**Boccia Rules**

This is a SEN competition or for those who are inactive children.

**Players**: 3 players on a team (3v3) squads of 3-6.

Players must be either on the SEND register or be disengaged with sport or have low self-esteem/ emotional or behavioural needs.

**Format:** A game lasts 3/4 ‘ends’ depending on the time

**Rules**:

All players are seated when playing and must remain in the throwing box during the match. Each player in the team has 2 throwing balls.

Before the start of a game a coin is tossed and the winners decide which colour balls they want to play with.
The team who start with the RED balls, start with the jack in the first 'end'

The jack can be thrown anywhere over the line.
The same person who threw the jack then throws their teams first coloured ball, aiming to get as near to the jack as possible.

After the first of the red teams players have thrown their first red ball, the first player chosen from the blue team then throws as near to the jack as possible

You can knock your opponents balls out of the way, knock your own balls closer or knock the jack closer to your coloured balls

The game continues with the team who are not the closest to the jack.
That team continues throwing until that team are now closest to the jack or have run out of balls.

Play then switches to the other team and so on

Play continues until all balls have been thrown.

The end is scored by awarding one point for every ball of the same colour that is closer to the jack than the nearest opposing ball.

For more rules and scenarios: <https://www.sasp.co.uk/uploads/boccia-rules.pdf>