

### **ENTRY DATES & HOW TO ENTER**

Document Version: 3

Intention to

Enter:

Friday 30th April 2021

i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.

Friday 25th June 2021 Submit Entry:

i. Deadline for School Games Organisers to submit their school and relevant competition score.

LYG Publish Results:

Friday 16<sup>th</sup> July 2021

i. This date is when LYG will publish the

London-wide results.

For schools competitions the School Games Organiser will co-ordinate entries. Entries are submitted online.

### TEAM INFORMATION

Y7-11 Age: Secondary Likely School Year:

Gender: Mixed

6 (6 students scores submitted to LYG) Team Size:

This competition is a pan disability event, open to all SEND students

only.

Although only 6 scorers are submitted to LYG, we encourage as many SEND

pupils to take part in the Boccia challenges as possible.

### COMPETITION INFORMATION

Competition Intent: To support individual development in sport

Competition Format: Each will perform 4 challenges; they will submit their top 6 overall

scorers for the 4 challenges.

Final Positions: SGO'S will submit their top scoring school (based on their average) onto

> LYG. This will form a London-wide leader board. The overall winning school will be the best average score. If the borough scores are tied, the school with the highest score in the Goal challenge will be the winner.

Medals: Top 6 pupils for the top 3 schools across London will receive Gold,

Silver & Bronze for each competition.



## SUGGESTED SPACE, KIT & EQUIPMENT

We appreciate schools have varied provision, therefore the details of equipment and space below are suggestions. Schools are encouraged to use alternative resources if those listed below are unavailable to them.

Space: This competition can be held indoors or outdoors but ensure you

have flat ground and chairs to carry out this competition.

Kit & Equipment: • Boccia Balls

Cones

Targets/Paper to create targets.

Chairs

### SPORT SPECIFIC RULES

- 1. In the challenges below players can throw, role or use an assisted device (ramp) to complete these challenges. Players can also be aided by an assistant if needed.
- 2. All challenges should be performed seated.
- 3. Schools will need to complete the 4 challenges outlined below and enter the top 6 students scores into the scoresheet provided.

### **BOCCIA CHALLENGES**

### Challenge 1 20 Target Game

Set up: 3 cones in a line 1 metre away from each other. Set up a hoop two metres from the first cone. Place a small marker in the hula hoop.

Scoring: Individuals will try and score 20 points in the fewest number of throws. Individuals can choose which cones to throw from.

- 1st cone (2 metres from the target) individuals will receive 1 point for successful throws into the hoop
- 2<sup>nd</sup> cone (3 metres from the target) you will receive 2 points
- 3<sup>rd</sup> cone (4 metres from the target) you will receive 3 points
- Individuals will also receive 1 point if the ball successfully lands on the small marker within the target in each attempt.

Therefore, the fewest throws possible to get to 20 is 5.

## Requirements:

- 3x cones
- o Ideally Boccia balls (can be performed with beanbags or small sized balls)
- o Chairs
- o Hula hoop & target



### Challenge 2 Moving Target

Set up: Place 5 cones in a line, 1 metre apart and your chair 2 metres from the first cone.

Players will have 5 attempts to hit the cones. Players will first try and hit the first cone; you cannot move onto the next one until the first one has been hit. After 5 attempts record the furthest cones the player reached.

Scoring: 1st cone = 10 points, 2<sup>nd</sup> = 20 points, 3<sup>rd</sup> = 30 points, 4<sup>th</sup> = 40 points, and 5<sup>th</sup> cone = 50 points. Scores are not an accumulation. The furthest cone you hit will be the score you receive (e.g., The furthest cone I hit was the 3<sup>rd</sup> cone, therefore I receive 30 points).

### Requirements:

- o 5x cones
- Ideally Boccia balls (can be performed with beanbags or small sized balls)
- o Chairs

# Challenge 3 In the Scoring Zone

For this challenge, please refer to this school games resource here.

Set up: Place the target 4 metres from players

Scoring: Players will each have 3 attempts to score as many points as possible (please see school games link for scoring) the closer to the middle target the more points individuals will receive. Players top 3 are added together.

#### Requirements:

- o Target as shown in the link. Target can be made from paper
- o New age Kurling target can be used alternatively
- o Chairs
- o Ideally boccia balls (if they are not available any small sized balls)



# Challenge 4 Goal Challenge

Set up: You will mark out a goal with 2 cones 1 metre apart. Players will start 3 metres from the goal. Place 3 boccia balls in front of the goal (act as guards)

Scoring: Each player will have 6 attempts to propel the ball through the goal without hitting any guards.

- If the player scores without hitting a guard they will receive 10 points
- If the player hits a guard but still scores, they will receive 5 points (Maximum a player can score is 60 points)

Do not reset the guards after each attempt as hitting the guards will create new challenges for the player. Only reset after an individual set of 6 attempts.

### Requirements:

- o 2x cones
- o Boccia balls (if they are not available use similar sized balls)

# SCORING:

- 1. The top 6 students scores will form an average for each school per challenge. The average for each challenge will then be compared to other schools and form a ranking board. E.g. the school with the best score for Challenge 1 will receive the most points.
- 2. The scoring details for each drill are listed above. A score should be entered for each pupil on the Secondary <u>Boccia Scoresheet.</u>
- The school scoring highest across the 4 challenges will then represent their borough and be submitted by the SGO to LYG.
  If borough points are tied, the school with the highest points on the Goal challenge will be the winner.
- 4. Schools will also be required to submit an <u>Participation Sheet</u> to their SGO's to record all students that took part.
- 5. **SGO's wil**l be then required to submit an Overall Borough Participation to LYG by the deadline.
- 6. The overall winner for each competition will be awarded the 2021 Virtual LYG Boccia Y7-11 Champions.