

NORTHAMPTONSHIRE SCHOOL GAMES RULES 2019 / 2020

KS3/4 BOCCIA: Project Ability – Competition rules and guidelines

Competition Qualification	
School Games County Finals:	Winter– February 2020
Regional Round:	Yes – Date TBC

Squad Information	
Minimum Squad Size:	3
Maximum Squad Size:	5

Competition Representation
Performance Competition - Sports and events that are defined as Performance Competition will be competitive. The competitions aimed at children and young people in school who will most likely already play the sport in which they are to compete – or are sporty children who take part in a number of different sports. Participants are permitted to be members of a community sports club and/or receive coaching outside of school in this sport. The winner of the district competitions will then compete at County Finals. A school may enter any number of Performance Competitions.

Year Groups
KS3/4– PAN (any disability, sensory impairment or additional needs)

Gender
Mixed (no gender ratios)

Competition Rules
<p>Boccia is an attack and defend game, with two sides competing over a set number of ends. The aim is to score as many points as possible by placing their set of coloured balls closest to the white 'Jack' ball</p> <ul style="list-style-type: none"> • A ball can be propelled by rolling, throwing or kicking. If a player is unable to throw or kick it, they can use a 'ramp' (assistive device). • If they are unable to release the ball with their hands players can use a head pointer. • All players must be seated during the game. • An end consists of all 13 balls being propelled onto court (the Jack, 6 Red and 6 Blue). • Each team has 3 players on court for each match. (Teams can have up to 5 players) • Decided using a coin toss, the winning player/captain chooses to be red or blue. • Both sides must occupy a designated box on the court from where balls are propelled. Red in boxes 1, 3 and 5. Blue in boxes 2, 4 and 6 • The red side always begins the first end by propelling the jack into court. The player who propels the jack ball also propels their team's first coloured ball. A player from the opposite side then propels their first coloured ball. • The side not closest to the jack plays until they get closer, or run out of balls. The end is complete when all balls from both sides have been propelled. • One point is awarded for every ball of the same colour, which is closest to the jack.

- Substitutions - 2 Substitutions can be made during the match, between ends. Violations – At County and Regional competitions guidance will be given if violations are incurred, there will be no penalty balls.

3 end Boccia (is recommended to be played at County) but 2, 3 or 4 end Boccia can be played if enough courts and time is available – Each team has the jack for one end; the captain decides who should propel the jack onto court. This must be from a different box each end. For the third end the jack is placed on the cross and a coin toss decides which team plays first. This must be from a different box to previous ends

Scoring

If the scores are level following completion of 3 ends a Tie Break is played to determine the winner.

Win = 5 points

Draw = 3 points

Loss = 1 point

First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own First Aid.

The Competition Organiser will brief all School Staff prior to the start of the competition, and will provide information about emergency procedures.

Withdrawing from a Competition

In the event your school has to withdraw from the Competition, a minimum of 48 hour's notice is required. The Competition Organiser must be contacted at the earliest opportunity. Head Teachers will be notified of schools withdrawing from the competition.

Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.