



# Boccia

**Pronounced 'botch-ya'. A target game requiring players to lob as many of their balls as close to a target ball as possible.**

Boccia is a modified version of the game Bocce, which was founded in the Roman Empire during ancient times. Many cultures have since taken the game and evolved it into their own versions. Boccia was developed for wheelchair users and is a competitive Paralympic sport.



## What you need

- > Any suitable indoor or outdoor playing area. Choose suitable balls if an indoor surface is used. Choose dimension to suit your situation
- > Playing area marked as shown
- > For team Boccia – 13 balls: 1 jack, 6 red and 6 blue
- > Boccia balls or alternative – bean bags, paper and tape balls, Koosh balls

## What to do

### Setting up

- > Play 2 v 2, 3 v 3 or individually. Allocate a team colour, red or blue. Red throws first.

## Playing

- > The red team throws the target ball (called a 'jack') anywhere onto the 'valid area'.
- > The side throwing the jack also plays the first coloured ball.
- > The opposite side then plays their first coloured ball into court, then the teams take turns for a nominated number of bowls or until everyone has had a bowl.
- > If the jack is thrown or knocked out of court, it is placed on the cross and play continues.
- > A tie-breaker is used if scores are level at the end. The jack ball is placed on the cross and sides toss a coin to determine the order of play.

## Scoring

- > The side with the most balls closest to the jack scores one point for each scoring ball (i.e. each ball closer than the opposing team's closest ball). If two or more balls are equally close, they score one point each.
- > The *winning team* – highest total number of points.

## LEARNING INTENTION

Boccia requires students to roll/throw their ball towards a target with accuracy whilst also taking into account the placement of their opponent's balls.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION SOCIETY AND CULTURE

ENGAGEMENT AND ENJOYMENT CONNECTION TO PLACE

RULES STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO25 ACPMP043

### Coaching

- > Players choose a team captain. Rotate the role. The captain decides on the playing order.

### Game rules

- > Propel the ball with a foot or use an assistance device such as a ball- sending ramp, if necessary.
- > **Vary the order of play** – the side furthest from the jack continues playing their balls until they get nearer (or run out of balls), then the other team plays.
- > **Play indoors, outdoors and on different surfaces** – discuss which environments students enjoy playing in.
- > **Play 6 ends** – a round is called an ‘end’ and each player has a chance to throw the jack.
- > **Number of rounds** – vary.

### Equipment

- > Use different types of balls.
- > Use an implement to propel the ball (e.g. rolled-up newspaper secured with tape).



### Playing area

- > Adjust the playing area and distances to make the game easier or harder.

### Safety

- > No one enters the target area during play.
- > Throwing is confined to the designated area.



### Ask the players

- > Where in your home or community could you play this game?
- > Who could play in this game with you at home?

#### Throwers

- > How can you make it difficult for your opponents to get closer to the jack than you?
- > Will you throw long or short? Which of these options provides the best opportunity to be closest to the jack at the end of the game?