

## ENTRY DATES

Document Version: 1

**Team closing date:** Thursday 14 February 2019

**i** Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry.

**Publish team entries:** Friday 15 February 2019

**i** This date is when London Youth Games publishes which Boroughs are entered in the competition and the school team representing.

## COMPETITION DATES AND INFORMATION

### QUALIFIERS

Wednesday 27 February 2019  
Thursday 7 March 2019

(see sports rules for which Qualifier to attend)  
Times: 10:00 to 14:30

### FINALS

Tuesday 26 March 2019  
Redbridge Sports Centre, IG6 3HD

Registration: 10:30 to 10:45  
Competition: 11:00 to 14:30

## TEAM INFORMATION

**Any Licence, minimum grade or standard required?**

The competition is a pan disability event and must involve players with severe learning disabilities or physical impairments or profound and multiple impairments in particular wheelchair users. Visually Impaired (VI) players please see rules of play 6.

**TEAM ON THE DAY**

**i** This is the team you bring to the competition.

**Minimum:** 3

**Maximum:** 9 (max 3 per match)

**Event**

**Likely School Year**

Boccia Y6&U

Year 6 & U

## HOW TO ENTER

**Competition Type:** Primary Schools

**How to enter:** For schools competitions the SGO will coordinate entries. Teams are submitted online.

## KIT AND EQUIPMENT

**Kit & Equipment:**

- Teams may bring their own balls however Leather Handi Life Boccia balls (standard or superior) will be provided.
- Competition Director reserves the right to disallow any team balls that are not deemed acceptable for competition i.e. weight or size.
- Ramps are not provided.

**Team Manager Notes:**

- Team Managers can make up to 2 substitutions per match after completion of an end, substitutions cannot be made for a tie break.
- Boccia experience necessary.
- Teams are encouraged to enter at least 1 male and 1 female.

## ABOUT THE COMPETITION

<b>Competition Format</b>	<ul style="list-style-type: none"><li>• Qualifiers played at two ends (dependent on time available).</li><li>• Finals played at four ends (dependent on time available).</li><li>• Points are awarded: 3 for a win, 0 for a loss.</li><li>• Groups are decided on: most games won, highest points (teams balls for), points difference (teams balls for minus other teams balls against).</li><li>• If there is no outright winner or highest place runner up the teams with equal points will play out a 1 end tie break playoff with the jack being placed on the 'replaced jack cross' in the middle of the court.</li></ul>
<b>Draw Format</b>	Round robin groups of 3-4 teams. The winners of each group the best runners-up (eight teams) will progress to knockout.
<b>Seeding</b>	Random
<b>Final Positions</b>	Points allocated based on final positions (all teams achieving given group position e.g. 3rd in group awarded equal points).
<b>Medals</b>	GOLD: winners. SILVER: runners-up. BRONZE: 3rd place (at finals).

## SPORT SPECIFIC RULES

1. 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. A game consists of two sides, the red side and the blue side. Each team is made of 3 players with 2 balls each (whether a team consists of 1, 2 or 3 players). 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. The team colours are decided using a coin toss; the winning captain chooses to be red or blue. (See Boccia England rules <https://bocciaengland.org.uk/boccia/rules>)

2. 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.

3. 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 scores are equal after 2 ends during group or knockout stages a tiebreak end is played.

4. A tie break end – Each team has a maximum of 3 balls (1 per person max) playoff with the jack being placed on the 'replaced jack cross' in the middle of the court. Played out as normal game. A coin toss again decides who plays the first coloured ball.

5. All competitors must be seated.

### **6. ASSISTIVE DEVICE:**

- If using an assistive device (ramp) then the assistant holding the device must face towards the player, and away from the field of play.
- The assistant may not communicate with their player or any other team member and must remain inside the player's box at all times, otherwise a foul is committed.
- There must be one enabler assigned for each player needing an assistant.
- The player must direct the assistant where to place the device and the player must release the ball themselves.
- The player's assistive device must be moved at least 20cm - the left and right after the jack has been presented and before being thrown, before throwing a penalty ball, before that teams throw on a tie break or after a team member has come onto court. Once a player is declared as a ramp player all games must be played as a ramp player.

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- Visually Impaired players, about to play the ball will be allowed to have the referee tap the paddle to indicate where the jack ball is. No mechanical aids i.e. bells / hooters will be allowed. It is the captain's duty to give feedback when asked for by the player. No assistant should be involved.
- One warning per team will be given to an assistant that is felt to be, directing play or placing the device themselves rather than following instructions from the player.
- After this any further occurrences will result in this players shots not being counted in the end.

7. Latecomers will forfeit the games they have missed and fit into the programme at the next game.

8. Any coaching during play will receive a warning and possible disqualification. Etiquette prevails that team supporters stand behind the player's boxes and not around the sides of the court and are quiet during play.

9. The Competition Director reserves the right to suspend/cancel the event where required by unsafe conditions.

10. Dates for Qualifier Competitions are:

- **Wednesday 27th Feb 2019, Westway Sports Centre, W10 6RP** (BAT, BRE, CAM, CRO, EAL, HAF, HRW, HIL, HOU, KAC, KIN, LAM, MER, RIC, SUT, WAN, WES)
- **Thursday 7th March 2019, UEL Sport Dock E16 2ST**, (BAD, BEX, BRO, COL, ENF, GRE, HAC, HGY, HAV, ISL, LEW, NEW, RED, SOU, TOW, WAL)

