Wiltshire School Games 2025-2026

Boccia

Event Details	
Date	Friday 6th February
Venue	Avon Valley Academy, Recreation Rd, Durrington, Salisbury SP4 8HH
Time	Registration 9.30 – 9.45 Event starts promptly at 10.00 End 14.00 (aprox)

Deliverer
Panathlon

Code of Conduct
All Schools will be held responsible for their players, officials and spectators and must ensure they adhere to the Code of Conduct. Please note that it also applies to parents. No breach of the C of C will be tolerated. https://www.wiltssport.org/sg-code-of-conduct

Photography Consent
Please sign a copy of the photography consent form and inform WASP on arrival if any of your pupils may not be photographed. They will be asked to wear an orange wristband. For more information on the photographic policy and the consent form please follow the link https://www.wiltssport.org/sg-photographic-consent-form

PARKING
TBC

WELFARE PLAN
This can be found on the WASP website - https://www.wiltssport.org/school-games-welfare

RISK ASSESSMENTS
Venue – Please refer to the Welfare Plan
Deliverer – this will be available nearer the event

School Responsibility
The attending teacher is responsible for the supervision and behaviour of their students

REFRESHMENTS
Please bring your own - you will be able to re-fill water bottles

ADDITIONAL INFORMATION

Format/Rules	
Age Groups	School years – KS2/3/4
Eligibility	This is open to any pupil with a statement for SEND from both mainstream and special schools. Selected competitors must be on the register of the school they represent.
Team size	Teams of 3 players Squad of 5 players **Please note as this may be different from the qualifying round**
Competition format	A match is either two, three or four ends, depending on the competition timetable. Cumulative scoring, adding up all the scores from the ends over a match, decides the winner.

- **RULES**

- Teams nominate a team captain before the match starts.
- A coin toss decides which colour (red/blue) balls are chosen and thus the boxes that players will deliver from (1, 3, 5 red and 2, 4, 6 blue)
- All players have 2 coloured balls each. Team members cannot propel a ball on another player's behalf.
- Teams may use their own ball sets.
- All players propel the ball from a seated position.
- All players propel the ball from within their throwing box. Both the players feet and the chair feet need to be inside the throwing box without touching box lines. Wheelchair users also need to keep their chairs within their box
- There are no limitations on how to propel a ball, for example: a roll, push, kick, throw, assistive ramp (for eligible players). Note the term throw is the term used for propelling a ball onto court
- Red team starts the match by throwing the jack ball. The red team captain may choose which box (1, 3 or 5) will deliver the jack ball. A player can only throw the jack once in a given match. For the second end the blue team delivers the Jack. For the third end, in a 3 end match, the jack is placed on the cross and a coin toss decides which team delivers first.
- The jack must be thrown beyond the "V-line" and within the court. The "V-line" is only for the jack ball on the serve and can be ignored thereafter.
- If the jack is not propelled past the "V-line" or lands out the court, the jack is given to the other team. This alternates until the jack is thrown in.
- After the jack has been delivered, the same player then throws their red/blue ball as close to the jack as possible. If the player fails to deliver their ball onto the court, their team must continue until they deliver a ball into court. There must be a ball to beat.
- The opposing team captain then nominates a box to deliver their first ball, aiming to get their ball closer to the jack than the opposition. If they fail, they continue until they have either succeeded or have delivered all their 6 balls.
- If the red and blue balls are equidistant from the jack– the team that has thrown last, throws again, it then alternates team until one team gets closer.
- During the game, if the jack is pushed outside the court, it is re-placed on the Cross.
- A ball touching the court line is out. A ball overhanging, but not touching the court line, is in
- The end is complete when all 12 red/blue balls have been propelled (unless one team has thrown all their balls and the leading team has some left in which case the captain may elect not to throw them)
- The referee will decide which colour ball(s) are closest to the jack. All balls closer to the jack than the opponents score one point each.
- Leaders scoring process: Score the end. Present the score to players. Remove the balls. This gives an opportunity for players/managers to 'double-check' the officials.
- The minimum score of one end is 1 - 0, the maximum score is 6 - 0.
- If two or more balls are equally as close to the jack, they all score a point if they are the closest balls to the jack.
- Scoring examples
    - 2 red balls are closest to the jack. This score will be 2-0 to reds.
    - 3 balls touching the jack - 2 red & 1 blue. The score will be 2-1 to reds.

- 1 red ball is closest to the jack, the 2 next closest balls are equidistant 1 red ball and 1 blue ball. The score is 1-0 to reds.

- Substitutions can be made between ends. Players swapping seats between ends is not allowed.
- Over a match the score is cumulative. i.e. the score at each of the ends is added together
- In the event of a tie after 3 ends. The jack is placed on the Cross. And the team captain elects one player from their team to throw one ball from their existing box. (Toss a coin to decide which team will go first). The nearest ball to the jack wins the match. The Tie break point is not added to the team tally of points in the event of a points difference calculation
- After all the matches have been played – the placings will be determined as follows: Number of match victories/head to head/points difference/aggregate points scored/ends won

NB. Panathlon Boccia Rules: we do not include Penalty Balls or Retractions.

Notes to Ramp Assistants:

- The assistant must be within the throwing box facing away from the court
- The player instructs the assistant (verbal or non-verbal) to move the position of the ramp and ball on the ramp. The player must make all ramp positioning decisions.
- The assistant can only assist. They cannot 'aim' for the player.
- The front of the ramp must be within the throwing box, behind the throwing box front line.
- The player must have control of the ball before it is released and can hold it with any part of their body - hands, fists, elbows. The assistant can help to guide the limb into position if necessary, but the player must have the last contact with the ball.
- The Ramp needs to be re-set at the beginning of each end only.

Note: Boccia ramp rules are different to New Age Kurling ramp rules.

Officials	Trained young leaders will be officiating.