

IN ASSOCIATION WITH

L3 School Games in the Liverpool City Region (LCR)

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\mathrm{KS} 3 / 4 \text { MIXED } \\
\text { BOCCIA } \\
\text { INFORMATION PACK }
\end{gathered}
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## COMPETITION INFORMATION

| EVENT DATE | 4th July 2019 |
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| EVENT TIMES | Arrival: 12.45 <br> Competition: 1pm-3pm |
| EVENT VENUE | Greenbank Sports Academy |
| YEAR GROUP(S) | KS3/4 - Children must be on the SEND register |
| GENDER | Mixed |
| SQUAD/TEAM SIZE | Squad size: 5 <br> Team size: 3 |
| EVENT ORGANISER DETAILS | Please contact MSP for any queries via a.fisher@merseysidesport.com or 0151728 1809 |

## IMPORTANT POINTS

- A Team Manager's Declaration Form must be completed online in advance of the event. Details of the web address where you can access the form and deadlines will be provided to you by your local School Games Organiser. No declarations forms will be available on the day of the event and teams who have not been registered by the deadline will not be able to compete.
- Players should bring plenty of water to keep them hydrated throughout the day.


## COMPETITION RULES

- Boccia is a game similar to bowls where each team's objective is to try and position their balls as close to the target ball (jack) as possible.
- The referee tosses a coin to decide which team goes in which boxes, winning team going in box 1,3,5 using red balls or boxes 2,4,6 using blue balls.
- Each competitor will have a maximum of two balls each. All competitors must be seated.
- To play the ball player in box 1 throws, rolls or kick the white Jack (this must land inside the court and over the ' $V$ ' shaped line. An assistive device (ramp) may be used if required.
- The same player then throws their red ball as close to the white jack as possible.
- The following player (blue team) then propels their first ball.
- If the ball is closer to the target ball than the red opposition ball, the turn passes to the next player (red team).
- If the ball is further away, then the player continues to play their second ball.
- If the second ball (blue) is closer than the original red ball then the 2nd player in the red team will have the next go.
- If the second ball (blue) is still further away from the first red ball then the next go will be passed to the 2 nd player in the blue team.
- The red team will only have to play again when a blue ball is situated closer to the target ball. or when all the blue balls have been played.
- When all balls are played the score is counted.

