

Boccia Rules

This is a pathway event in which our winning teams (both Primary & Secondary) will be invited to compete in Panathlon's Humberside County Finals and possibly beyond to the Regional finals.

Teams

A team consists of between 3 and 5 players who must all be on the SEN Register, with 3 players on court at any given time. Should you have a Team of 4 or 5, the extra players can be used as rolling subs. Substitutions can only be made at the end of an End or the end of a Match. Other players cannot change the seats they are in.

Spirit of the Game

It is encouraged that the players on court make all the tactical decisions between themselves. Spectators are encouraged to remain quiet during the action of a player propelling the Boccia ball

Captains

A captain must be named for each game. The role of the captain is to be involved in the coin spin at the beginning of a game, choose the order on court of which player goes next (who is the best placed), and to support their team mates with encouragement throughout the match.

Coin Spin

The referee spins a coin with the two captains and the winning side chooses whether to be Red or Blue. The Red Team sit in Boxes 1, 3 & 5 and the Blue Team sit in Boxes 2, 4 & 6. Each player is given 2 of their coloured balls and must remain seated in their box throughout the game.

Jack Ball

The Jack Ball starts with the Player in Box 1 then for End 2 in Box 2 and so on. The Jack ball must be propelled over the V Line and within the court boundaries to be in play. Failure to do so should result in the jack ball being passed to the other Team. At this level we will however let players have one extra attempt, if they need this.

For 4 or 6 end matches, the Jack ball will alternate between Teams for each end e.g. End 1 in Box 1, End 2 in Box 2.... If we play 3 End matches, for the 3rd End the Jack ball will be placed on the Cross in the centre of the Court eliminating an advantage for the Red Team. Individual players are not allowed the Jack ball more than once in a Game.

Propelling the balls

The player who threw the jack also throws the first coloured ball. If the ball is thrown out of court, that side will continue to play until a ball lands in the valid court area.

The opposition side will then throw, with the player being chosen by the Captain. If the balls are equidistant, the Team who threw the last ball will throw again to try and beat the other Team. Play continues with the side that is the furthest away from the jack ball.

If more than one ball is simultaneously thrown by one side when it's that side's turn to throw, both balls are deemed to have been played and will remain on the court.

No ball must be thrown until the referee has given the signal and the captain has decided who throws.

When throwing balls:

- Players must not touch any of the court markings with their feet, chair, wheelchair or ramp.
- When the ball is released (by hand or foot) the player must have at least one buttock in contact with the chair.
- If a ball touches or crosses any of the boundary lines it is out of play

Assistive devices (ramps)

- Must not touch or hang over the court markings in the players box.
- A player must make direct physical contact with the ball prior to its release. After each shot, a players ramp must be clearly moved to break the plane of the previous shot.
- The players aide (support staff) must face away from the court until the completion of each end

Completion of End

After all the balls have been thrown the referee will score the end and verbally announce the score. The side with the ball closest to the jack will score one point for each ball closer to the jack than the opponent's closest ball to the jack.

If two or more balls of different colours are equidistant from the jack and no other balls are closer, then each side will receive one point per ball. Players will then be asked to collect their balls. The jack will be presented to the next Team and play will resume.

Jack knocked out of Court

If the jack ball is knocked out of court during the match, it is repositioned on the Jack cross. If there is a coloured ball already covering the cross, then the jack will be placed as close as possible at the side of the cross. Play continues with the side that have their balls furthest away from the jack.

Completion of Match

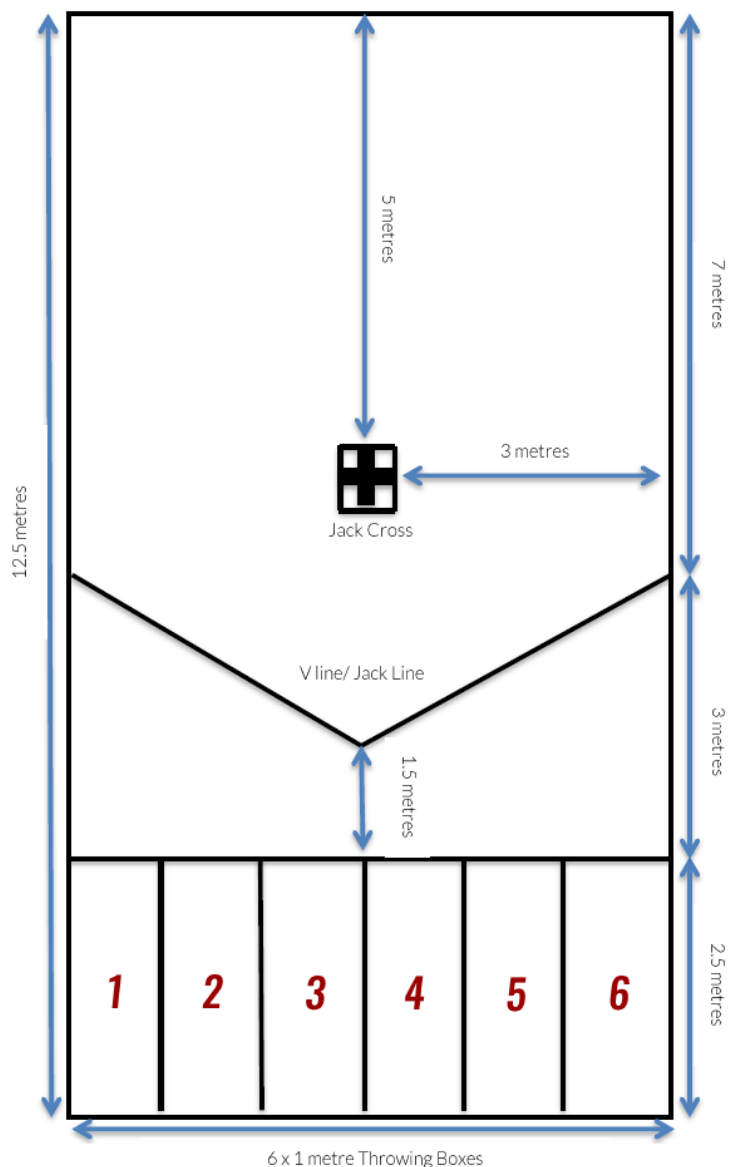
On the day, the number of Ends we play (per match) will be determined by the number of teams who attend. This could be anything between 3 ends and 6 ends. At completion of the match, the points scored on each end are added together and the side with the higher total score is declared the winner.

Tie-break

If at the end of the match the scores are equal, we have a tie-break. The jack will be placed on the jack cross and the captains will both be awarded two balls each. They can then choose who from their team has 1 or 2 balls. A toss of a coin will decide which team throws first.

Please note, the tie-break is purely to decide a winner, the final score will stay the same i.e. Red 5, Blues 5 – Red Team Win.

Please visit <https://www.youtube.com/watch?v=itPWqcx7xBg> to see the Boccia in action, showing 1 End.



Good luck to all Teams!