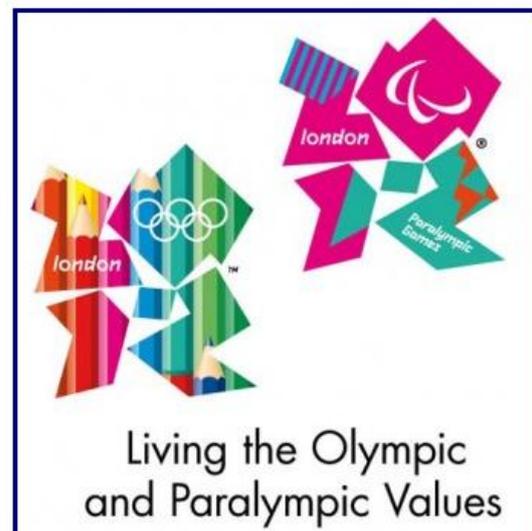


Each team will be required to have 4 players. Players will play both Boccia & New Age Kurling.

Boccia

Basis of The Game:

- Boccia consists of two teams of four players, the red side and the blue side, playing four 'ends'.
- An 'end' is when all 9 balls (one white jack (target), four blue, four red) balls have been played;
- In Boccia, each team plays four balls, one per player.
- All players throw from a seated position.
- Players take it turns to send their ball in order to get as many as possible nearer to the jack than the opposition.
- Points are scored for each ball that is closer to the jack than the oppositions' at the end of the end.
- Teams can be made up of boys, girls or both.
- Boccia players can be taken from any year in KS1.
- Paralympic values should be considered in team selection.



Video Link:

<http://www.youtube.com/watch?v=mmNxKoubdVw>

Match Rules:

General

- The team colours are decided using a coin loss; the winning captain chooses to be red or blue.
- Players must remain behind the Throwing line at all times.

First end

- The red side always throws first end by propelling the jack into court.
- The captain chooses the player on their side to play the jack.
- The jack ball must travel at least 3 metres 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 not closest to 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 four balls from both sides have been played.
- The end is scored by awarding one point for every ball of the same colour closer to the jack than the nearest opposing coloured ball.

Second end

- The blue side then starts the second end.

Third end

- The red side then starts the third end.

Fourth end

- The blue side then starts the fourth end.
- After all four ends have been completed the winning side is the team with the higher accumulative score from all ends.

- If the points totals are level at the end of the fourth end the match shall be deemed a tie.

- Winning teams will get 4 points
- Drawing teams get 2 points each
- Losing teams get 1 point.

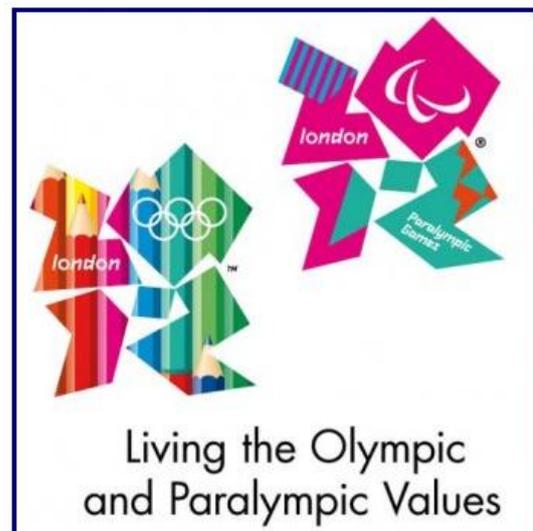
The referees' decisions will be final.

It may be necessary for staff to help the throwers depending on their experience and age.

New Age Kurling

Basis of The Game:

- New Age Kurling consists of two teams of four players, the red side and the blue side, playing four 'ends'.
- An 'end' is when all 8 stones (four blue, four red) balls have been played;
- In New Age Kurling, each team plays four stones, one per player.
- Players send their stones with some part of their body on the floor behind the throwing line from whatever position they deem comfortable.
- Players take it turns to send their stone in order to get as many as possible nearer to the centre of the target than the opposition.
- Points are scored for each ball that is closer to the centre of the target than the oppositions' at the completion of the end.
- Teams can be made up of boys, girls or both.
- New Age Kurling players can be taken from any year in KS1.
- Paralympic values should be considered in team selection.



Video Link:

<http://www.youtube.com/watch?v=OkimoxxRppk>

Match Rules:

General

- The team colours are decided using a coin toss; the winning captain chooses to be red or blue.
- Players must have some part of their body touching the floor behind the throwing line at all times.

First end

- The red team always throws first in the first end.

- The captain chooses the player on their side to throw first.
- A player from the opposing side then propels their first stone.
- Teams take it in turns to throw their stones.
- The end is completed when all four stones from both sides have been played.
- The end is scored by awarding one point for every stone of the same colour closer to the centre of the target than the nearest opposing coloured stone.

Second end

- The blue side then starts the second end.

Third end

- The red side then starts the third end.

Fourth end

- The blue side then starts the fourth end.

Final Score:

- After all four ends have been completed the winning side is the team with the higher accumulative score from all ends.
- If the points totals are level at the end of the fourth end the match shall be deemed a tie.
- Winning teams will get 4 points
- Drawing teams get 2 points each
- Losing teams get 1 point.

The referees' decisions will be final.

It may be necessary for staff to help the throwers depending on their experience and age.