**2020 Canadian Eboccia Open**

**Boccia Battle Competition Technical Information**

The Technical Delegate will resolve any technical issues not covered by this document. For any questions, please contact Eileen Bartlett, Technical Delegate at eileenboccia@gmail.com.

# **General Schedule (all times in Eastern Standard Time)**

* Opening Ceremony:Tuesday, November 24 @ 2:00pm
* Round Robin / Preliminary Games: November 24 – December 3
* Playoff Games: December 4 – 6
* Skills Challenge: November 24 - December 4
* Trivia Challenge: Saturday December 5 @ 6:00pm
* Closing Ceremony: Sunday, December 6 @5:30pm
* Banquet to follow Closing Ceremony

# **Boccia Battle Competition Schedule and Results**

Players are responsible for scheduling their games with their opponents a minimum of 24 hours before their assigned game day. Players must email their game time to the Technical Delegate to receive their Zoom link and game password.

The full competition schedule and results will be posted on [www.bocciacanada.ca](http://www.bocciacanada.ca).

# **Eligibility**

Any Canadian resident is welcome to participate in this event, including boccia athletes, officials, coaches, performance partners, friends and family.

# **Maximum Number of Athletes**

Registration is on a first come first registered basis and will be capped at 60 participants.

# **Code of Conduct**

The Canadian Cerebral Palsy Sports Association [Code of Conduct](https://bocciacanada.ca/about/policies/) will be the standard for all participants.

# **Boccia Battle Competition**

## **Competition**

The competition will involve individual games only. There will be no teams or pairs games. Games will played using the **PvP Online** setting.

Any participant that needs assistance to operate the app is welcome to have a performance partner (PP) to assist them. If playing with a PP, the participant should be the one directing the PP where they want the ball to go.

Participants can use the Boccia Battle shop to upgrade their different balls

There will be no referees and no Head Referee, so no second opinion can be requested. However, participants can use the “ask for help” button in Zoom if they would like assistance from the host.

The competition structure will follow the principles defined by BISFed. Final standings in both pool play and playoffs will be determined according to the [BISFed Competition and Ranking Manual](http://www.bisfed.com/wp-content/uploads/2018/05/BISFed_Competition-and-Ranking-Manual_1.3_2018-05.pdf).

All participants will receive certificates. No ranking points will be awarded. There will be no protests.

## **Event Categories**

The Boccia Battle Competition includes the following participant categories:

* BC1
* BC2
* BC3
* BC5/Open
* BC4/Family and Friends

Pools will be organized according to the most recent Boccia Canada rankings where applicable. If participants have no ranking than a random draw will be conducted.

## **Rules**

Boccia Battle App rules will be followed, with a few exceptions. Some app rules are different from standard boccia rules. For example, participants have 30 seconds to throw each ball. If they run out of time, the participant that ran out of time loses that end.

To see the rules, go to “Rules” in the main dashboard of the Boccia Battle app.

Exceptions to Boccia Battle App rules:

* All games will be 4 ends total
* If the app is disrupted (i.e. by a phone notification or loss of internet), the app will say that the player who disconnected automatically loses the game – in this case players will restart the game and play the number of ends needed to equal 4 full ends, adding the two scores together for the final score
* If a player runs out of time, the app will say that the player who ran out of time automatically loses the game – in this case, players can discuss and mutually decide whether to replay the number of ends needed to complete 4 full ends, adding the scores together for the final score

Any game that ends in a tiebreak will have an extra end to decide the winner.

## **Virtual Call Room**

The virtual Call Room is on Zoom. Participants can access the call room using the Zoom link provided by the Technical Delegate.

Once participants enter the Call Room, they will be moved into Breakout Rooms to play their Boccia Battle games. Participants who arrive more than 10 minutes after their scheduled start time will forfeit their game.

## **Boccia Battle Tips**

* The app includes instructions on how to play. In the main dashboard, click “Practice” and then “Tutorial” to access a full tutorial of the game.
* Before participants enter the password in the PvP game, they need to type their “Player Name” in the box to the right.
* Participants need to enter their game password to be matched with their assigned opponent. The Technical Delegate will send the game password to participants and provide them in the virtual call room just prior to the game. Passwords are case sensitive.
* Boccia Battle includes built in advertisements – they do not affect any aspect of the game and participants should just let them play
* The app uses up a lot of phone/tablet battery so participants should be sure to have a charger nearby.
* If a text message or call pops up, participants can decline the text/call without affecting the game. Participants should disable their phone notifications if possible.

## **Screen Recording Tips**

* All participants are encouraged to screen record their games – this allows a recording of the game to be shared on the Boccia Canada YouTube channel. Screen recording means what appears on the phone screen will be recorded (i.e. the Boccia Battle game), along with the audio (i.e participants’ comments & game sounds) – video of the participant will NOT be recorded.
* Participants can record games using their phone or tablet’s screen recording feature. Scroll down to “How-Tos” on the [website](https://bocciacanada.ca/boccia/programs/canadian-boccia-championships/) for tutorials and descriptions of how to screen record.
* The app has checkmarks in the three boxes at the top of the **PvP Online** screen. Participants should keep these boxes checked so that the score is visible throughout the game.
* Participants may send their videos to hjanna@bocciacanada.ca immediately after their game. For more information about how to submit a screen recording click [here](https://bocciacanada.ca/wp-content/uploads/2020/06/Video-Submission-Details_EN.pdf).
* When recording, it’s recommended that participants turn their Background Music (BGM) and Sound Effects (SE) down or off completely so that their commentary will be heard. To do this:
* Turn BGM “Background Music” on at the lowest setting:



* Turn SE on at the lowest setting:

