Boccia United States BC2 National Standards for 2027

1.Jack serve and first ball placement skill

- **There must be two (2) total data submissions on two separate days for this standard the first data session must be virtual (drop-in) or in person**
- Complete one or more in-person assessments at the USA Boccia Nationals with a Boccia United States representative; and/or
- Complete one or more remote/virtual assessments, with the first assessment observed during a live drop-in by a Boccia United States representative.

Data Submission:

- Submitted data must correspond exactly to the remote/virtual assessment videos.

Video Recording Requirements:

- Record all throws in one continuous video for each distance or in a single continuous video covering all distances in the following order: **short, medium, then long**.
- Officials must label each video using the following format: **AthleteName_Standard1**.

2. Displacement of opponent's ball skill

- **There must be two (2) total data submissions on two separate days for this standard the first data session must be virtual (drop-in) or in person**
- Complete one or more in-person assessments at the USA Boccia Nationals with a Boccia United States representative; and/or
- Complete one or more remote/virtual assessments, with the first assessment observed during a live drop-in by a Boccia United States representative.

Data Submission:

- Submitted data must correspond exactly to the remote/virtual assessment videos.

Video Recording Requirements:

- Record all throws in one continuous video for each distance or in a single continuous video covering all distances in the following order: **short, medium, then long**.
- Officials must label each video using the following format: **AthleteName_Standard2**.

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STANDARD 1: JACK SERVE AND FIRST BALL PLACEMENT SKILL

Reason for the skill:

1st ball position is important for blocking and likely making an opponent's stress increase, miss the shot, and give you a potential ball count advantage.

Directions:

After one (1) warm-up throw, athlete will propel both a jack ball and a follow-up ball three (3) times from box 3 (throwing to red side) and in box 4 (throwing to blue side) at their personal distance choice ranging from 2.5-3.9m (short), 4.0-6.5m (medium) and 6.6-9.5m (long). No jacks can be within .5 meters of another jack range (i.e. if you throw short 3.9 meters you cannot throw 4.2 for medium distance). Both balls (Jack and follow-up ball) will be picked up and rethrown for each attempt. Athletes will have 1 minute and 10 seconds to throw each set of balls (jack and first ball). This drill should take you under 30 minutes to complete.

- Three (3) Jack/follow-up 1st ball throws at each distance for each color are required. Throwing to corresponding sides (your side of the court).
- You must use the same jack for the entire standard.
- To simulate "Team" play, you may use any ball firmness you would use from your playing set in team play.
- Because you are replicating playing team, verbally identify firmness or write on data sheet.
- Time will begin when directed to throw jack. (Just like in a game when paddled your teams color)
- Assessor, scorer, or the camera must sit in opponents' box in a chair no higher than 26in (66cm). If using a recording device should be placed chest height of a seated individual at the front center of opponent's box to evaluate percentage blocked. So that the evaluator can see how many balls from the jack, use a ruler on your video to show distance and call it out. If the distance is more than 12", it will be recorded as a 12+.
- Assessor can audibly say the results and measurement of the jack/follow up in recording. Example: say, "3.5@1.5 , yes blocking and is 7inches from the jack."

Scoring: (Your Opponent is a right-handed thrower)

The blocking percentage should be viewed from the center front of the opponent's box as if they were a right-handed thrower and that line of sight.

A [Yes | No] score will be given if:

- At least 50% of the thrown ball is blocking or not blocking the opponent.
- The athlete has 1:10 seconds to roll both balls (scorer must have a timer); if not accomplished in time, a "No" score must be given for that throw/roll.
- If jack does not reach the targeted zone, a "No" score must be given for that throw.

- **In addition to the yes | no score**, scorers must provide a measurement from the edge of jack ball to edge of placed ball for those blocking 50% or more. (see image below)

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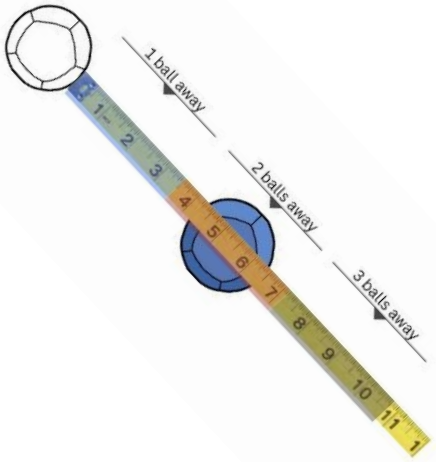
How to measure distance away from jack; over the top.

1 ball = 3.5 inches or less
2 balls = 3.6-7 inches
3 balls = 7.1-10.5 inches



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STANDARD 2: DISPLACEMENT OF OPPONENT'S FIRST BALL SKILL

Reason for the skill:
It is imperative that you can displace your opponent's first ball to be able to score on the jack. Because it is such a good block, we are not asking you to displace and score. Remember in team play, you only have the two balls taken into the call room. We know that there are times when you might displace the jack. This drill measures the displacement of the opponent's first ball and not the jack, therefore you must hit the colored ball first to score.

Directions: (Opponent is a right-handed thrower)
After one (1) warm-up throw, athletes have three (3) opportunities at each distance to displace the ball of your opponent.
From your throwing arm side, the opponent's ball is placed directly in front of the jack, with one finger length between the jack and opponent's ball. Depending on the location, announced at the time of assessment, the opponents ball may be covering 50-75% of the jack. You will have three (3) attempts, throwing cross court, to propel red ball from box 3 toward blue side and three (3) attempts cross court to propel a blue ball from box 4 toward red side at a short, medium, and long distances at minimum. Score and reset the positioned balls after each throw.

- All shots are cross court because you are displacing your opponent's ball on their side.
- To simulate "Team" play, you may use any ball firmness you would use from your playing set in team play at the various distances, but the same firmness must be used for both the attempts at that distance.
- Because you are replicating playing team, verbally identify firmness or write on data sheet.
- Use the softest colored ball in your set for opponents blocking ball.

Scoring: (Opponent is a right-handed thrower)

A [Yes | No] score will be given if:

- the opponent's ball **is** or **is not** displaced 100% from set up position and from the players position in the box (over the shoulder view).

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