

Boccia Australia Inclusion Class Procedures

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1. Scope and Application

- 1.1 These Boccia Australia (BA) Inclusion Class Procedures (**BAIC** Procedures) outline the opportunities and procedures that apply to competitors outside of the BA Para-sport Classes, as outlined in the BA Classification Rules.
- 1.2 The procedures form part of the BA Rules and Regulations.
- 1.3 These BAIC Procedures are supplemented by a number of forms and documents that are available from BA and can be amended by BA from time to time.
- 1.4 These BAIC Procedures apply only to BA Competition that sits outside of the scope of the Eligible Impairments and Sport Classes of the International Paralympic Committee (IPC) Player Classification Code and World Boccia Classification Rules.
- 1.5 These BAIC Procedures do not apply to International Competition which is governed by World Boccia and the respective World Boccia Classification Rules.

2. Interpretation and Relationship to other key documents

- 2.1 These BAIC Procedures are to be applied and interpreted as an independent text but in a manner that is consistent with the IPC Player Classification Code, the PA Player Classification Policy and Classification Standards and the World Boccia Classification Rules.
- 2.2 In the event that these Rules fail to provide for a matter covered by a provision in the World Boccia Rules or PA Player Classification Policy or Standards, the provisions appearing in the World Boccia Rules or PA Player Classification Policy and Standards shall apply and be regarded as being part of these Rules
- 2.3 In the event of any conflict between these Classification Rules and any other document, these Classification Rules shall take precedence.
- 2.4 These BAIC Procedures must be read and applied in conjunction with all other applicable rules of BA.

3. Boccia Australia Inclusion Classes

- 3.1 Boccia is traditionally a Para-sport, with pathways to the Paralympic Games for a restricted group of Players who meet Para-sport classification eligibility. As a commitment to sport inclusion, Boccia Australia offers pathways for competition for Players that sit outside of the Para-sport context, referred to as the Boccia Australia Inclusion Classes.
- 3.2 The Boccia Australia Inclusion Classes are as follows:
 - BAIC BC5
 - BAIC Open

4. Roles and Responsibilities

4.1 Roles, responsibilities and Codes of Conduct for all Players, Player Support Personnel, and Classification Personnel are outlined in the BA Classification Rules. It is an expectation that all aforementioned parties are aware of their responsibilities.

5. National Level Procedures

- 5.1 In order to participate in national and state level Competition in the Para-Sport Classes BC1, BC2, BC3 or BC4, or BA Inclusion Class BC5, Players must have proceeded through the Provisional Classification processes outline in the BA Classification Rules.
- Following the Para-Sport Classification process, Players who are allocated Para-Sport Class Not Eligible (NE) will be allocated one of the following BA Inclusion Classes (BAIC):
 - BAIC BC5
 - BAIC Open
- 5.3 Appendix One of these BAIC Procedures specifies the assessment methodology and criteria for the allocation of the BA Inclusion Classes.
- 5.4 The aforementioned BAIC allocation process applies to Players proceeding through both a provisional and/or a national level classification process.
- 5.5 Any Player allocated one of the BAIC Classes through a provisional process is entitled to present for face to face National Level Classification.
- 5.6 BA reserves the right to adjust these requirements at its discretion.

6. Changes to Para-Sport Class Criteria

- 6.1 If BA changes any Para-Sport Eligibility criteria as defined in the BA Classification Rules or BAIC eligibility and class allocation as outlined in Appendix one of these BAIC Procedures, then BA may require that the Player re-attend a Para-Sport Classification Evaluation Session at the earliest available opportunity.
- 6.2 Relevant Players and stakeholders shall be provided appropriate notice of anticipated changes to the system.

7. Eligibility for multiple BAIC and Para-Sport Classes

- 7.1 It is possible that a Player may be eligible for both a BAIC and Para-Sport Class. If a Player is potentially eligible for both a BAIC and Para-Sport class, then:
 - The Player must identify that they wish to be considered for both a BAIC and Para-Sport Class.
 - at the conclusion of the Para-sport Classification Session/s the Player is provided with information about their multiple Sport Class options.
 - the Player must choose the Class (Para-Sport or BAIC) that they wish to compete in prior to the competition and at the time of registration for the event;
 - the selection of Sport Class will be subject to all applicable BA Rules (including but not limited to those in relation to the use of equipment).
 - details of all of the Player's Classes will be published on the BA Classification Masterlist.
- 7.2 A Player who is eligible for both Para-Sport and BAIC Classes may change their preferred Class between different events. However, if one sport class has been used to obtain qualification in a future event, the Player must compete with this class in that future event.

8. Notifications of BAIC Outcomes

- 8.1 For Players who have proceeded through the BA, Para-Sport Classification process, the notification of outcomes follows the procedures outlined in the BA Classification Rules and Regulation.
- 8.2 If a Player Evaluation is held at a Competition, the Classification Personnel must advise Players, who elect to proceed through the BA Para-Sport Classification process and to enter then BAIC Open Class directly, those outcomes will be made available via the Classification Masterlist on the BA website.

9. Protests

- 9.1 A Protest is defined as the procedure by which a reasoned objection to an Player's Para-Sport Class is submitted and subsequently resolved.
- 9.2 Protest processes apply on to those Players who have proceeded through the Para-Sport Classification process, in accordance with the processes outlined in the BA Classification Rules.

10. Appeal

- 10.1 An Appeal is the process by which a formal objection to how Player Evaluation and/or Classification procedures have been conducted is submitted and subsequently resolved.
- 10.2 Appeals provisions for those Players who have undergone a BA National or Provisional Level Classification follow the processes outlined in the BA Classification Rules.

11. Medical Review

- 11.1 If a Player competing in BAIC has a change in the nature or degree of their impairment such that it may affect their eligibility for the Para-Sport Classes (BC1, BC2, BC3 or BC4) they may make a Medical Review Request via the processes outlined in Part 8 of the BA Classification Rules.
- 11.2 If a Medical Review Request is upheld, the Player's Para-Sport Class Status will be changed to Review (R) with immediate effect.

12. Intentional Misrepresentation

- 12.1 Intentional Misrepresentation (IM) is a deliberate attempt by an Player or Player Support Personnel (either by deed or omission) to mislead a Para-Sport organisation or anyone else regarding the existence or extent of their skills and/or the nature of their Eligible Impairment.
- 12.2 The IM provisions outlined in the BA Classification Rules Part Nine apply to any Player competing or wishing to compete in BAIC Competition, who undertakes a National level classification process.

13. Player Data

13.1 BA will only process Player data if such data is reasonably necessary to conduct BAIC Competition. If BA is not sure if the Data submitted by an Player is necessary for BAIC Competition they will not process that data, will inform the Player of the receipt of that information, and subsequently destroy the Data.

- 13.2 BA will only process Player data with the consent of the Player to whom that data relates. If an Player cannot provide written consent (for example because the Player is under age 18) the Player's parent or legal guardian must give consent on their behalf.
- 13.3 BA may only process data without the consent of the relevant Player if permitted to do so in accordance with applicable laws and codes.
- 13.4 Other provisions related to data privacy follow the BA Privacy Policy.

14. Classification Research

14.1 BA may request that a Player provide it with personal information for Para-Sport Classification research purposes. In this instance the provisions outlined in Part 10.6 of the BA Classification Rules apply.

15. Classification Masterlists

- 15.1 BA will maintain a Classification Masterlist of Players, which will include the Player's name, sex, year of birth, state of residence, BAIC class information (and BA Para-Sport Class and Para-Sport Class Status where these are relevant).
- 15.2 The Classification Masterlist will include and clearly delineate BA Inclusion Class, BA Para-Sport Class and those allocated by World Boccia.
- 15.3 The BA Classification Masterlist is available to all relevant members and Competition organisers via the BA website.
- 15.4 Classification Masterlists will be updated by BA following each Player Evaluation within two months after the Classification opportunity has taken place.

Appendix One BA Inclusion Class Allocation

1. Minimum Impairment Criteria (MIC) and MIC Assessment Methodology

1.1 Boccia Australia Inclusion Sport Class-BC5 (BAIC- BC5)

BC5: Players who are diagnosed with conditions of Cerebral and NON Cerebral origin who have less impairment than BC2 and BC4 players.

- Cerebral Origin: Generally Quadriplegic, Triplegic, Severe Hemiplegic
- Non Cerebral Origin: The Impairment may be a result of lack of muscle strength, limitation in range of movement or limb shortening.
- The impact of the impairment is on the throwing arm.
- Players will use a manual or power chair for everyday mobility.
- Players may walk with assistance or using a walking aid over short distances.

1.2 Boccia Australia Inclusion Sport Class – Open (BAIC – Open)

Players who do not meet the criteria in Appendix 1.1 BAIC – BC5 class are allocated BAIC – Open.

2. Assessment Criteria for the Allocation of a Sport Class and the Designation of a Sport Class Status

2.1 Boccia Australia Inclusion Sport Class-BC5 (BAIC- BC5)

BC 5 Cerebral Origin

Upper Extremities: Shoulder, Elbow and Hand

- Tonal change in dominant UL (throwing arm) that affects function. This may include spasticity Gr1 to Gr2, Hypertonia and Hypotonia.
- Slight evidence of ataxia and athetosis on purposeful movement affecting coordination.
- On functional assessment, this level of tonal change will have minimal impact on the throw
- Any impact is likely to be seen in the follow through. Hand function and grip
- Dominant hand may demonstrate a variety of grasps however fine motor skills and dexterity will be affected.

Trunk/Postural Control and Balance

- Players will demonstrate some involvement in the trunk which may include hypotonia, hypertonia, spasticity and or asymmetry.
- The Player may demonstrate sufficient postural control and balance in their preparation to throw and after follow through
- Players are able to use their trunk muscles to actively rotate their trunk or to assist in the throwing action without using any compensatory movements or strategies.

Lower limbs: Pelvis, Hip, Knee and ankle

- On clinical assessment of the hip/knee and ankle, Players will demonstrate ASAS spasticity grade 3 or above in one or both lower limbs.
- Or they will demonstrate a degree of involuntary movement in the lower limb, which will result in reduced coordination and control of active movement.

- Players will demonstrate some loss of functional, active range of movement in the lower limbs as a result of spasticity, weakness and reduced selective control. They will demonstrate some dissociation of the lower limbs from the pelvis and trunk.
- Deformities may be but are not always present in the lower limbs and are most common in the hip and knee resulting in fixed flexion.
- Players may demonstrate the ability to bear weight effectively through the lower limbs when transferring and may be able to walk, usually with assistance or a walking aid.

BC 5 Non Cerebral Origin

Players who are diagnosed with conditions of NON cerebral origin who do not have spasticity, ataxia or athetosis

In summary:

- Players will have locomotor dysfunction affecting all four limbs.
- Moderate impairment of function and may have some limitation in active functional range of movement due to weakness and lack of control affecting the upper limbs/trunk/lower limbs.
- Overall muscle strength of 4/5 or less.
- Players may use a manual or power chair for everyday mobility.
- Players may walk with assistance or using a walking aid for short distance.
- Players with the following diagnoses that result in functional limitations and meet the physical profiles detailed below may be eligible:
 - Myopathies with overall strength of 4/5 or less in the shoulders and the rest of the upper limbs. This includes conditions such as Muscular Dystrophy, Motor Neuron Disease.
 - Spinal cord lesion of upper cervical spine, complete or incomplete tetraplegic, with overall strength of 4/5 or less in the upper limb.
 - Motor neuron disease, Spinal Muscular Atrophy, Spinal cord disease such as Transverse myelitis with overall strength of 4/5 or less in the upper limb.
 - Peripheral Neuropathies such as Charcot-Marie-Tooth disease with overall strength of 4/5 or less in the upper limb.
 - Amputees of all 4 limbs with the level of amputation very high in all 4 limbs. For example, through elbow and above the knees.
 - Other conditions and syndromes such as Multiple Sclerosis, Juvenile Arthritis, and Osteogenesis Imperfecta, which result in overall poor strength of 4/5 and/or limited range of movement, may be included in this profile.

Mobility

- Players may use a manual or powered wheelchair for everyday mobility.
- Players may be able to propel a manual wheelchair; however rapid movements are not possible.
- Players may be able to transfer independently using a variety of methods.
- Players may have the ability to walk short distances but will require assistance to balance from another person. They may use walls or a walking aid.

Upper Extremities: Shoulder, Elbow and Hand

 Active range of movement may be limited, either due to lack of strength and/or lack of flexibility and or limb loss.

Shoulder

 Players may be able to move the shoulder through full range of movement against gravity and with some manual resistance (NOT FULL RESISTANCE). They have Grade 4/5 muscle strength or less on clinical assessment.

Elbow (Triceps and Biceps)

- Players may be able to move the elbow through full range of movement against gravity and with some manual resistance (NOT FULL RESISTANCE).
- They have Grade 4/5 muscle strength or less on clinical assessment.

Wrist, Hand function and grip

- Players may be able to demonstrate full ROM of the wrist, thumb and fingers, however there will be weakness Grade 4/5 muscle strength or less on clinical assessment.
- Intrinsic hand and grip strength weakness will be evident on power grip and pinch grip testing. This will be demonstrated functionally by weakness of functional grasp (flexors) and on release of the ball (extensors).
- There may be some loss of fine motor control and coordination within the hand as a result of muscle weakness and so manual dexterity will be affected in some way.

Trunk/Postural Control and Balance

- Players will demonstrate weakness, trunk muscle strength of 3/5 and less than 3/5, within the
 trunk musculature on clinical testing and will have some limitation of their active trunk mobility
 as a result of this postural muscle weakness (namely abdominals and extensors).
- Players are able to demonstrate some degree of dissociation of the pelvis/ lumbar spine/trunk and upper limb movement through co- activation of the postural muscles and some core stability.
- Functionally trunk muscle weakness may affect the Player's ability to maintain good sitting balance/ posture and to control movement without the use of some compensatory strategies (see definitions of compensatory movement & strategies).
- Players may demonstrate the use of some compensatory movements or strategies to improve their postural control and stability when preparing to throw, throughout the throwing action and when returning to an upright sitting position after a balance disturbance.
- Trunk muscle fatigue is often evident after prolonged functional activity and will result in the use of greater compensatory strategies to maintain posture, balance and throwing position.
- Players may need to use pelvic, waist or other straps in combination to improve their posture and stability when throwing and to compensate for the active muscle weakness.
- Players with Cervical spinal lesions will have no activation of their trunk muscles and therefore very limited postural control and balance. As a result the use of compensation strategies will be more evident and Players may use a corset/waist strap and/or belt to improve their stability.
- It is common for Players to present with spinal deformities such as scoliosis.

Sport Class Profile

Technical Analysis of the throwing actions

- In relation to the BC4 Player the BC5 Player will be able to demonstrate a more active throw as a result of increased trunk control and/or Upper limb muscle strength.
 - o The ball is often propelled:
 - o From a bilateral grasp and push action from the chest.
 - o By use of pendulum swing action or
 - Another action such as a dart/over arm or chest throw.

Use of an approved glove

- Players with the above physical profile and overall upper limb muscle strength of Grade 4/5 or less but who are unable to hold the boccia ball in their hands with a sustained grasp due to significant distal muscle weakness, minimal or no hand activity, will be allowed to use a glove to play.
- The glove must be assessed and approved by the classification panel to check its suitability.

2.2 Boccia Australia Inclusion Sport Class-Open (BAIC- Open)

Players who do not meet the criteria in Appendix One 2.1 BAIC -BC5 class are allocated BAIC – Open.