

6.8.2 Qualifications. The two game officials shall be certified by a national or international governing body for basketball. Whenever possible, they shall be independent of the host organization and of the players in the game. The scoring table personnel should be familiar with basketball rules, particularly clock procedures, possession arrow procedures, and foul bonus procedures.

6.8.3 Officials uniforms. The two game officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and the court marshal should wear uniforms specified by the competition host.

6.8.4 Officials briefings. At least 45 minutes prior to the start of the tournament, the tournament director shall meet with all officials for a rules briefing. The agenda shall include any rules that might be unique to dwarf basketball and the World Dwarf Games. The tournament director shall provide guidelines for how stringently to call the rules during the course of play. It is suggested that the rules be enforced tightly in the Open and Junior B Divisions so as to ensure safe play and minimize conflicts between players. In the Junior A division, participants are still developing their skills, so some leniency should be provided in the enforcement of the rules.

6.8.4 Officiating equipment

6.8.4.1 Electronic equipment. Electronic scoreboards and scoring equipment are preferred.

6.8.4.2 Manual scoring equipment. If electronic equipment is not available, flip scoring boards will be used, and time will be kept using a stopwatch or other portable timing device located at the scorer's table. A possession arrow will be kept at the scorer's table on each court. A score book will be provided at each scorer's table for the game scorer to manually track points per team, fouls per player/team, timeouts taken/remaining and total score.

PART 7: BOCCIA TECHNICAL RULES

7.1 ELIGIBILITY

7.1.1 Age divisions. Boccia may be offered in the Futures (age 6 and younger), Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Masters (age 35 and older) Divisions. Players who choose to compete in the Open Division may not also compete in the Futures, Junior A, Junior B, or Masters Divisions.

7.1.2 Sex divisions. Males and females compete in the same events.

7.1.3 Classifications

7.1.3.1 World Dwarf Games. The IDAF upper-body classification system shall be used in Open and Masters Division badminton events. The IDAF juniors division classification system shall be used in juniors division events. Refer to Part 2 of this rule book for further information.

7.1.3.2 Other IDAF sanctioned or approved competitions. Use of classifications at other IDAF sanctioned or approved events is at the discretion of the competition host.

7.1.3.3 BISFed Boccia Committee sanctioned or approved competitions.

The boccia divisions for play system of the Boccia International Sports Federation (BISFed) may be substituted for the IDAF upper-body system when IDAF events are sanctioned or approved by BISFed.

7.2 EVENTS

7.2.1 Event selection. The following events may be offered within each age division (Futures, Junior A/B, Open, and Masters) at IDAF boccia competitions. At World Dwarf Games, it is recommended that singles competition be offered for the Futures, Junior, Open, and Masters Divisions, and that either pairs or team competition be offered for the Open and Masters Divisions.

	Futures	Juniors A/B	Open	Masters
Singles	X	X	X	X
Pairs		X	X	X
Teams		X	X	X

7.2.2 Event formats. The competition host shall determine whether separate standing/seated, seated, and/or ramp events shall be offered. A seated boccia format must be offered at World Dwarf Games.

7.2.1 Standing boccia. All athletes compete from a standing position.

7.2.2 Seated boccia. All athletes compete from a seated position.

7.2.3 Combined standing/seated boccia. Each player may choose whether to deliver the boccia ball from a standing or seated position.

7.2.4 Ramp boccia. Athletes who use scooters or wheelchairs use a ramp/assistive device to deliver the boccia ball.

7.3 RULES

7.3.1 BISFed rules. IDAF follows the Boccia International Sports Federation (BISFed) rules (<http://www.bisfed.com>).

7.3.2 Exceptions

7.3.2.1 Eligibility for play - BISFed Boccia Rule 3. Any dwarf athlete who is eligible to compete in IDAF sanctioned or approved competitions is eligible to participate in boccia.

7.3.2.2 Divisions of play – BISFed Boccia Rule 4

7.3.2.2.1 Age divisions. The IDAF age divisions specified in 7.1.1 shall apply to IDAF boccia competitions.

7.3.2.2.2 Gender divisions. There will be no separation within divisions by gender.

7.3.2.2.2 IDAF upper body classification system. The IDAF upper body classification system will apply to the divisions of play.

7.3.2.2.4 Seated, ramp, and standing/seated divisions. At the discretion of the competition host, three separate competition formats may be offered.

- **Seated/BISFed Division.** This division applies only to athletes who are wheelchair users and are eligible to compete under the BISFed Classification System meeting the BC4 criteria.
- **Ramp/BISFed Division.** Athletes in this division must demonstrate an inability to grasp and release the ball as stated in the BISFed Classification System meeting the BC3 criteria.
- **Standing/Seated Division.** Athletes in this division may choose at the time of the release of the ball to stand or be seated. Athletes in IDAF Classifications 1, 2, and 3 may be combined for competition with results determined separately by classification.

7.3.2.3 Tournament format – BISFed Boccia Rule 5. At the discretion of the competition host, the tournament format will be determined by the number of athletes in each division.

7.3.2.3.1 5 or fewer athletes. If there are 5 or fewer athletes, a round robin tournament format will be used.

7.3.2.3.2 6 or more athletes. If there are 6 or more athletes in a division, a double elimination tournament will be used. However, if there are time constraints of running the tournament, the competition host may choose to conduct individual matches using 2 ends instead of 4 ends to ensure completion of the tournament within the tournament timeline. If the committee chooses to implement 2 ends per match, this format must be used throughout the entirety of the tournament.

7.3.2.4 Timing of matches – BISFed Boccia Rule 14. The use of timing equipment is optional at IDAF competitions. In previous boccia tournaments, the athletes have consistently used less time than what is allotted per Rule 14 of the BISFed rules. Thus, there is not a need to have a timer at each court.

7.3.2.5 Protest guidelines - BISFed Boccia Rule 24. IDAF protest procedures shall be used instead of BISFed protest guidelines.

7.4 COMPETITION PROCEDURES

14.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

14.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many pairs or teams as desired into each division of the boccia tournament. Countries that enter more than one team within a division shall designate one team “Team A,” the next “Team B,” etc.

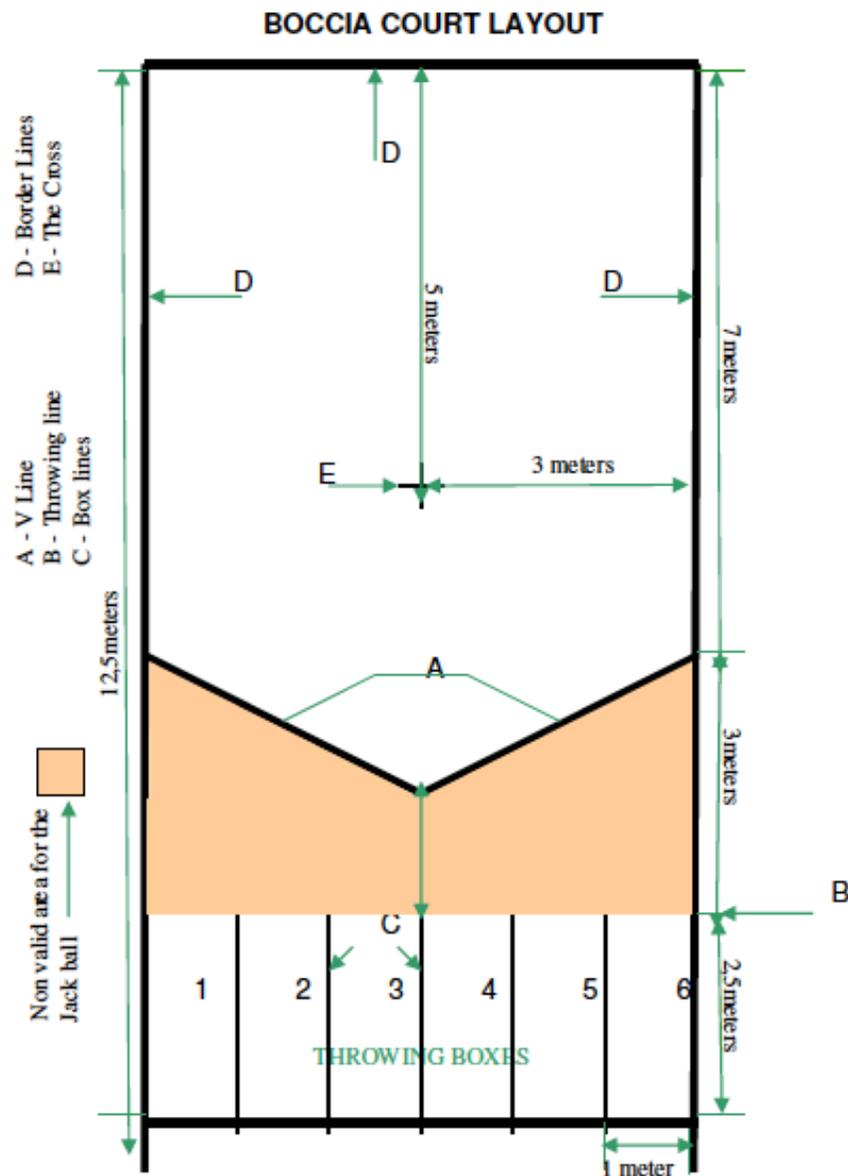
14.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

14.4.4 Check-in procedures. The competition host shall determine check-in procedures.

14.4.5 Awards. At the discretion of the competition host, when classification divisions are combined, separate awards may be presented to players in the different divisions

(e.g., when Class 1 and Class 2 players compete in the same event, awards may be presented to the highest ranking players in each class).

7.5 FACILITIES. The dimensions of the boccia court are specified by the BISFed Rules - Appendix 3 (<http://www.bisfed.com>). The boccia court must have a hard, smooth surface such as a gymnasium floor.



7.6 EQUIPMENT. Rule 2 of the BISFed boccia rules (<http://www.bisfed.com>) specify the characteristics of the boccia balls used for competition, as well as the measuring device, scoreboard, timing equipment, dead ball container, and red/blue color indicator. Those rules also specify the characteristics of seats and boccia ramps/assistive devices.

7.7 UNIFORMS. Players shall wear comfortable clothing. In singles competition, a player's clothing may be of any color or combination of colors. In pairs or team competition, players shall wear same-colored clothing, or alternately, same-colored pinnies/vests. At World Dwarf Games, players shall wear their country's team uniform whenever possible.

7.8 OFFICIALS

7.8.1 Minimum number. There shall be one head referee for the overall boccia tournament, one match referee for each match, and one scorekeeper for each match. The head referee shall be in overall charge of the tournament. Each match referee shall be in charge of a match, the court, and its immediate surrounds. The scorekeeper shall maintain a record of points earned.

7.8.2 Qualifications. The head referee shall be certified by a national or international governing body for boccia. The match referees and scorekeepers shall have experience at those positions.

7.8.3 Officials uniforms. The boccia officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and other assistants shall wear uniforms specified by the competition host.

PART 8: FLOOR HOCKEY TECHNICAL RULES

8.1 ELIGIBILITY

8.1.1 Age divisions. Floor hockey may be offered in the Futures (age 6 years and younger), Junior A (7-11 years), Junior B (12-15 years), and Open (any age) Divisions.

8.1.2 Sex divisions. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

8.1.3 Classifications. There are no IDAF classifications for field hockey.

8.1.4 Team rosters

8.1.4.1 Number of players. There shall be no fewer than 10 and no more than 14 players on a team roster, with the exception of the Futures Division where there shall be no fewer than 4 and no more than 7 players on a team roster. A team may not have alternates above the 14 player limit (7 player limit for Futures).

8.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters.

8.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.