 **V Boccia PAN & Physical**

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| Age Group | Upper KS2 |
| Gender | Mixed |
| Equipment | * Bibs * Practice Balls |
| Pathway | Inter (Level 2) – County (Level 3). Lord Taverners Regional |
| Size of Team/Squad | Maximum 5 in a squad, (3 in a team) |
| Basic Overview | The game will be played in teams of three, although schools may bring squads of five, which can be rotated between games. All team members must be SEND.   * The side playing red throws the first jack. The captain chooses the player on their side to play the jack. The jack must cross the ‘V’ line to be in play. * The player who propels the jack ball also plays their team’s first coloured ball. A player from the opposing side then propels their first coloured ball. * The side furthest from 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 (all 13 balls). * If the ball rolls out of bounds, that ball is no longer included in that end. * The blue side starts the second end. * Balls can be propelled in any manner providing the player has direct contact on releasing the ball – players can throw, roll or kick the ball or send it down a ramp. * Pupils can be seated or standing to propel the balls as long as they are behind the delivery line. * Eventually each player throws two balls corresponding to their team colour, red or blue. * The number of ends played is determined by the amount of time available. * After all ends have been completed, the winning side is the team with the higher accumulative score from all ends.   **SCORING**   * An end is scored by awarding one point for every ball of the same colour closer to the jack than the nearest opposing coloured ball. * After both ends have been completed, the winning side is the team with the higher accumulative score from all ends. |