

# VIRTUAL BOCCIA PRIMARY Y3-6 RULES



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## ENTRY DATES & HOW TO ENTER

Document Version: 3

Intention to Enter:	Friday 30 <sup>th</sup> April 2021	i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.
Submit Entry:	Friday 25 <sup>th</sup> June 2021	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.

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## TEAM INFORMATION

Age:	Primary	Likely School Year:	Y3-6
Gender:	Mixed		
Team Size:	6 (6 students scores submitted to LYG) 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.		

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## 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:	<b>SGO'S</b> 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.

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### 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
- Beachballs
- Cones
- Targets/Paper to create targets.
- Chairs

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### SPORT SPECIFIC RULES

1. In the challenges below players can throw, roll 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.

- 1<sup>st</sup> 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:

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

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### 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: 1<sup>st</sup> 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. It is 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:

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

### Challenge 3 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:

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

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### Challenge 5 Beachball Blast

For this challenge, please refer to this school games resource [here](#).

Set up: On a boccia sized court position a hoop (or mark a circle) between the v line and the back of the court. Place a beachball in the circle.

Scoring: Each player will have 10 attempts to propel boccia balls to knock the beach ball out of the circle.

- 1 point is awarded to each successful hit.
- Therefore, a player can receive a maximum of 10 points. Record each players score after the 10 attempts.

Requirements:

- o Beachball (or large light sized ball)
- o 1x Hoop or circle target
- o Ideally boccia balls (if these are not available beanbags or small sized balls can be used)

### 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 [Primary Boccia Scoresheet](#).
3. 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 [Participation Spreadsheet](#) to their SGO's to record all students that took part.
5. **SGO's will 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 Y3-6 Champions.