

# BOCCIA – 12S

## Quick introduction

Boccia 12s is the official shortened version of boccia developed by Boccia England.

## Getting started

- The game mirrors the long version using:
  - same court (12.5m x 6m) or modified badminton court
  - standard boccia balls.
- Team Boccia 12s consists of two teams of three players, the red side and the blue side, playing two ends; it can also be played between pairs (2v2) and two individuals.
- An end is when all 13 balls (one white jack (target), six blue, six red) balls have been played.
- In team Boccia 12s, each team play six balls, two per player.



# BOCCIA – 12S

## Hints and tips

- Tie break
  - In a tie break end the winner of the coin toss will choose which side plays first. The jack ball of the side that plays first will be placed on the cross for this end.
  - The 'end' is then played as in the first and second end; the winner of the tie break wins the game.

## Leadership and volunteering opportunities

- Record keepers could keep and record the scores for each game. They will work as a team to display and record all the results on the day.

## Officiating

- A referee is required to control the game and award points.
- There are opportunities for young people to become referees through Boccia England's officials' pathway – beginning with the Young Officials award.

## Think inclusively (STEP)

### Space

- The playing area can be modified to suit the abilities of the players and available space; any flat indoor or outdoor area can be used.

### Task

- A target version can be played (to help develop skills) with players aiming at target zones or skittles on the court; points can be allocated to each target.
- Balls can be propelled by throwing overarm, underarm dart-style or by pushing the ball with the foot.

### Equipment

- If boccia balls are not available, other items can be used; for example, beanbags or paper balls.

### People

- Players that are unable to throw or kick the ball can use a ramp to enable them to participate; an assistant moves the ramp at the instruction of the player. The assistant must remain within the throwing box and face away from the field of play.



# BOCCIA - 12S

## Quick rules

### Before the first end

- The team colours are decided using a coin toss; the winning captain chooses to be red or blue.
- Players must remain within the throwing box during the match.

### First end

- The red side always starts the first end by propelling the jack into court. The captain chooses the player on their side to play the jack.
- The jack ball must cross the 'v' line to be in play.
- The player who propels the jack ball also propels their team's first coloured ball. A player from the opposing side then propels their first coloured ball.
- The side not closest to the jack must play until they either manage to get closer to the jack, or run out of balls.
- The side with remaining balls then propels them.
- The end is completed when all balls from both sides have been played.
- The end is scored by awarding one point for every ball of the same colour closer to the jack than the nearest opposing coloured ball.

### Second end

- The blue side then starts the second end.
- After both ends have been completed the winning side is the team with the higher accumulative score from both ends.
- If the scores are equal then a tie break end is played (see Hints & Tips).

## Equipment required

- Standard boccia balls (six red, six blue and one white jack (target) ball).
- Referee's colour indicator bat (red/blue) or wristbands (one red, one blue).
- Masking tape or similar for court markings – or use throw down markers.
- Chairs for standing players (boccia is a seated game).

## Health and safety

- Make sure that:
  - all boccia balls are collected up after each end
  - players throw in the same direction towards the court.



## FOR YOUNG PEOPLE



### Think tactics

Do you work together as a team?

### Spirit of the Games: Excellence through Competition



Do you follow the Team captain's instructions at all times?

