## Competition Qualification
County School Games

## Competition Format
Boccia

## Team Information
Teams of 3

<table>
<thead>
<tr>
<th>Year Groups</th>
<th>Gender</th>
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</thead>
<tbody>
<tr>
<td>Year 3/4/5/6</td>
<td>Mixed</td>
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</tbody>
</table>

## Equipment (Schools need to provide/take to competition)
- All equipment will be provided.

## Competition Rules
The following rules of the competition are to be adhered to at all times:
- A game consists of two sides, the red side and the blue side
- Each team is made of 3 players with 2 balls each
- The teams play 6 balls per side and compete against each other over 2 'ends'.
- An ‘end’ is when all 13 balls (1 white Jack (target), 6 blue, 6 red) balls have been played

### Before the First End
- The team colours are decided using a coin toss; the winning captain chooses to be red or blue.

### 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.

### 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 as above.
- The winner of the Tie Break wins the game.
Primary Boccia

*Competition Rules & Guidelines*

**Scoring**

- If there has been no tie break the score is recorded after each end as above.
- If there has been a tie break, the score remains the same (as a draw) with the winner of the tie break and therefore the match, clearly indicated.

**First Aid & Emergency Procedures**

At local inter-school School Games competitions all schools are responsible for the provision and administration of their own First Aid. The Competition Organiser or School Games Organiser will brief School Staff prior to the start of the competition, and will provide information about emergency procedures.

At county level competitions school staff will still be asked to take responsibility for their own team. However, first aid will be provided by a third party and an event Welfare plan will be in place to support the health and safety of all participants, volunteers and staff.

**Withdrawing from a Competition**

In the event your school has to withdraw from the Competition, please inform your School Games Organiser giving a minimum of 48 hours’ notice. Ideally please give more notice so that another team can be offered the opportunity to compete at the county School Games event. The sport specific competition organisers will be planning their competition to the number of teams entered and late withdrawal will potentially create difficulties for many people. Your support in this aspect of the games is greatly appreciated.

**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.