Adaptive Indoor Boccia

Adaptive Indoor Boccia (pronounced ‘Bothca’) is very similar to Outdoor Boccia with a few modifications. It is a non-contact, target-driven sport which relies on skill and subtlety, rather than size, strength or speed and it can be played by all ages and abilities.

The tournament is offered to Junior and Intermediate Boys and Girls. One (1) child with special needs and two (2) teammates will form a team of three (3).
ADAPTIVE INDOOR BOCCIA

OBJECT

The object of Boccia (pronounced ‘Botcha’) is to get as many of your balls closer to the “jack” (target ball) than your opponent. The game combines elements of bowling and shuffleboard.

EQUIPMENT

- Indoor Boccia Set consisting of 13 balls (6 red, 6 blue and 1 white jack ball)
- Balls are made from synthetic leather and are softer making them easier to grip and control
- Assistive devices ie. ramps or shoots (if needed)

THE COURT

1. The court is rectangular and roughly the size of a badminton court.

2. Players are required to be in a seated position in one of the throwing boxes. Throwing boxes aren’t necessary but the order of competitors in the throwing area is important. This will be stated later.

3. The “Jack Ball Line” is the v-shaped line just in front of the throwing boxes. For a Jack to be valid, it must be thrown past this line.

4. The Cross is used if the Jack is knocked accidentally (or on purpose) out of the playing area. The referee will replace the ball on the Cross.

5. If a ball lands outside the court during play, it is declared a “dead ball” and it is placed out of play.

RULES

1. There will be three players on each team. One child with special needs and 2 teammates will form the team. Each player will bowl two (2) Boccia balls.

2. Games will be 14 minutes in length.

3. All players MUST play in a seated position.
4. No two players deliver the ball in the same way. Players may deliver the ball using an assistive device or chute, with an ‘ordinary’ throw, with an underarm throw, using a release from above head height, rolling the ball along the floor and even using their feet to kick the ball.

5. The referee stands on the court facing the players. The player to the referee’s extreme right will always play the red ball. The red team will occupy boxes 1, 3 & 5 (one player in each box) with the blue team being in boxes 2, 4 & 6.

6. A coin toss determines who will play first. The team winning the coin toss will always be the Red Team.

7. The Red Team will throw the jack ball. The person throwing the jack ball will then deliver their first ball as close to the jack as possible.

8. The Blue Team then tries to roll a ball closer to the jack ball than the red team’s first ball. If the Blue Team succeeds in placing one of their shots closer to the jack ball, the Red Team must roll again to attempt to get closer. If the Blue Team does not roll their ball closer than the red team’s first ball, then they must continue rolling until they succeed in rolling a ball closer.

9. If the Blue Team uses all six balls and fails to get closer to the jack than the Red Team’s starting ball, then the Red Team rolls each of their remaining balls trying to place them closer than the Blue Team’s closest shot.

10. Using a paddle (with blue on one side and red on the other), the referee will indicate which team is to play next.

11. A frame is complete once all 12 balls have been played.

**How to Score:**

- Only one team is awarded points in a frame.
- One (1) point is awarded for each ball closer to the jack ball than the opponent’s closest shot.
- A team can score up to six points per frame.
- If the closest ball from each team is equal in distance, no points are awarded (ties cancel each other.)
- The referee will indicate the score to both teams using the appropriate side of the paddle (blue or red) and the fingers of the hand. A scorer then changes the scoreboard to indicate the score of the match.
- The team that scores in a frame starts the next frame by throwing out the jack ball and their first shot.
- Team with the most points after 15 minutes wins. No new frames are to be started after the 14 minute mark.