

La Billarda

(Recreational version)



Aim of the game: To hit the “billarda” (pin) with the “mocho” (stick or bat) in order to send it to the opposite field without it touching the ground. The opposite team try to avoid this happening with their ‘mochos’.

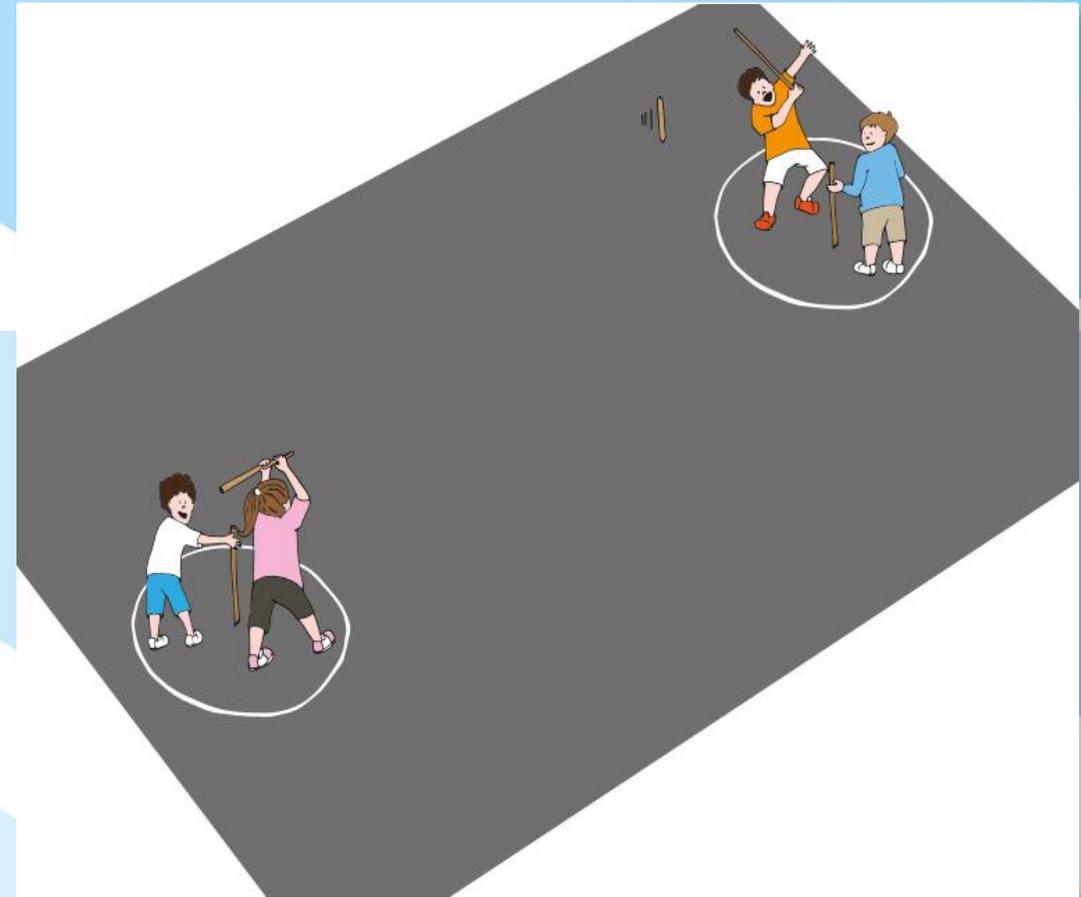
Set up: Draw or mark a rectangle of about 20 x10 m. Within this rectangle draw two 2 m circles approximately 8 m apart. Each circle is the field for one team.

Rules:

To hit the billarda, place it first on the ground. With the mocho, hit one of the sharpened ends of the billarda in order to toss it into the air. When it is flying, hit the billarda a second time with the mocho in order to place it into the opponent’s field. Players are not allowed to cross the line of their own field (the circle) while the “billarda” is in play. Players of each team take their turns during play. Three attempts are allowed to get the “billarda”. The “billarda” can only be struck with the “mocho”, both in attack and in defense. Once the 3 tries are done, it is the other team’s turn to play and serve.

Scoring system:

- 3 points are scored by the receiving team if the “billarda” is returned to the field of the team in service.
- 2 points are scored by the team in service if the “billarda” lands inside the receiving field; also if the “billarda” is touched with any part of player’s body of the receiving team.
- 1 point is scored by the serving team if the “billarda” touches the opposite field and then goes out of it.



Equipment and Materials: “Billarda” – cylindrical wooden piece of a 2 cm diameter and 8-10 cm long sharpened on both ends, “mocho” – wooden stick or bat – approximately 80 cm long used to strike the “billarda”.

Age:
6+

Number of players:
1 - 4 in each team.

Duration:
Unlimited

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Co-funded by the European Commission

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Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the team
3. Practice games before introducing scoring
4. Encourage players to communicate throughout the game
5. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Range of balls can be used that vary in weight, size, speed, texture, density etc.
2. Range of bats that vary in weight, size and material can be used
3. Audible equipment can be used (e.g. bell or rattle ball, bases that have a buzzer)
Brightly coloured equipment can be used

Rules

1. Introduce a time limit to the game
2. Increase/decrease number of players on each team or on the defending team
3. Vary the way the billarda is released
4. Increase/decrease the number of attempts each player has to hit the billarda
5. Adjust the scoring system according to the level of ability of team members
6. Set up target zones to allow players gain bonus points.



Environment

1. Increase/decrease the playing area/distance between the circles
2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles

