



Dis+abled

S P O R T P R O J E C T



GAME - BOCCE QUADRE
TRADITIONAL AND ADAPTED **GAMES**
FOR SOCIAL INCLUSION AND INTEGRATION OF
PEOPLE WITH DISABILITIES AND ABLE-BODIED

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HISTORY

Originally from France (Cagnes sur Mer) they are squared to overcome the slope of the local streets, since there was no chance of playing traditional "Petanque".

DESCRIPTION OF THE GAME

Bocce Quadre is a variation of the classic bocce game, distinguished by its cubic balls and target, and its unique play on irregular or inclined surfaces. The objective remains to skillfully place your cubic balls closer to the target than your opponents.

RULES

I. Equipment

- Cubic Balls: These are the primary playing pieces, made of wood and cubic in shape.
- Cochonnet (Target): Also a small, wooden cube, this serves as the target for the game.

II. Gameplay Objective

1. The aim of the game is to throw your cubic balls as near as possible to the cochonnet.



III. Playing Modes and Ball Distribution

Bocce Quadre can be played in three common modes:

- One-on-One: Each player competes individually and plays 3 cubic balls.
- Pairs: Two teams of two players each. Each player plays 3 cubic balls.
- Teams of 3: Two teams of three players each. Each player plays 2 cubic balls.

IV. The Playing Field

- Surface: Unlike classic bocce played on flat, prepared courts, Bocce Quadre is played on irregular surfaces.
- Typical Terrain: This most likely includes uphill or descending roads, or gravel surfaces.
- Strategic Element: The irregular terrain is a key feature, requiring players to calibrate their throws carefully to prevent the cubic balls from stopping prematurely on longer throws or veering off course due to the uneven ground.

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V. Gameplay (General, Similar to Classic Bocce)

1. Starting the Round: A player or team begins by throwing the cochonnet onto the playing surface.
2. First Throw: The same player/team then throws one of their cubic balls, attempting to get it close to the cochonnet.
3. Alternating Throws: Players from opposing teams then alternate throwing their remaining balls. The team whose ball is farthest from the cochonnet typically throws next, until all balls are played or they have the closest ball.
4. Strategic Throws: Players can try to:
 - Place their balls closer to the cochonnet.
 - Knock opponent's balls away from the cochonnet.
 - Knock the cochonnet itself to a new location that benefits their team.
5. Scoring: At the end of each round (when all balls have been thrown), the team with the ball(s) closest to the cochonnet scores points. Typically, they score one point for each of their balls that are closer to the cochonnet than the opponent's closest ball.

INTEGRATION VALUES AND POSSIBLE ADAPTATIONS

I. Adapting the Equipment

- Cubic Balls:
 - Varying Weights and Sizes: Offer different sets of cubic balls that vary in weight and size.
 - Materials: Experiment with materials beyond solid wood. Denser foam, weighted fabric cubes, or rubber cubes could offer different tactile experiences and impact qualities while being easier to handle.
 - Textured/Grippable: Add textured surfaces, finger indents, or even small, integrated loops/handles to the cubes for players with grip challenges.
 - High Contrast Colors: Use brightly colored cubes (and cochonnet) that stand out against the terrain for players with low vision.
- Cochonnet (Target):
 - Larger Size: A slightly larger cochonnet can provide a more visible and accessible target.
 - Auditory Cues: For players with visual impairments, attach a small bell or a device that emits a gentle sound.
 - High Contrast: Ensure the cochonnet is a distinctly different color from the playing cubes and the ground.
- Throwing Aids (for Propulsion):
 - Ball Pushers/Sticks: A long stick with a cup or pushing end can be used to push the cube from a standing or seated position, eliminating the need for a traditional throwing motion.
 - Gloves/Straps: For players with weak grip, consider providing specialized gloves or wrist straps that can help secure the hand to the ball or stick.

II. Adapting the Playing Environment

- Varied but Accessible Terrain: While the game thrives on irregularity, ensure the primary path for players and their mobility aids is safe and navigable.



- Clear Boundaries: Clearly mark the playing boundaries with high-contrast tape, rope, or cones. For visually impaired players, tactile ropes can delineate the area.
- Starting Position:
 - Flexible Throwing Line: Allow players to throw from a comfortable position, whether seated, standing, or from a wheelchair. The starting line can be a flexible zone rather than a strict line.
 - Stabilization: Ensure the throwing area is stable for all players. If playing on an incline, ensure wheelchairs are braked securely.

III. Adapting the Rules and Gameplay

- Throwing Method Flexibility:
 - Any Propulsion Allowed: The fundamental rule should be that players can propel the cubic ball using any method (throwing, rolling, pushing with a stick/ramp, kicking with a foot) as long as it's safe and adheres to the "one-hand" or "one-action" principle for a turn.
 - Cochonnet Placement: The initial throw of the cochonnet can also be done using an adaptive device.
- Assisted Play:
- Sport Assistants: For players who use ramps or have mobility limitations, allow a "sport assistant" to help with tasks like positioning the ramp, retrieving balls, or providing verbal cues, as long as they do not directly interfere with the player's strategic decisions or ball propulsion. In some adaptive bocchia, assistants must face away from the court to avoid influencing shots.
- Verbal Cues: For visually impaired players, a sighted guide or assistant can describe the layout of the balls, distances, and angles.
- Scoring Modifications:
 - Inclusive Scoring: Keep the standard scoring (points for balls closest). The inherent challenge of Bocce Quadre (irregular surface) makes scoring a genuine test of skill for everyone.
 - Optional Time Limits: For faster play or to accommodate endurance levels, introduce time limits for each turn or each end.





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