



Dis+Abled

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



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

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HISTORY

Pljočkanje is one of the oldest known traditional sports, of which there are archaeological artifacts dating back more than 5,000 years. In the Republic of Croatia it is played along the Mediterranean belt, and we are in possession of several stone "pljočka" found in archaeological sites dating back to the early Middle Age.

DESCRIPTION OF THE GAME

Pljočkanje is a tactical precision throwing sport played between two teams on a rectangular field, where players aim to place their throwing objects ("pljočke") closer to a target ("bulin") than their opponents to score points.

RULES

I. Equipment

- Pljočke: A set of throwing objects (implied to be distinct for each team, likely by color).
- Bulin: A single target object.
- Rope: Used to bound the rectangular playing field.

II. Setup

- Teams: Two opposing teams.
- Playing Field: A rectangular field, bounded by a rope. The exact dimensions are not specified, but it's large enough for precision throwing.
- Scorekeeping: Points are tracked to determine the winner. The game is played until one team reaches 13 points.



III. Gameplay Objective

- To win the greatest number of points by having more "pljočke" closer to the "bulin" than the opposing team's closest "pljočka" at the end of each round.

IV. How to Play

1. Game Start & Initial Choice:
 - Teams are drawn. The team that wins the draw has the right to:
 - Choose their side of the playing field.
 - Choose the color of the "pljočke" they will use.
 - Throw the "bulin" into the playing area.
 - Start the game by throwing the first "pljočka."
2. Alternating Throws (Initial Phase):
 - After the starting team throws the "bulin" and their first "pljočka," the opposing team must play their "pljočka."
 - They continue to throw "pljočke," one or more, until they have successfully placed a "pljočka" closer to the "bulin" than the opposing team's closest "pljočka."
3. Alternating Turns (Main Phase):
 - Once a team has gained the advantage (their "pljočka" is closest to the "bulin"), the other team then takes their turn to try and "change the situation" by placing their own "pljočka" closer.
 - This alternation continues until all "pljočke" of both teams have been thrown
4. No More "Pljočke":
 - If one team runs out of "pljočke" to play, the opposing team continues to play their remaining "pljočke." They can try to score more points by:
 - Placing their own "pljočke" closer to the "bulin."
 - Pushing the opposing team's "pljočke" away from the "bulin."
5. Round Completion and Scoring:
 - A "toss round" is completed when all "pljočke" of both teams have been played.
 - Points Calculation: One of the teams will receive points. They win one point for each "pljočka" they have that is closer to the "bulin" than the opposing team's single closest "pljočka."
 - The "pljočka" closest to the "bulin" from the opposing team serves as the reference point for counting.
6. Next Round:
 - Once the round is over and points are determined, the second round begins on the other side of the playing field (opposite where the previous round ended).





- The team that scored points in the previous round has the right to throw the "bulin" and the first "pljočka" for the new round.

V. Game End and Winning

- The game ends when one of the teams is the first to win a total of 13 points.
- All necessary rounds must be played to reach this total

VI. Key Aspects

- Skill, Technique, and Strategy: The game requires precision in throwing, specific techniques for different throws, and strategic planning for placing "pljočke" and displacing opponents'.
- Precision Throwing Sport: It falls under the category of precision throwing games, similar to bocce or pétanque.

INTEGRATION VALUES AND POSSIBLE ADAPTATIONS

- Ensure the playing surface is at an accessible height (use a table or lower platform).
- Create a mobile or adjustable game area that can be brought closer to the player.
- Make game pieces larger and easier to grip.
- Add tactile markings on the surface for better spatial orientation.
- Provide adaptive tools (e.g., long sticks or mechanical devices) to assist with flicking or launching pieces.
- Offer extended pieces that can be used from the wheelchair's armrest or tray.
- Encourage team play so a player in a wheelchair can collaborate with others.
- Modify rules if needed to reduce physical strain, such as slower-paced movements.
- Ensure the environment is wheelchair-friendly with smooth flooring and wide doorways.
- Provide comfortable seating or a suitable wheelchair for playing.



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