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GAME - BOCCIA BULLS EYE
TRADITIONAL AND ADAPTED **GAMES**
FOR SOCIAL INCLUSION AND INTEGRATION OF
PEOPLE WITH DISABILITIES AND ABLE-BODIED

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OBJECTIVE

The goal of Boccia bullseye is to throw bocchia balls onto a large, flat dartboard on the floor and score points by landing the ball as close as possible to the bullseye. Players can score between 1 and 5 points, depending on where their ball lands on the dartboard. The player or team with the most points at the end of the game wins. It is a fun and inclusive sport that brings the competitive spirit of darts to players of all abilities. By using bocchia balls and a tactile, floor-based dartboard, the game can be easily adapted for people with a range of physical disabilities. It emphasizes accuracy, strategy, and fair competition, providing a dynamic and engaging experience for everyone.

RULES

I. Equipment

- **Dartboard:** A large, flat dartboard on the floor, divided into numbered sections (1 to 5 points). The sections are concentric rings with the bullseye in the center (5 points).
 - **Bullseye (5 points):** The center of the board.
 - **Ring 1 (4 points):** A ring immediately surrounding the bullseye.
 - **Ring 2 (3 points):** A wider ring around Ring 1.
 - **Ring 3 (2 points):** A ring further away from Ring 2.
 - **Ring 4 (1 point):** The outermost ring of the board.
- **Bocchia Balls:** Soft, weighted balls that players throw towards the dartboard. Each player/team has a set of balls (usually 4 balls per player/team).



II. Setup

- **Playing Area:** The dartboard is placed on a flat surface on the floor, with enough space around it for players to sit or maneuver comfortably. Players sit approximately 5 meters from the board, ensuring equal distance for all players.
- **Teams:** The game can be played by 2 players (one-on-one) or 4 players (two teams of two). In team play, teammates must sit next to each other and alternate turns.

III. Gameplay

1. **Starting the Game:**
 - Players or teams decide the order of play (through a coin toss, random draw, or another fair method). The first player/team takes their turn.
2. **Taking Turns:**
 - Each player or team takes turns throwing 1 boccia ball per round.
 - The objective is to aim for the bullseye or as close as possible to the center of the dartboard.
3. **Scoring:**
 - After all players have thrown their boccia balls (in a round), the score is determined based on the proximity of each ball to the bullseye. The point values of the areas on the dartboard are:
 - Bullseye (5 points): The ball lands directly in the center of the dartboard.
 - Ring 1 (4 points): The ball lands within the immediate surrounding ring of the bullseye.
 - Ring 2 (3 points): The ball lands within the second ring from the center.
 - Ring 3 (2 points): The ball lands within the third ring.
 - Ring 4 (1 point): The ball lands in the outermost ring.
4. **Determining the Winner of the Round:**
 - The player or team whose ball is closest to the bullseye receives the maximum possible points for that round. In the case of multiple balls landing in the same section, only the closest ball counts for the score.
 - Players or teams continue to take turns until all have thrown their boccia balls.
5. **Game Duration:**
 - The game is played in a series of rounds, typically 5 to 10 rounds per game.
 - After each round, players' total points are tallied.





6. End of the Game:

- The game ends when all rounds are completed. The player or team with the highest score at the end of the

Additional Rules:

- Throwing Technique:
- Players may throw boccia balls using any technique they prefer, such as rolling, tossing, or flicking, depending on their mobility and physical abilities. They are allowed to remain seated or use assistive devices to help them throw the balls.
- Timed Turns:
- Each player/team has up to 30 seconds to throw their boccia ball, ensuring a smooth flow of the game.
- Tiebreaker:
- In case of a tie at the end of the game, a tiebreaker round is played. Each player or team throws one ball, and the closest ball to the bullseye wins.
- Assistive Devices:
- If needed, players can use assistive devices (such as a ramp, a throwing aid, or other devices) to help them aim and throw their boccia balls. game wins.

INTEGRATION VALUES AND POSSIBLE ADAPTATIONS

1. Wheelchair Users:
 - Players in wheelchairs can roll up to the line and throw their boccia balls. The dartboard's height and layout may be adjusted to make the game accessible.
2. Visual Impairments:
 - The dartboard can include tactile markers (like raised numbers) or audio feedback systems, providing a way for visually impaired players to feel or hear where their ball landed.
3. Cognitive Disabilities:
 - For players with cognitive disabilities, the rules can be simplified, and more visual or verbal instructions can be given to help them understand the game and its structure.
4. Hearing Impairments:
 - Visual cues (like light indicators or a screen displaying scores) can be used in place of audio signals to help deaf or hard-of-hearing players stay engaged with the game.



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