weight:** 83 – 97 g
- **Material:** non-toxic synthetic resins

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8.3 Pre-match checks

Before the start of the match, the referees check:

- weight (using a precision scale with a resolution of at least 1 g)
- diameter (using CBI-approved rings or a long-jawed caliper)

If these checks cannot be performed, the bowls and pallino/jack are considered legal, but the referee must note this inability in the match report.

8.4 Irregularities

- **Before the match:** bowls or the pallino/jack found to be irregular must be replaced.
- **After the match:** the use of irregular bowls on the field results in **the team's disqualification from the competition**, except in cases where the irregularity concerns only the color of the bowls. The last losing team, if present, is reinstated in the competition

8.5 The color of the bocce must be **the same** for each team but fundamentally different from that of the opponent's bocce; the bocce must be recognizable from a distance by everyone present (including the audience) and on video footage. If the teams do not agree in advance on who will replace the bowls, a draw will be conducted by the match referee to determine who must replace them; the winner of the draw replaces the bowls. The decision is the sole responsibility of the Tournament Director and is final.

Articolo 9 STANDARD CARDS

9.1 The cards are made of cardboard, preferably laminated, and measure 5.4 × 8.5 cm.




9.2 The cards may be used for the following classifications on one side: OBSERVATION for orange, GAME INTERRUPTION for green, CHECK for light blue, TECHNICAL WARNING for white, WARNING for yellow, and EXPULSION for red.

9.3 Players and/or head coaches (HC) will be provided with the cards listed below prior to the match or competition, which must be returned to the referee at the end of the match or competition; for details, see the specific competition regulations.



9.4 Types of Cards

The cards used during the competition are divided into two categories:

- **Disciplinary and technical cards available to referees and match officials.**

	WHITE CARD "TECHNICAL WARNING"	YELLOW CARD "WARNING"	RED CARD "SENDING OFF"
Article	9.4.1	9.4.2	9.4.3
Who can use it	Field referee, Director, Assistant Director, Chief Referee, Field Commissioner.	Field referee, Director, Assistant Director, Chief Referee, Field Commissioner.	Field referee, Director, Assistant Director, Chief Referee, Field Commissioner.
Reason for Use	Technical infraction in the cases provided for by these regulations	improper conduct, verbal or gestural, contrary to the principles of sportsmanship. Examples: vehement protests, profanity, unsportsmanlike gestures, provocative behavior, violent gestures toward sports equipment and materials	Following a second yellow card. Immediately in the event of seriously offensive or aggressive conduct toward athletes, referees, or the public.
Measures Following the Card	See details in Chapters 12.3, 12.11 and 17.5	See details in Chapter 12.4	For international competitions: disqualification from the competition, with a subsequent report to the federation's disciplinary committee regarding the player or coach. For continental and world competitions: disqualification from the competition and referral to the competition's disciplinary committee
Image			

- **Cards available to players/head coaches, applicable only in continental and world competitions or team competitions.**

	ORANGE "VISION" Card	GREEN "TIME-OUT" CARD	BLUE card "REQUEST FOR TECHNICAL CHECK"
Article	9.4.4	9.4.5	9.4.6
Type of request	Game view (where applicable)	Time-out (<i>where applicable</i>)	Technical checks (<i>where applicable</i>)
Who may request	A player from the team that must play the boccia or benefits from the advantage rule	A player or the head coach of the team that is to play the boccia or benefits from the advantage rule	A player or the team's coach
Main reason	To ask the referee to closely observe the position of the bowls already played, with the ability to move freely throughout the field	Requesting that the referee interrupt play to consult with the technical commissioner	Request for technical clarification or measurement verification by the Referee Committee or delegates
Maximum number of requests	2 per match or set	2 per match or set	2 per match or set
Maximum time	1 minute 	2 minutes (from the coach's ent (on the field) 	—
Effect on game time	Total 1 min 30 sec (including time elapsed before the request)	Total 2 min 30 sec (including time elapsed before the request)	—
Notes and special cases	If a player is temporarily absent (with the referee's consent), the absence is counted as one of the two timeouts, even if it lasts longer than 1 min and up to 5 min. If you run out of orange cards, you must use a green card. The number of vision may vary for specific competitions.	During the timeout, the opposing team may go to the bench and must return quickly to the A-B zone at the end of the timeout.	If the review confirms a referee error, the card is returned and the request is not counted.



Articolo 10 SIGNS/GESTURES, CONVENTIONAL BOWL MARKINGS

10.1 Players and referees must communicate, in various game situations, using the conventional signs/gestures listed below, in order to ensure consistency in interaction between the parties, preventing the linguistic component from constituting an advantage or disadvantage, and above all to allow the audience present or watching on VIDEO to understand as clearly as possible the progression of the match through its various phases

10.2 The conventional signs/gestures are divided into two categories:

- CONVENTIONAL SIGNS/GESTURES PERFORMED BY THE PLAYER

a. RAFFA SHOT ON THE BOWL:

Simulates the motion of a raffa shot (see image 2); with this gesture, the player indicates that they are performing a raffa shot on a boccia; this must be followed by indicating which boccia they wish to hit (1st, 2nd, or another boccia).



IMAGE 2

b. VOLO SHOT ON A BOCCIA OR PALLINO/JACK:

Arm raised with the hand bent at a 90° angle, forming an inverted “L” (see image 3); with this gesture, the player indicates that they are performing a volo shot; this must be followed by indicating which boccia they wish to hit (1st, 2nd, or another boccia) or the pallino/jack.



IMAGE 3

c. RAFFA SHOT AT THE PALLINO/JACK:



Small circle with the index finger and thumb of the hand (see image 4); with this gesture, the player indicates that they are making a raffa shot at the pallino/jack.

IMAGE 4

d. REQUEST TO REVIEW THE PLAY:

The index and middle fingers of one hand to eye level (see Figure 5); with this gesture, the player asks to take a closer look at the position of the bowls that have already been played.



IMAGE 5

e. TIME-OUT REQUEST:

Shape with both hands the letter "T" with both hands (see image 6); with this gesture, the player requests a break in play (time-out) to consult with the coach.



IMAGE 6

f. REQUEST TO RESTORE THE ORIGINAL POSITION OF THE BOWLS:

Arm outstretched with the index finger pointing downward meaning "every bowls to the original position" (see image 7); with this gesture, the player indicates that, in response to the referee's call of an advantage in their favor, **they accept the advantage rule** and the resulting nullification of the bowl thrown or the restoration of the positions of the



bowls and the pallino/jack to their positions prior to the bowl thrown by the opposing team

IMAGE 7

e. ACCEPT THE NEW POSITION OF THE BOWLS OR GAME SITUATION:

Thumb up (see image 8); in response to a call of the advantage rule, the player uses this gesture to **accept the new position of the bocce bowls and the playing situation** resulting from the bowl thrown by the opposing team, which is now considered valid for all intents and purposes.



IMAGE 8

f. REQUEST FOR VERIFICATION OR TECHNICAL CLARIFICATION:

The player draws a “virtual” rectangle with the index fingers of both hands (see image 9); with this gesture, the player requests a technical clarification of the play or a verification by the competition management or delegates (Director, Deputy Director, Chief Referee) regarding the measurement taken by the Field referee.



IMAGE 9

- CONVENTIONAL SIGNS/GESTURES AND MARKINGS ON THE BOWLS AND PALLINO/JACK BY THE REFEREE

i. INDICATION OF TARGET:

The referee draws a virtual circle with the cue stick on the target bowls and indicates the number of target bowls with the other hand. (see image 10)



IMAGE 10

IMAGE 10



j. SITUATION OF A SCORED POINT OR INCREASE IN SCORE IN FAVOR OF THE PLAYER:

The referee holds the cue stick **vertically** and uses the other hand to indicate the number of points (see Figure 11); this gesture signals when the point (or points) is awarded to the team that just played the bowl or when that team increases its score.

k. SITUATION WHERE NO POINT IS AWARDED OR NO SCORE INCREASE IN FAVOR OF THE PLAYER:

The referee holds the cue **horizontally** (see image 12); this gesture indicates when the point (or points) is NOT scored by the team that just played the bowl (and therefore remains in the other team's possession) or when that team does NOT add to its score.



IMAGE 11**IMAGE 12****l. INDICATION OF THE ADVANTAGE RULE WITH A VOID BOWL:**

The referee raises one arm vertically and, with the other arm, positions the cue stick **vertically** (see image 13); this gesture indicates when the referee detects an irregularity by the team that threw the boccia, which results in an advantage for the non-playing team, the annulment of the last boccia thrown by the non-playing team, and the restoration of the positions of any bowls or the pallino/jack that may have been moved.

m. INDICATION OF THE ADVANTAGE RULE WITH RESTORATION OF THE PREVIOUS POSITION OF THE BOWLS OR THE PALLINO/JACK:

The referee raises one arm vertically and with the other arm makes a motion to guide the bowls back to its original position (see image 14); this gesture indicates that the referee has detected an irregularity resulting in an advantage for the non-playing team, the restoration of the positions of the moved bocce bowls and pallino/jack.



IMAGE 13**IMAGE 14****n. INDICATION OF SURRENDERING THE POINT(S) TO THE OPPONENT:**

The referee holds the cue **horizontally** above his head with both arms (see image 15); this gesture indicates that a player's action has caused the point(s) to shift from his team's favor to that of the opposing team, and subsequently indicates the points.

o. INDICATION OF AUTHORIZATION TO REVIEW THE PLAY/TIMEOUT:

The referee signals with a hand gesture for players to approach him and the area of the court where the position of the bowls will be checked (see Figure 16); this gesture indicates when the referee authorizes a review of the play.

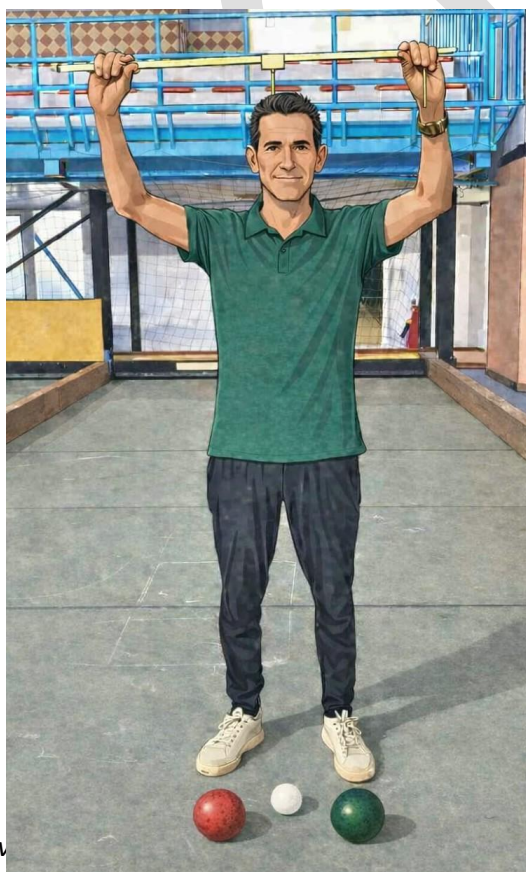


IMAGE 15

IMAGE 16

p. TIME INDICATION FOR PLAYING THE BOWL OR PALLINO/JACK:

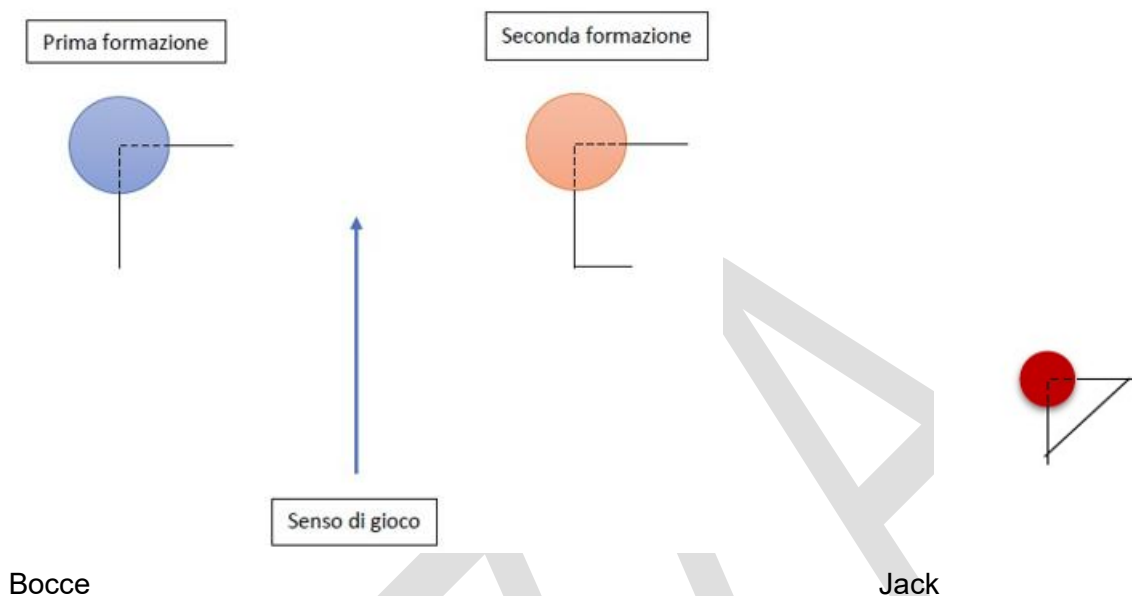
The referee points to the clock with a finger (see image 17); this gesture signals/prompts the shot/throw as the available time is running out, and is made approximately 10 seconds before the time expires.



IMAGE 17

10.3 Marking the bocce bowls and the pallino/jack with conventional marks:

The position of the bowls and the pallino/jack must be marked by the referee using the conventional marks indicated below, on the playing lane, in a different manner for each formation and more precisely as shown in Figure 2 (two lines at right angles, one of which is in the same direction as the throw/round).



Articolo 11 GENERAL RULES “PALLINO/JACK”

- 11.1 The time limit for throwing the pallino/jack during the match, at the start of each new play/round, and in the event of a throwing error, is 30 seconds, If the throw is made after this time, it will be irregular throw.
- a. The 30 seconds begin when all players on the court reach the throwing platform at the end of the previous play/round.
- 11.2 The pallino/jack must be thrown with the consent of the Field referee, who authorizes the start of a new play/hand/round; otherwise, the throw is illegal.
- 11.3 The validity of the bowl, whether at the start of a play/round or as a result of play, is determined by its trajectory relative to the lines marked on the ground.
- 11.4 After throwing the pallino/jack, the active player may cross the B-B1 throwing line with their front foot and may follow it after the throw to quickly level the ground in front of them before shooting the bowl up to the D-D1 line.

The pallino/jack is invalid due to an irregular throw when:

- a. its trajectory crosses or does not cross the E-E1 line.
- b. it touches the side boards or comes to rest at a distance of 13 cm or less from them.
- c. The player throwing it crosses the B-B1 line during the action or before the pallino/jack has come to rest.
- d. when the team entitled to throw it takes more than 30 seconds to throw it at the start of the round.

11.5 In the event of an irregular throw, the pallino/jack passes to the opposing team, which is entitled to a single throw. If this throw is also irregular, the pallino/jack is placed by the Referee at the starting point of the game, without prejudice to the right of the team that was entitled to the first throw of the pallino/jack to play the first bowl.

- a. If the throw is irregular or clearly altered by causes external to the playing field on which it was made (for example, a bowl bouncing in from an adjacent court and intercepting its trajectory, something accidentally falling onto the playing field from outside, etc.), the pallino/jack returns to the team that was entitled to it at the start of the play/round, as if it were their first turn.

11.6 The pallino/jack is invalid, and therefore the current play/round must be repeated by the same team that started it, when, as a result of a valid play (whether direct or by acceptance of the advantage rule):

- a. It comes to rest at a distance less than the E-E1 lines or crosses those lines with its projection;
- b. it exits the lane or the E-E1 lines following a rebound;
- c. leaves the playing area and re-enters it after colliding with an external object;
- d. leaves the E-E1 lines and hits the Referee or one of the players positioned in front of those lines relative to the direction of play, even if it returns to the legal area after the impact;
- e. becomes lodged under the perimeter boards, as the bowl must always be free along its entire circumference or, at most, touch the boards;

11.7 The pallino/jack is valid when:

- a. as a result of play, it crosses the center line (E-E1) but returns to the playing area either on its own or after colliding with a valid bowl;
- b. during its movement, it hits the Referee or players in area E-A1 or E1-A (depending on the direction of play) of the lane, thereby affecting its trajectory but keeping it in play;

11.8 The pallino/jack that moves on its own or due to external intervention:

- a. is repositioned to its original position, if previously marked.
- b. If the position had not been marked, it is placed at a point that does not alter the allocation of points between the teams; if this is not possible, the play/round is declared void.

11.9 When, as a result of a valid play, only the pallino/jack remains in the lane, the team that caused the other bowls to go out must play another valid bowl to allow the play/round to continue.

11.10 During the match, the pallino/jack may not be replaced except following a breakage confirmed by the Field referee, including upon players' reports, in the event of a pallino/jack breakage:

- a. if the larger piece remains on the court after being marked, that piece is replaced by the new pallino/jack to continue the play/round; the measurement must be taken on the "replaced" pallino/jack.
- b. if the larger piece has left the field, the play/round is void.
- c. if the two pieces remaining on the field appear substantially similar, they shall be weighed to determine the larger one; if the weight is also identical, the play/round shall be annulled and must therefore be repeated from the beginning as if it had not been played.
- d. The raffa or volo shot (bocciata more generally) that caused the break is, however, subject to the advantage rule, if applicable

Articolo 12 GENERAL RULES FOR “BOWLS”

- 12.1 During the course of the match, the replacement of bowls is not permitted except following a breakage confirmed by the Field referee, including upon notification by the athletes, In the event of a breakage of one of the bowls, the replacement of the other bowls belonging to the same player or team is also permitted. In the event of a breakage of bowls:
- a. if the largest piece remains on the court, it must be replaced immediately, and for the remainder of the play/round, the measurement must be taken on the “replaced” bowl.
 - b. if the larger piece has left the court, the broken bowl must be considered invalid.
 - c. If the two pieces remaining on the court appear substantially similar, they shall be weighed to determine the larger one; if the weight is also identical, the play/round shall be annulled and must therefore be repeated from the beginning as if it had not been made.
 - d. The Raffa, Volo, or general shot that caused the break is subject, in any case, to the advantage rule, if applicable.
- 12.2 Bowls that, as a result of play, land within the D-D1 lines (nine meters) are valid only for the purpose of scoring and may not be used to make a declared play. Bowls that land within the C-C1 lines (seven meters), however, are void.
- 12.3 In all competitions, both in the preliminary and final rounds, athletes are required to place their bowls in the designated bowl holders located outside the playing area;
- a. Upon the first violation of this rule, the player is cautioned with a white card by the referee. Subsequent violations will result in the cancellation of a bowl yet to be played.
- 12.4 Throughout the entire duration of competitions, regardless of type or level, smoking is prohibited on the field, including the use of electronic devices. Violations will result in a first disciplinary warning with a yellow card, and in the event of a repeat offense, a red card will be issued, resulting in expulsion from the competition.
- 12.5 Bowls that hit the boards before another bowl are void, except under the advantage rule

- 12.6 A bowl that becomes lodged under the perimeter boards is considered to have gone out of bounds, as the bowl must always be free along its entire circumference or, at most, touch the boards.
- a. Before removing the stuck boccia, the Field referee marks the bowls and/or the pallino/jack in contact with the board, measures the valid bowls if necessary to declare the points, removes the invalid boccia (since it is effectively out of the lane), and then, as far as possible, repositions the bowls and/or the pallino/jack in the marked positions. The declaration of the previously indicated points remains valid.
- 12.7 A marked bowl that is moved or moves on its own must be returned to its original position. The original game situation must therefore be reconstructed, play the remaining bowls available to the athletes. In the rare event that a bowl moves on its own during a shot or during a placement where the moved bowl affects the outcome, the shot must be repeated regardless of whether it was successful.
- 12.8 An unmarked bowl, as a result of an oversight by the Field referee, that is moved or moves on its own, must be returned by the Field referee to a position approximately equal to the one it occupied before the movement.
- a. In the case of approximate repositioning of a bowl, it must be marked and from that moment on officially considered in its new position for the remainder of the play/round, and a measurement must be taken if necessary; if the difference in measurement is such as to leave no doubt regarding the awarding of the point, the point will be awarded by the referee; otherwise, the point will be declared a tie
- 12.9 If two opposing bowls are equidistant from the pallino/jack, the team that played last and thus caused this equidistance must replay until it has won the point or until it has exhausted its bowls.
- a. At the end of the play/round, if the equidistance persists, the point is not awarded, and we will continue from the point where it was throw and this is not included in the count of the scheduled rounds.
 - b. Special case:
 - i. Team "A," having created the equidistance, plays another bowl and scores the point.

- ii. Team "B" declares the point bowl, throws, and hits it correctly but does not score the point, effectively recreating the previous tie; they must therefore replay until they have scored the point or have used up all their bowls.
- c. Therefore, whoever creates the equidistance with their own bowl must replay until the point is scored or until all available bowls are used up.

12.10 A player may not place their foot on the boards while throwing the bowl, under penalty of the throw being nullified, except in cases of advantage.

12.11 A bowl thrown for a point, a raffa, or a volée cannot be intentionally stopped, pushed, or deflected by players, under penalty of awarding the maximum points to the opposing team. Maximum points refers to the points obtainable in the entire current play/round; therefore, players are required when approaching or shooting, make sure to stay at a 'safe' distance (about 2 meters) from the thrown bowl after a successful throw to avoid the risk of colliding with it. The referee will issue a white card to any player who fails to comply with this rule, and upon the second warning, the player will be cautioned.

12.12 It is prohibited to move the bowls before the referee has declared the points scored at the end of the game/round. If one or more bowls are moved before the declaration, they will not be taken into account in any measurements required to determine the points.

12.13 If a player in a match asks the referee for permission to leave the court for a reason unrelated to the game that is not an injury, and the absence exceeds 5 minutes, the referee will declare the player's match lost. If the request occurs during a team competition where substitutions are permitted and the player is absent for more than 5 minutes, they must be substituted; if all substitutions have been used, the referee will declare the set or match lost for the team.

12.14 If a player accidentally knocks an opponent's bowl out of play, it must be replaced with one of their own, without disrupting the game and after any necessary measurement has been taken.

- a. The measurement must be taken on the bowl that was thrown before it is replaced.
- b. No replacement is permitted when the bowl thrown by mistake belongs to a teammate, as players on the same team are allowed to exchange bowls.

12.15 When a player throws one more bowl than allowed:

- a. if they have played a teammate's bowl, it is void, except under the advantage rule;
- b. if they have played an opponent's bowl, it must be returned and not considered thrown;
- c. In the event of a bowl being nullified or returned, any pieces that may have been moved must be returned to their original positions.
 - i. It should be noted that an extra bowl refers to the third bowl per player in Couple and Trios, and the fifth bowl per player in Singles.

Articolo 13 GENERAL RULES

- 13.1 Bowls or the pallino/jack that are moved solely by the movement/oscillation of the backboard without being struck by any moving bowl must be returned to their original position
- 13.2 Bowls or the pallino/jack that, as a result of play, hit the perimeter boards and return to the lane without having struck any external, lateral, or frontal obstacle **are valid**.
- 13.3 Bowls or the pallino/jack that, as a result of regular play, exit the lane are invalid, even if they re-enter after hitting any external obstacle:
- a. If the bowl, upon re-entering the lane, causes other stationary and properly scored bowls to move, these must be returned to their original positions.
 - b. If, however, a bowl, upon returning to the lane, hits moving bowls, the latter must be left in the position where they come to rest, while the bowl that caused the collision must be disallowed.
 - c. If a bowl, upon returning to the lane, causes stationary and properly scored bowls to move and these subsequently hit moving bowls, the moving bowls must be left in the position where they come to rest, the properly scored bowls must be returned to their original positions, while the bowl that returned to the lane must be disallowed.
- 13.4 Any foreign object (including any material not part of the playing lanes), or a bowl or pallino/jack that has come out of an adjacent lane, which unintentionally obstructs the trajectory of the pallino/jack or a bowl before that has finished its run, will render the throw invalid, and the throw must therefore be repeated.
- a. The repeat must be performed by the same athlete who made the "invalidated" throw, re-executing the same throw (e.g., if the bowl thrown for a point throw by athlete Rossi

was influenced in its trajectory by a foreign object, athlete Rossi must re-execute the point throw).

- b. An essential prerequisite for repeating the throw is that the on-court referee or the officiating staff, if present at the time of the incident in a favorable position, must detect the improper deviation of the trajectory and its cause.

13.5 When a bowl, having come from an adjacent lane, hits stationary and properly marked bowls, displacing them into the path of a legally thrown bowl before that bowl has come to rest, the throw must be repeated, unless the bowl has reached a position that does not affect the outcome of the game

- i. The decision to repeat the throw is the primary prerogative of the on-court referee and, secondarily, of the refereeing staff if present at the scene in a favorable position.

13.6 The fastening pins (metal or otherwise) of the rubber front boards are an integral part of the end boards. Therefore, a bowl or pallino/jack that hits these objects is valid.

- a. A bowl that, as a result of play, hits the upper part of the front board without touching any metal (or other material) support holding it up, and then returns to the playing field, **is valid**; if, however, it touches the metal (or other material) part, even if it returns to the playing field, **it is to be considered invalid**.

13.7 In doubles and triples, one of the players from each team must be designated as the team's captain to the on-court referee for each match.

- a. The Captain of a team is the only person within that team whose decisions regarding the advantage rule will be taken into consideration.

13.8 In team competitions where substitutions are permitted, if the Captain listed on the team sheet is on the field, he is automatically the captain of the team in which he is playing; in the event of a substitution of a team's captain on the field when permitted, the new captain of the team must be designated to the Field referee before play resumes.

Articolo 14 GENERAL REFEREEING RULES

- 14.1 After the referee has awarded a point, a player may request a remeasurement to verify the call twice per match or set, thereby requesting the intervention of the court referee/match referee/tournament director, To do so, the player must use a “BLUE” card and hand it to the referee, If the referee has not previously taken the measurement, the player has the right to request the measurement without using the card and an unlimited number of times.
- 14.2 The decision regarding the validity of the bowls played or the pallino/jack is the primary prerogative of the Field referee and, secondarily, of the officiating staff if present at the incident in a favorable position.
- 14.3 If the Field referee unintentionally removes from the playing field a bowl that has touched the perimeter boards without applying the advantage rule, the bowl is void.
- 14.4 If, during the measurement of a point, the Field Referee moves one of the marked bowls, that bowl must be returned to its original position and the measurement repeated. If the difference in the measurement is such that it leaves no doubt regarding the awarding of the point, the point will be awarded by the Referee; otherwise, the point will be declared a tie.
- 14.5 To take a measurement, the referee may request assistance from the facility referee, the Tournament Director, the Match Director, or their official delegates (chief referee, referees from the competition’s officiating staff) in two ways:
- assistance in taking measurements with a tape measure and ruler; in this case, the Field referee is solely responsible for reading the measurement.
 - requests verification of the measurement; in this case, the Field referee must declare the result of their measurement (equidistant point, point for Team A or B) before verification by the venue referee/competition director/match director, as if a bowl or pallino/jack is moved during the measurement verification, the Field referee’s previous declaration stands.

14.6 If the Field referee erred in the attribution of the point(s), all bowls played after the erroneous refereeing decision must be replayed, provided that the exact position of the bowls played before the error can be restored.

- a. If it is not possible to restore the game, the entire turn must be annulled and repeated by the same team, with the pallino/jack being thrown by the player who held it.
- b. In the case, however, of bowls moved and returned to their original positions following the application of the advantage rule, for the purpose of scoring, the decision made by the Field referee prior to the movement of those bowls shall stand.

Articolo 15 ADVANTAGE RULE

15.1 The advantage rule stipulates that, whether in a point throw, a raffa shot, or a volo shot, all irregular throws/shots subject to this rule are to be considered valid or invalid at the discretion of the opposing team. The time limit for making this decision is 30 seconds and begins when the referee signals this rule using the conventional signs/gestures.

- a. If the team eligible to invoke this rule “accepts” the situation resulting from an irregular shot or approach, it must signal this to the referee using the conventional sign/gesture; play will proceed as if the shot or approach in question had been regular, including all subsequent developments on the field (and, if applicable, any bowls or pallino/jack that has left the valid playing areas, etc.).
- b. If the team eligible to benefit from this rule does not accept the situation that has arisen due to an irregular shot/placement, it must signal this to the referee using the conventional sign/gesture; play will be reconstructed as it originally was, in accordance with the provisions of this document, based on the types of throws/ shots permitted and their possible variations.
- c. If, in order to decide whether to accept the rule, the team requests to review the play (PLAY REVIEW) using the designated ORANGE card within 60 seconds, or 90 seconds in the case of an athlete with a disability, or requests a stoppage of play

(TIME-OUT, where applicable) using the appropriate GREEN card within 120 seconds (2 minutes), or 150 seconds in the case of an athlete with a disability, the time allowed for such action will be added to the 30 seconds allotted for taking the throw/shot.

15.2 In the following cases, the referee **shall immediately void the move or round without consulting the players** and, if necessary, return any moved pieces to their original positions.

Violation	Situation	Description of the irregularity	Referee's Action
a. Exceeding the throw/shot time limit	Exceeding the time limit for shooting	The player does not throw the bowl within the 30-second time limit.	Cancellation following any cards (see details in Chapter 17.2)
b. Irregular shots in Volo or Raffa	Irregular shot	- A bowl shooting by raffa or volo that touches the back board without hitting any piece - Or touches the side board first and then the back board, again without hitting any piece	Immediate cancellation of the shooting bowl
c. Irregular throw of the pallino/jack	Irregular pallino/jack	- The pallino/jack touches the side board - Or it comes to rest ≤ 13 cm from the side board	Immediate cancellation of the throw; the throw is awarded to the opposing team or placed on Acchito
d. Short throw	Short throw	The throw bowl does not cross the D-D1 line	Immediate cancellation of the thrown bowl
e. Improper contact with the end line	Irregular contact	The aimed boccia that touches the back board without hitting any piece - Or touches the side board first and then the back board, again without hitting any piece	Immediate cancellation of the thrown bowl

f. Third and subsequent crossings of the lines	Crossing line D-D1 or E-E1	On the third and subsequent occasions, if a player, after making a shot—playing their first bowl in pairs or trios, or the first three in singles—crosses the E-E1 lines in the case of a raffa or volo shot, or the D-D1 lines after making a successful approach throw. Crossing the lines after making a point throw or a shooting is treated as equivalent; therefore, penalties will be cumulative, including for formation.	Immediate cancellation of the throw or shot to be played.
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Articolo 16 START OF THE MATCH

- 16.1 Matches cannot begin if, at the time of the call to the field, one or both teams are incomplete. Incomplete teams must be excluded from the competition or, in the case of team championships, the penalties provided for in the specific regulations must be applied.
- a. This decision may be made by the match or tournament officials, including following a report from referees on other courts, and is final
- 16.2 The end from which the match begins is determined in advance by the technical body responsible for the competition (where applicable) or by the venue referee where the match is played.
- 16.3 To determine which team has the right to play the first boccia, a coin toss is conducted where applicable with the captains by the field referee or the competition's head referee
- a. The player who wins the draw will be the one who throws the first bowl.
- 16.4 Once it has been determined who plays the first boccia, the teams proceed to a 5-minute collective warm-up/practice throws (Team A and Team B together); at the end of the 5 minutes, the referee collects the pallino/jack and the match begins.
- a. During the warm-up, players must wait until all the bowls on the court have been thrown in one direction, and only after all players have reached the opposite end may the warm-up continue in the opposite direction.

- b. This warm-up/practice throw procedure is subject to change in the event of specific instructions for a particular competition.
 - c. Warm-ups and practice throws are scheduled even if the match is interrupted due to force majeure and is continued on a different lane of the same facility or at another sports facility
- 16.5 The team declared the winner due to the opposing team's absence, forfeit, or disqualification is not entitled to a warm-up or practice throws, which may not be performed.
- 16.6 The match begins with the pallino/jack positioned on the D-D1 line at an equal distance from the side boards. This position must be marked on the ground with a permanent marker.
- 16.7 The team that must start the match (or any subsequent play/round) has the right to play the first boccia as a point throw, a raffa shot, or a volo shot; if that throw/shot is called off, they must play another one and so on, until they have made a valid throw/shot (including one that becomes legal following the application of the advantage rule).
- 16.8 If the first play/round is annulled, it must be repeated by the same team with the pallino/jack positioned at the starting point of the match, without prejudice to the right of the team that previously earned it to play the first bowl.
- 16.9 In the rounds following the first, the pallino/jack is thrown by the team that scored one or more points in the previous round.

Articolo 17 THROWING THE BOWLS: POINT, RAFFA, AND VOLO

- Article 1: General Rules

- 17.1 The three types of throws permitted are: the point throw, or approach throw, the raffa throw, and the volo throw:
- b. Playing/throwing a point throw generally means trying to get one's own boccia as close as possible to the pallino/jack, but also placing it in a specific, tactically chosen position.
 - c. Playing/throwing a raffa or volo shot means attempting to hit a previously declared bowl (or the pallino/jack).

- i. For raffa and volo shots to be valid, the player must declare to the referee which type of shot they intend to make and which bowl they wish to hit.
- ii. If the player intends to change the type of throw/shot from a placement throw to a raffa shot, from a raffa shot to a volo shot, or conversely or the bowl to be struck, they must correct the previously made declaration; otherwise, the thrown bowl is void, except under the advantage rule.

17.2 In every match of all competitions, each player in action is allowed 30 seconds to play their boccia. If this time limit is exceeded without the boccia having been released from the hand onto the playing lane, the Field Referee will indicate the time with the conventional gesture 10 seconds before the time expires and, upon expiration, will proceed as follows:

- **Continental, World, and Team Competitions**

(where the use of cards by players or the head coach is required)

Infraction	Referee Sanction	Card Used	Increase in the player's available shooting time	Operational notes
First infraction	Assignment of a disciplinary card	White	+15 seconds	—
Second or Third Infraction	Pickup an Orange Card (Vision), if available	Orange	+1 minute	*If the player does not have an Orange card → proceed to Green
Third, fourth, or fifth infraction	Pickup a Green card (Time-out), if available	Green	+2 minute	If the player does not have a Green card → proceed to cancellation
Subsequent violations or absence of cards	Definitive cancellation of the boccia	—	No extra time	If no player has a bowl in hand, the captain hands a bowl to the referee at his discretion

- **International Competitions**

Infraction	Referee's Penalty	Card Issued	Additional shooting time available to the player	Operational Notes
First infraction	Assignment of a disciplinary card	White	+15 seconds	—
Second infraction	Definitive cancellation of the bowl	—	No additional time	If no one player has a bowl in hand, the captain gives a bowl to the referee

a. The thirty-second period for throwing the bowls begins:

- i. from the moment the Field referee awards a point after a bowl or pallino/jack has been thrown, following the “go” signal given after any necessary measurements to determine the point and any necessary markings on the court to indicate the position of the pieces.
- ii. from the awarding of points at the end of a throw/round, once all players have returned to the throwing platform, for the release of the pallino/jack for the new hand;
- iii. the validation of the pallino/jack’s position once it has come to rest through marking by the referee, who remains on standby for the first bowl to be thrown

17.3 Once a player has finished their turns, they must leave the throwing area and cross the halfway line (i.e., lines E-E1), without obstructing other players or the referee; they must then position themselves so as to be in front of the playing area and in accordance with the referee’s instructions, who may direct their movement.

17.4 A player who has finished their throws and has already crossed the halfway line may move and return to speak with their teammates, when it's their turn to play, always respecting the 30 seconds allotted for each throw/shot to be played; in any case, before the next player takes their throw/shot, they must cross the E-E1 lines again

17.5 A player who, after taking a throw by playing their first bowl in a doubles or triples match or the first three in an individual match, crosses the E-E1 lines in the case of a raffa or volo shot, or the D-D1 lines after making a successful approach throw, is given a **first warning with a white card**, and the athlete must return to their designated area; the same applies to a **second warning** for the same infraction (crossing the lines after executing a placement throw or a boccia throw is treated as equivalent, therefore warnings will be cumulative, even for team play); **upon the third infraction** of this type, the boccia still to be played will be nullified, subject to the advantage rule.

No. Infraction	Action	Lines Involved	Penalty
1st Infraction	After making the throw/shot (first bowl in pairs/triples or first three in singles), the player crosses the designated lines.	- E-E1 for a raffa or a volo shot - D-D1 for a point throw	First warning and requirement to return to the designated area.
2nd infraction	Repetition of the same type of crossing the lines. Infractions are cumulative between the bowl thrown for a point and the bowl thrown for a raffa or volo, including for formation	As above	Second warning and requirement to return to the designated area.
From the 3rd infraction onward	New crossing of the lines after the throw/shot.	As above	Cancellation of the bowl yet to be played

17.6 A bowl is considered to have been thrown correctly when, after being released, it crosses the B-B1 line in the direction of play.

- a. Therefore, a bowl is not considered to have been thrown if it is resting on the ground (in practice, in place) or even if it is resting beyond the B-B1 lines and is then picked up to be released later in the direction of play.

17.7 A bowl that is thrown (directly, not as a result of play) but does not cross the D-D1 line (nine meters) is void.

17.8 The team whose first thrown bowl is declared invalid must throw another one, and so on until it has made a valid play or has used up all its bowls. If a team uses up all its bowls without having made a valid play, the opposing team is awarded as many points as there are valid bowls already played and those still to be played. **In this context, “making a valid play” means that the thrown bowl has remained on the field in accordance with the rules.**

17.9 Another boccia may not be played before the previously thrown one has come to rest, under penalty of its cancellation, except in cases of advantage.

- a. Under penalty of the same sanction, a bowl may not be played before the referee has awarded the point.

- **Article 2: Point Throw**

17.10A point throw generally consists of moving one's own boccia closer to the pallino/jack or to other positions on the court that are advantageous for the tactical play of the game.

17.11When releasing the boccia, the player in action may not cross the B-B1 throwing line with their forward-most foot in contact with the ground (the check is made when that foot is in contact with the ground; any subsequent movement of the foot is not taken into account), under penalty of the thrown boccia being disallowed, except under the advantage rule. This line may only be crossed after the boccia has been thrown.

- a. The player may also step out with the bowl in hand before the throw, up to line D-D1, solely to level the ground.
- b. The athlete may step outside the throwing line, after playing the bowl, up to the D-D1 line in the case of the first bowl in pairs or trios or the first three bowls in singles.
- c. Once the athlete has thrown their last available bowl in the round (the second in doubles or triples, the fourth in singles), they may “follow” their own bowl, maintaining a distance of at least 2 meters from the moving bowl, so as to ensure full visibility for the athletes on the field and the referee.

- **Article 3: Moving bowls that have scored points and measuring points**

17.12 The movement of the bowls or the pallino/jack and the measurement of points must be measured using the measuring rod used in the match; for greater distances and/or those difficult to assess, the referee may use a tape measure (or measuring wheel), a laser measuring device, a telescopic rod, a compass-like tool, and, at his or her discretion, the assistance of assistants. The measurement must be taken after marking the position of the pieces to be checked on the ground using the standard markings.

17.13 If a thrown bowl causes displacements and, upon repositioning as provided for by the advantage rule, occupies the spot of another piece (bowl or pallino/jack) displaced from its original position, and it is impossible to restore that position, the bowl remains in the position it assumed after the displacement.

17.14 Displacements are classified as follows:

- **DIRECT IMPACT**

17.15 A direct impact is defined as the displacement of a stationary piece (boccia or pallino/jack) caused solely and exclusively by a boccia thrown accurately

17.16 If the thrown bowl, upon hitting any other bowl or the pallino/jack, displaces one or the other by a distance greater than 70 cm, the throw is void, and the displaced bowl must be returned to its previous position, subject to the advantage rule (Fig. 3).

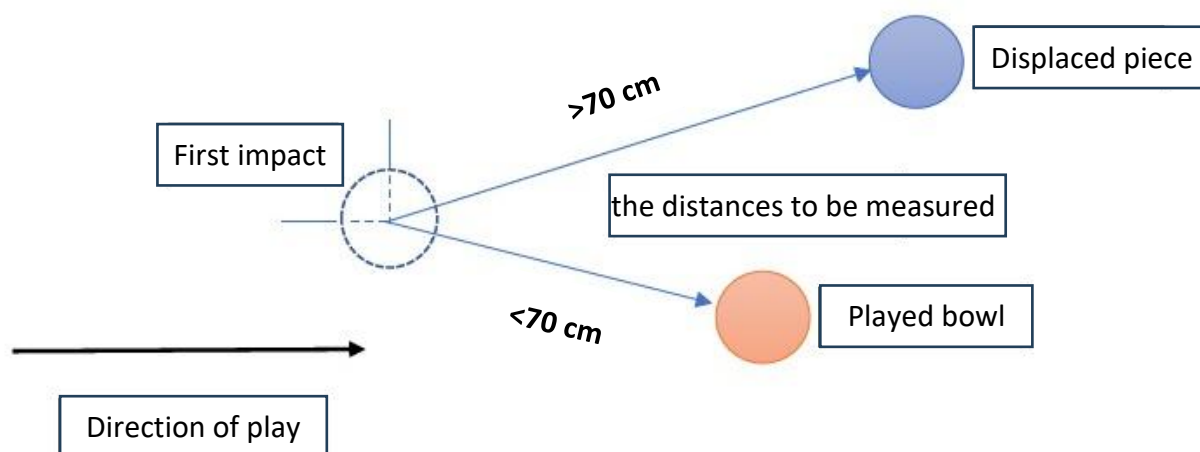


Figure 3

a. If the struck bowl does not move more than 70 cm but the thrown bowl continues its trajectory more than 70 cm beyond the point of contact with the struck bowl, the struck bowl will be returned to its original position, while the thrown bowl will remain in its current position, subject to the advantage rule (Fig. 4).

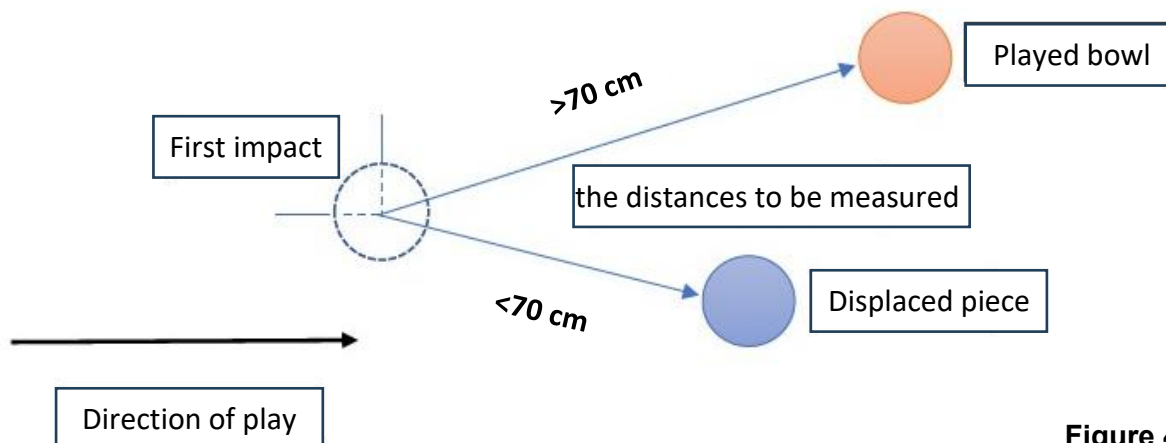


Figure 4

- **DIRECT “chain reaction” IMPACT**

17.17 A direct “chain reaction” impact refers to the displacement of multiple stationary pieces (bowls or pallino/jack), where only the first displacement is caused by the bowl thrown with precision.

a. The other displacements are therefore effectively caused by the impact of the first object on the other objects.

17.18 If the thrown bowl, upon hitting any other bowl, causes a collision with another bowl or the pallino/jack, and either one is moved a distance greater than 70 cm, the throw is void, and the displaced bowls must be returned to their previous positions, subject to the advantage rule (Fig. 5a).

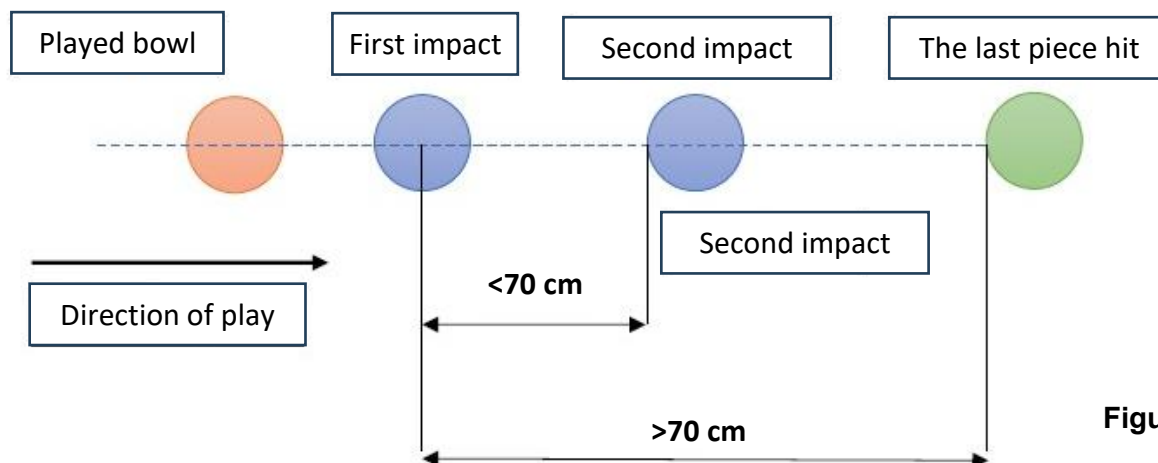


Figure 5a

- i. the distance each individual piece has moved from its original position
 - 1. if greater than 70 cm, the thrown bowl is void and the displaced pieces must be returned to their previous positions, subject to the advantage rule, and no further measurements are required;
 - 2. if less than 70 cm, the next measurement must be taken;

- ii. distance from the first point of contact to the end of the thrown bowl's path
 - 1. If greater than 70 cm, the thrown bowl remains in its current position, but any displaced bowls must be returned to their original positions, subject to the advantage rule, and no further measurements are required;
 - 2. If less than 70 cm, no infractions have occurred.

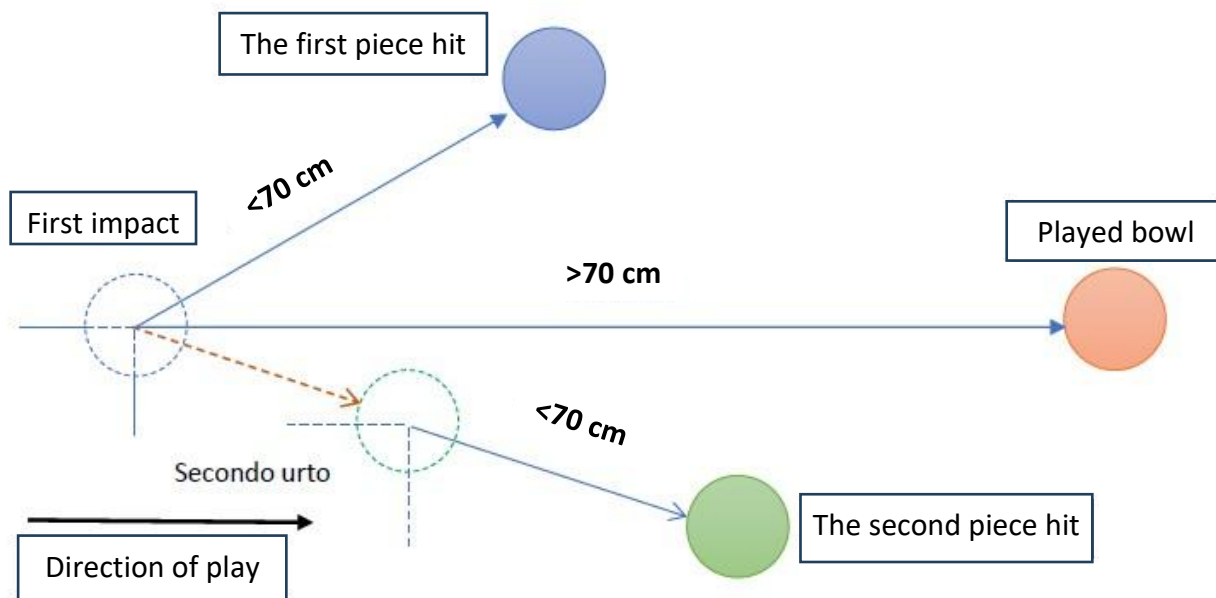


Figure 6

17.22A throw that, after causing displacements during its run, touches the backboard is void, except under the advantage rule (Fig. 7).

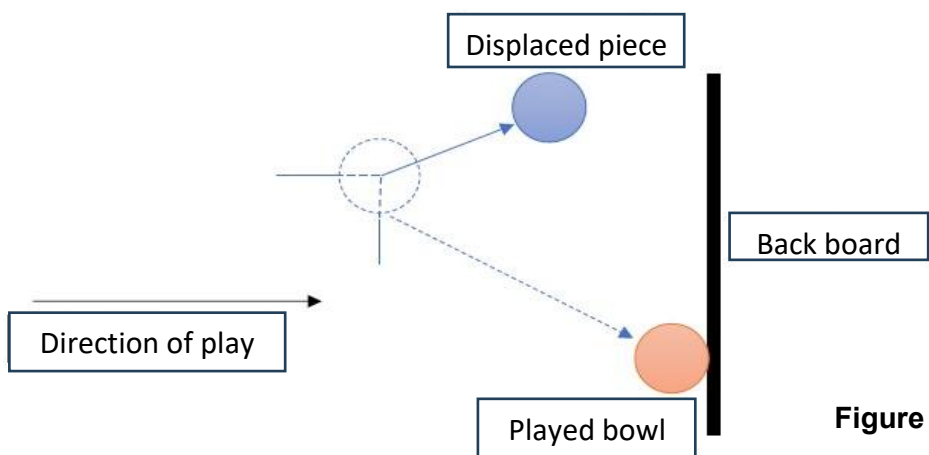


Figure 7

17.23A throw bowl that, after being displaced during its run, touches the backboard is a foul, except under the advantage rule (Fig. 8).

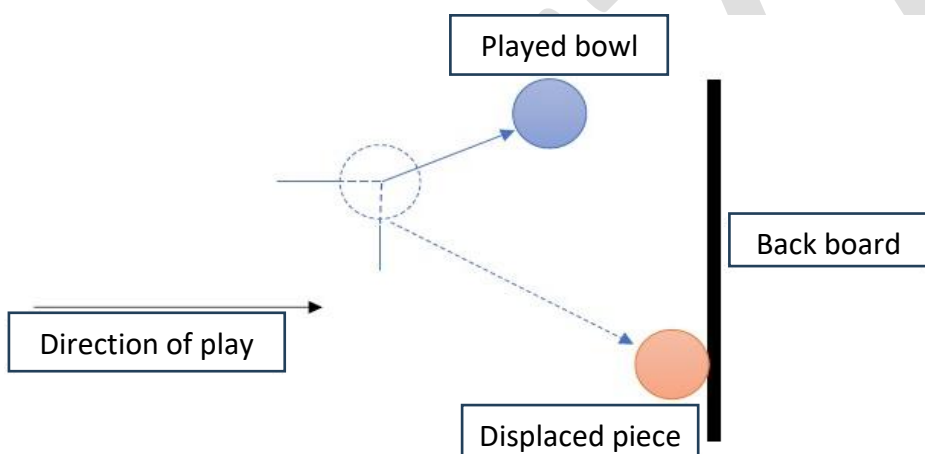


Figure 8

a. The rule also applies to the pallino/jack pushed to the backboard (single body, figs. 9–10)

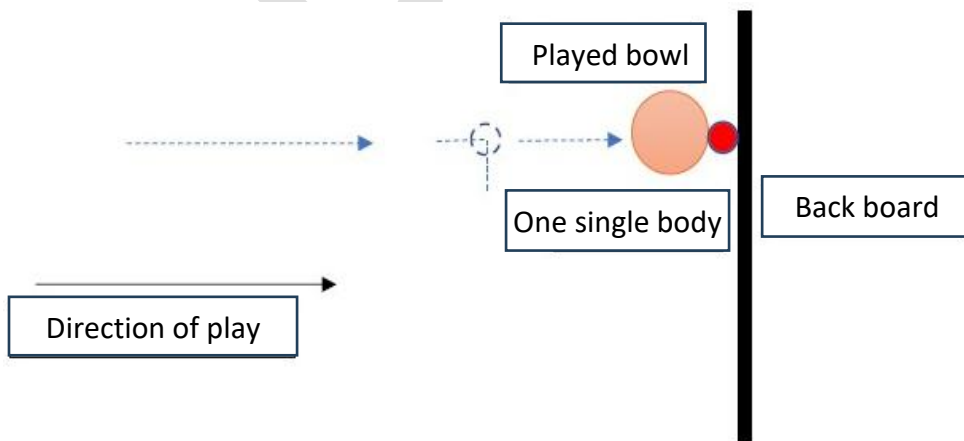


Figure 9

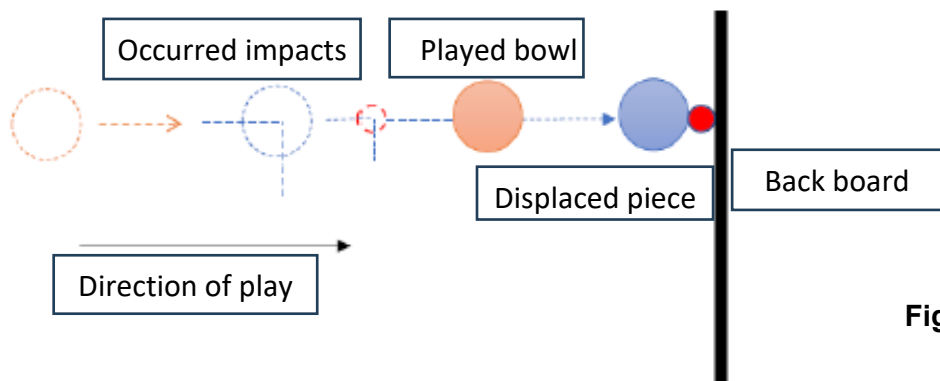


Figure 10

17.24A throw that lands against a stationary piece (bowl or pallino/jack) against the backboard is a foul, except in cases of advantage (Fig. 10).

- a. If the throw is void, all moved bowls must be returned to their previous positions.

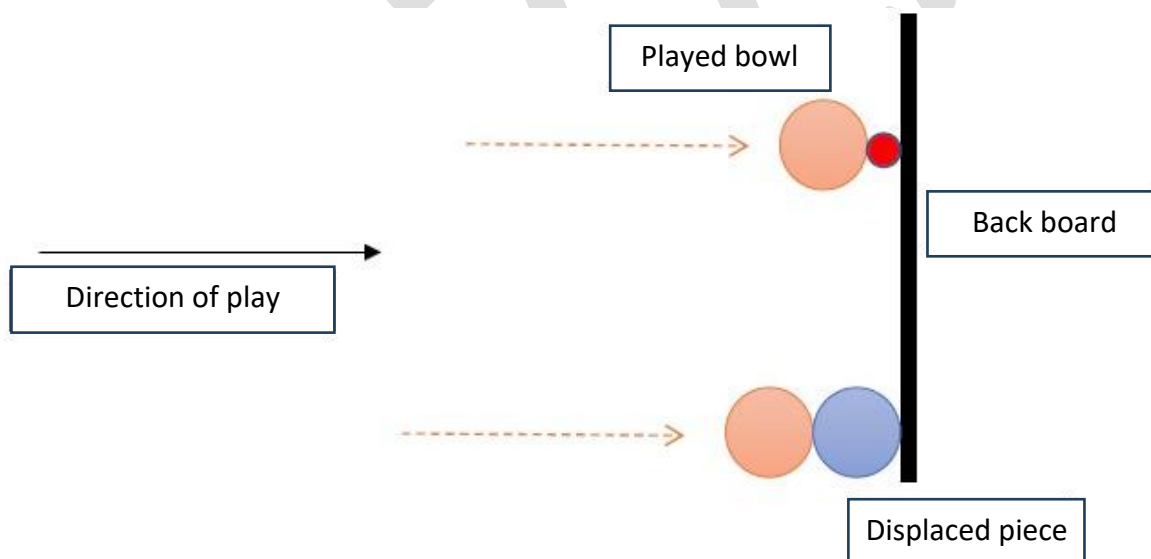


Figure 10

17.25 The throw is valid (subject to the other rules described above) when neither the throw nor any other bowls struck have touched the backboard or become part of another bowl that has been pushed or is already against the backboard (Fig. 11).

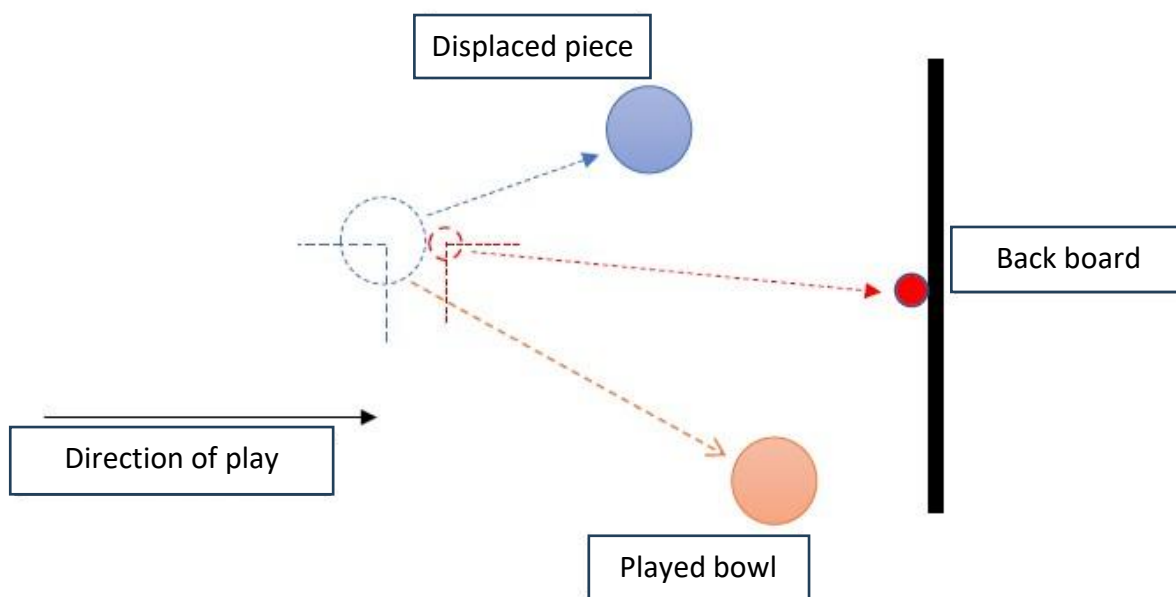


Figure 11

17.26 If the thrown bowl, other bowls, or the pallino/jack, while moving as a result of a collision, hit the side boards, the distance from the point of the first impact to the point of contact with the board, and from there to the circumference of the relevant bowl, must be measured to verify the validity of the movements (Figure 12).

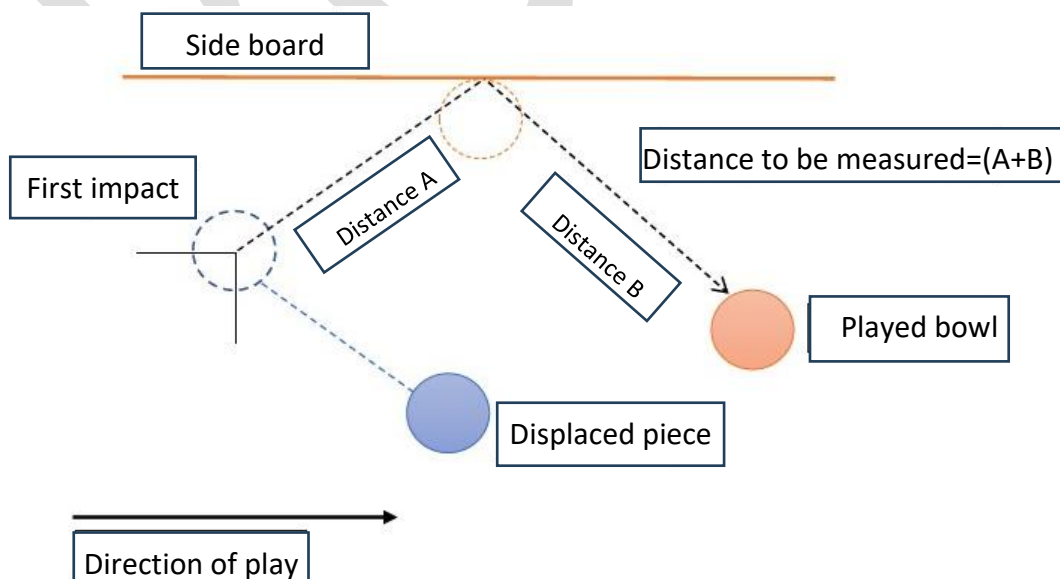


Figure 12

17.27 When the struck bowl, the pallino/jack, or the thrown bowl comes to rest against the side board, touching it, the measurement must be taken from the marked point where the bowl was located before the collision to the point of contact with the boards (Fig. 13).

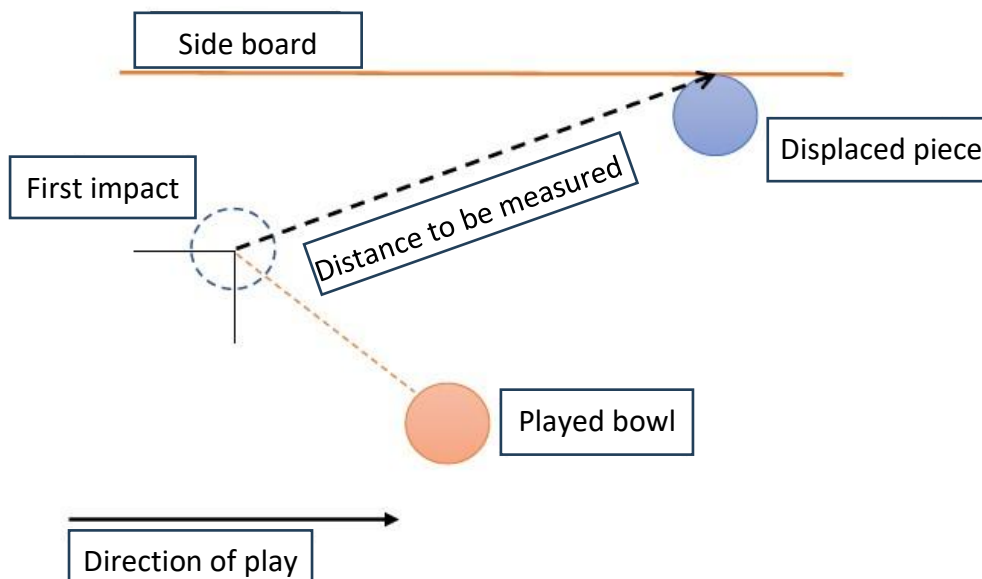


Figure 13

- Article 4: Raffa Shot

17.28 The Raffa shot consists of hitting, with or without the aid of the ground, an opponent's bowl or even one's own, or the pallino/jack, having previously declared this to the Field Referee.

17.29 The Raffa shot is permitted on the pallino/jack and on bowls forming a target with the pallino/jack in any position on the valid playing lane and only on bowls placed beyond the D-D' line on the opposite half (in the figure, the green area). On bowls located in the area bounded by lines D and D' (or touching those lines) and not falling under the previous cases, the Raffa shot is not permitted (in Figure 14, the red area).

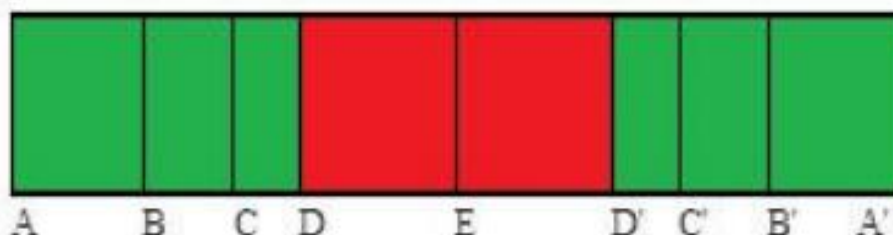


Figure 14

17.30 The target bowl located in the neutral zone D–D' must be struck only in flight. A Raffa shot on the bowl located beyond the D–D' line is invalid if it first hits the other bowl. (Fig. 15).

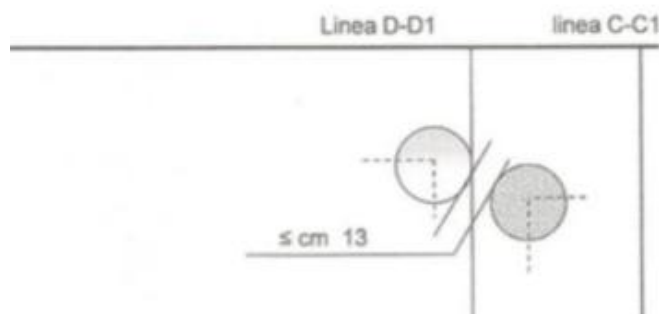


Figure 15

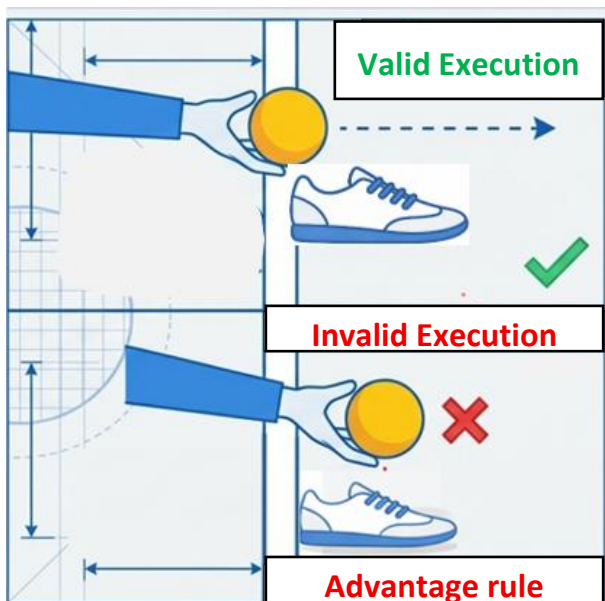
Effective as of the following date: 06/01/2027, the following amendment will take effect:
The raffa shot will be permitted on all bowls in any position on the valid playing lane.

17.31 For a raffa shot to be valid, the player must declare, while standing inside the B-B1 line, the bowl they intend to hit using the international conventional signs/gestures indicated in this document and must wait for the referee's authorization to take the shot; otherwise, the shot is void and any bowls that may have been moved must be returned to their previous positions, subject to the advantage rule.

Valid shot declarations are:

- a. pallino/jack;
- b. point bowl;
- c. second point bowl, and so on.

17.32 During the raffa shot, **players are not permitted to cross the shooting line (B-B1) with their forward-most foot in contact with the ground before releasing the bocchia (the bocchia must not touch the hand); otherwise, the shot is void, subject to the advantage rule, the referee's assessment will be made at the moment the last foot is in contact with the ground before the bowl is released. It follows that a bowl released while the feet are not in contact with the ground even if the front foot has crossed the line is **VALID****



VALID EXECUTION



INVALID EXECUTION – ADVANTAGE RULE

responsibility of the field referee and, likewise, of the entire refereeing staff (referee Coordinator, Match Director, and Tournament Director), with the exception of field referees assigned to other lanes.

- b. In order to allow for more accurate monitoring of line-crossing violations for each shot, the match or tournament officials may assign one or more referees from the officiating staff to verify and manage these lines, designating them as “**linesman**” for this purpose.

17.33A boccia thrown from the raffa within the B-B1 line must cross the D-D1 line; a boccia that stops on or before that line is nullified, and all moved pieces must be returned to their original positions, except under the advantage rule.

17.34A raffa boccia shot that directly hits the end line or the side line first and then the end line (i.e., without hitting anything before reaching it) is void without the advantage rule, even if, upon returning, it hits other bocchas or the pallino/jack.

17.35Bowls placed within 13 cm of the declared target constitute a “target.” The Field referee must indicate, using the international conventional signs/gestures specified in this document, before authorizing the shot, which bowls are within 13 cm of the indicated bowl and therefore constitute a “target.”

- a. For the shot to be declared valid, the declared piece or the target piece(s) must be the first to be struck by the player, even if they do not move from their initial position or, as a result of play, return to it; otherwise, the moved piece must be returned to its place, except under the advantage rule.

- **Article 5: Volo Shot**

17.36A volo shot consists of hitting, either directly or with the aid of a defined portion of the playing surface, an opponent’s bowl or even one’s own, or the pallino/jack, having previously declared this to the Field Referee using the international conventional signs/gestures indicated in this document

17.37The volo shot is permitted on all bowls in any position on the valid playing lane.

17.38For the volo shot to be valid, the player must, while standing inside line B-B1, declare the bowl they intend to hit using the international conventional signs/gestures indicated in this document and wait for the Field Referee to draw a circular arc with a radius of 40 cm in front of the declared bowl, relative to the direction of play, with its center tangent to it (see Figure 17, point X) and give permission to throw; otherwise, the thrown bowl is void and any pieces that may have been moved must be returned to their previous positions, subject to the advantage rule.

- a. For all bowls placed beyond the declared bowl (bowl A, Figure 17), a 40 cm arc must be drawn, corresponding to the valid hitting area for the volo shot of that specific bowl.
- b. For all target bowls placed before the declared bowl (bowl B, Figure 17), it is not necessary to draw a circular arc since the valid hitting area is solely and exclusively the one designated in front of the bowl, already marked for the declared bowl.

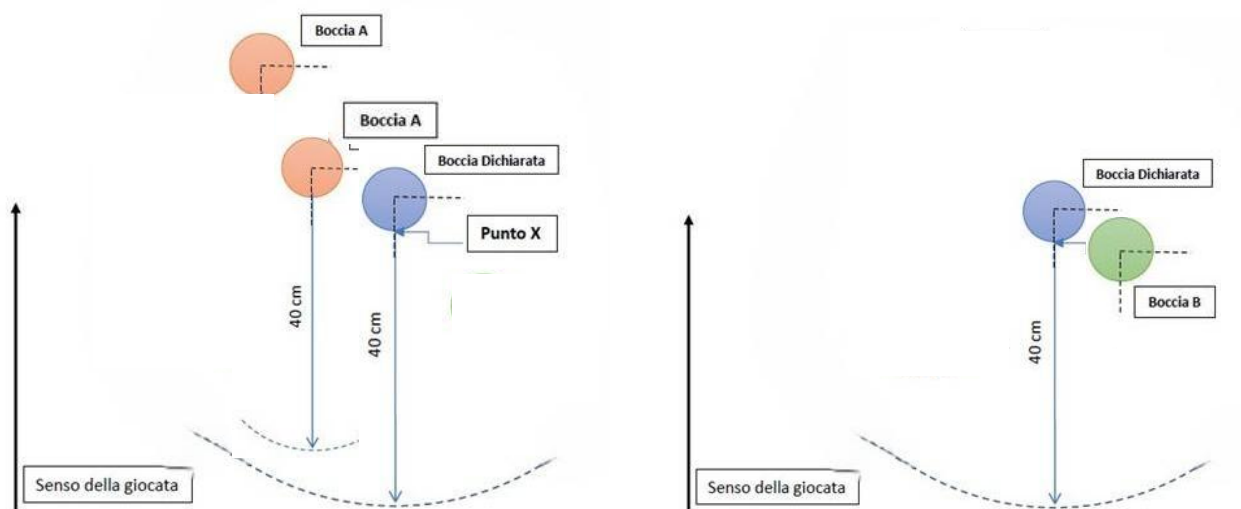
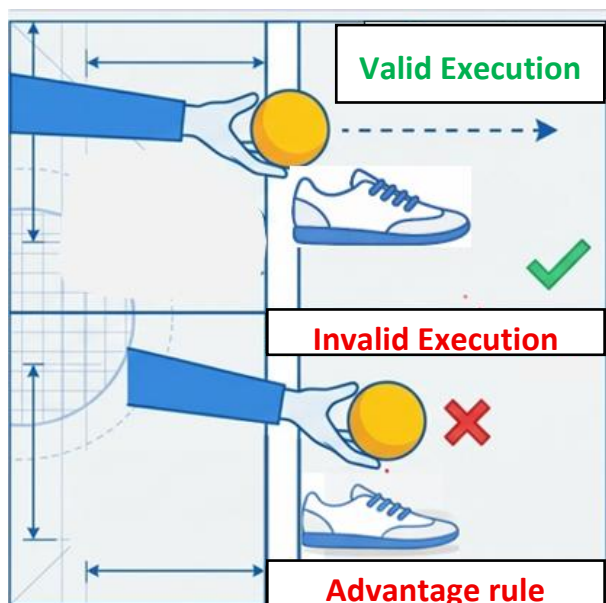


Figure 17

17.39 Valid shot declarations are:

- Pallino/jack;
- point bowl;
- the second bowl, and so on.

17.40 During the shot, players are not allowed to cross the shooting line (C-C1) **with their forward-most foot in contact with the ground before releasing the bowl (the bowl must not touch the hand); otherwise, the shot is void, except under the advantage rule.** The referee's assessment will be made at the moment the last foot is in contact with the ground before the bowl is released. consequently, a bowl released while the feet are not in contact with the ground even if the forward foot has crossed the line is **VALID**



VALID EXECUTION



INVALID EXECUTION – ADVANTAGE RULE

- a. Verification of the correct position of the player's leading foot is the prerogative of the Field referee and likewise of the entire refereeing staff (Referee Manager, Match Director, and Tournament Director), with the exception of Field referees engaged in other lanes.

- b. In order to allow for more accurate monitoring of line-crossing violations for each shot, the match or competition management may assign one or more referees from the officiating staff to verify and manage these violations, designating them for this purpose as “**linesman.**”

17.41 Pieces placed within 13 cm of the declared piece constitute a “target.” The Field referee must indicate, using the international conventional signals/gestures specified in this document, before authorizing the shot, which pieces are located 13 cm or less from the declared piece and therefore constitute a “target.”

- b. For the shot to be declared valid, the piece declared or the target piece(s) by the player must be the first to be struck, even if they do not move from their initial position or, as a result of play, return to it; otherwise, the piece that has been moved must be returned to its place, subject to the advantage rule.

Articolo 18 HANDLING SITUATIONS WHERE A TIE-BREAK IS REQUIRED

18.1 In competitions where the rules provide for it

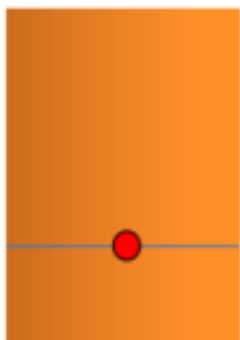
Example:

- **the group stage of elimination rounds (multiple matches played to determine qualification or elimination)**
- qualification via head-to-head matches in the event of a tie to determine the qualifier(s), a tiebreaker by shooting at the target must be conducted as follows:
- A draw to determine the shooting order
- Conducting a warm-up phase where required
- Alternating Raffa and Volo shots; each athlete will take one shot at a time according to the system listed below:

A' The target will be placed at 3 different points on the lane as follows:

- In the center on line E
- In the center on line D'
- In the center on line B'

B' 2026



18.2 In the Individual event, each athlete will take two shots at each of the 3 distances for a **total of 6 shots.**

Example

Line E	Athlete shooting order	A/B/C/A/B/C
Line D'	Athlete shooting sequence	A/B/C/A/B/C
Line B'	Athlete shooting order	A/B/C/A/B/C

18.3 In the Pairs event, each athlete will shoot at the 3 distances for a **total of 6 shots per team.**

Example

Line E	Athlete shooting order	A1/B1/C1/A2/B2/C2
Line D'	Athlete shooting sequence	A1/B1/C1/A2/B2/C2
Line B'	Athlete shooting sequence	A1/B1/C1/A2/B2/C2

18.4 In the Terna event, each athlete will shoot at 3 distances for a **total of 9 shots per athlete.**

Example

Line E	Athlete shooting order	A1/B1/C1/A2/B2/C2/A3/B3/C3
Line D'	Shooting order: athletes	A1/B1/C1/A2/B2/C2/A3/B3/C3
Line B'	Shooting order athletes	A1/B1/C1/A2/B2/C2/A3/B3/C3

18.5 **In the event of a further tie, the tiebreaker continues indefinitely with the pallino/jack positioned at the center of line D' until a winner is determined,**
the order of qualification or ranking
the shooting order and that indicated in sections 18.2-18.3-18.4.