



# **Chester School Sport Partnership**

## **Primary School Competition**

### **Rule Book**

**2017 - 2018**

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# Chester SSP

## Year 3&4 Tag Rugby Mega Fest



### KEY INFORMATION

<b>Age Category:</b>	<b>Year 3&amp;4</b>
<b>Squad Size:</b>	<b>8 a-side</b>
<b>Gender Specifications:</b>	<b>None Specified</b>

- Schools can bring a maximum of 12 players.
- The teams can be girls / boys / or mixed.
- The Mega Fest event is different to the traditional year 3&4 rugby that we have played previously. There will be 10 stations, and after a set time the groups rotate to the next station. The Mega Fest format encourages you to focus on the opportunity that the different games provide, not the competitive outcomes of the games.
- Risk assessments will be completed by the School Sport Manager and available if requested.
- Please ensure children bring appropriate clothing including wet weather gear.
- Please bring plenty of fluids and also a snack.
- The Mega Fest will be held on grass.
- Please bring enough school staff to supervise the children.
- If you have any size 3 balls, TAG belts and bibs, please bring them with you.

# Chester SSP

## Year 5&6 Tag Rugby Competition



### KEY INFORMATION

**Age Category:** Year 5&6

**Squad Size:** 8 a-side

**Gender Specifications:** Minimum of 2 boys or 2 girls on the pitch.

- Schools to bring a squad of maximum of 12 and minimum of 8.
- Minimum of 2 boys and 2 girls must be on the pitch at any time.
- Fixtures list will be provided on arrival.
- Risk assessments will be completed by the School Sport Manager and available if requested.
- Please ensure children bring appropriate clothing including wet weather gear.
- Please bring plenty of fluids and also a snack.
- The fixtures are to be played on grass.
- Please bring enough school staff to supervise the children.
- If you have size 3 balls, TAG belts and bibs please bring them.
- Players are permitted to wear studded rugby/football boots. Players should wear appropriate clothing for outdoor rugby.

### Rules:

- The game format will be Tag Rugby - a non-contact form of the game in which the tackle is replaced by a 'tag'.
- When playing Tag Rugby all players wear a tag belt, which has two ribbons (tags), attached to it with Velcro. The belt is worn around the waist and on the outside of the clothing. Shirts must be tucked in. The tags are positioned on either side of the hips and teams are distinguished by the colour of the tags they wear.
- Only the ball carrier can be tagged. A tag is simply the removal by a defender of one of the two ribbons. Once tagged the player in possession must stop and pass the ball to a team-mate within three seconds. However, the game is continuous and tagged players may pass within the act of stopping.
- The defending player who makes the tag must hold the tag above their head, and along with the rest of their team, stand back on their own side allowing the attacker to pass. When the pass has been made the defender must give the tag back to the tackled player before re-joining the game.
- No player can take any further part in the game without both tags properly in place on the belt.
- The object of the game is to score a try by placing the ball with downward pressure on or behind the opponent's 'goal line'. Players should NOT dive over the try line in an attempt to score a try. Any tries scored this way will be discounted.

- There will be no scrum, no kicking and no line out.
- A free pass is to be used to start the game and to restart after an infringement has occurred i.e. forward pass, ball out of play, knock on, off side. At a free pass, the opposition must be 7 metres back. Before a team can restart the game after a try is scored the opposition must return to their own half.

# Chester SSP Year 5&6

## Quick Sticks Hockey Competition



### KEY INFORMATION

<b>Age Category:</b>	School years 5 & 6
<b>Squad size:</b>	4 a-side
<b>Gender</b>	2 boys and 2 girls on the pitch at one time.
<b>Specifications:</b>	

### Basic Rules:

- Each team will have a maximum of 4 playing at any one time.
- 2 males and 2 females on the pitch at any one time.
- Teams will not have goal keepers.
- Quicksticks starts with one team being given a centre pass (taken from the centre of the pitch) which can be passed in any direction, once the umpires have blown a whistle.
- A goal is scored when the ball has been struck or deflected off a player's stick, either an attacker's or a defender's and it crosses completely over the goal-line.
- A penalty goal will be awarded if a defending player deliberately stops a ball from crossing the goal-line with their feet or body.

### A free-pass is awarded when:

- The ball passes completely over a side line. The freepass should be taken by a player of the team which did not touch the ball last, and it must be played along the ground in any direction (on the pitch), from the point where the ball went off the pitch (i.e. where it crossed the side line).
- The ball passes completely over the back line and was last touched by an attacker. The free-pass should be taken by the defending team, from the top of the shooting circle in their third, in line with the centre spot. All players from the attacking team must retreat to their defending third of the pitch.
- The ball passes completely over the back line and was last touched by a defender. The free-pass shall be taken by the attacking team from the corner of the pitch nearest to where the ball crossed the line

### Or when a player:

- Intentionally uses any part of their body to play the ball

- Attempts to play any high ball (over knee height) with the stick
  - Uses the back of the stick
  - Whilst striking the ball, causes any actual or possible danger to themselves or to other players
  - 'Obstructs' by running between the ball and an opponent who is close enough to hit it, thereby unfairly preventing the opponent from playing the ball. Players must not use any part of their body or stick to obstruct another player
  - Holds, charges, kicks, pushes, intentionally trips or strikes any player or umpire
  - Interferes with another player's stick or clothing
  - Plays the ball dangerously or in a way which leads to dangerous play.
- 
- Fixtures list will be provided on arrival.
  - Risk assessments will be completed by the School Sport Manager and available if requested.
  - Please ensure children bring appropriate clothing including wet weather gear.
  - Please bring plenty of fluids and also a snack.
  - Please can all schools supply their own bibs, hockey sticks and balls if you have them.

## **Chester SSP**

### **SEN Multi Sports Festival**

Incorporating Sitting Volleyball, Goalball and a Wheelchair Basketball workshop

#### **Sitting Volleyball**

##### **KEY INFORMATION**

**Age Category: Any Age**

**Squad Size: 6 a-side**

**Gender: Can be all boys, all girls or mixed.**

##### **BASIC RULES**

**This competition is for SEND pupils who cannot easily access mainstream volleyball.**

- Players must keep buttocks in contact with the floor when playing the ball.
- Players can play the ball with any part of their body.
- When serving a player must be positioned at the back of the court and their buttocks must not touch the court, however the server's feet, legs or hands may touch the court.
- Players can serve underarm, overarm or throw the ball into play.
- Players have two attempts to serve.
- The team that wins the rally, wins the point, they then serve the next point. If they lose the point the opposing team serves.
- A point is scored after every serve.
- A team rotates their position clockwise when they regain the serve.
- The ball must go over the net on the third touch at the latest. Players cannot make two consecutive touches.
- Each game is first to 11 points.



# Goalball

## KEY INFORMATION

<b>Age Category:</b>	<b>Any Age</b>
<b>Squad Size:</b>	<b>3 a-side, can bring 6 in a squad.</b>
<b>Gender Specifications:</b>	<b>None</b>

## BASIC RULES

**This competition is for SEND pupils who cannot easily access mainstream sports. Any pupils with visual impairments are a priority for this type of competition.**

- All players wear eyeshades so that they are totally blindfolded.
- Goalball is played on an indoor court. The court has tactile markings, which helps players determine where they are.
- The ball contains internal bells, which help players locate it during play.
- The object of the game is to score a goal by bowling the ball along the floor so that it crosses the goal line of the opposing team.
- The defending team has to prevent the ball going in to their goal by stopping it while remaining in their team area.
- They must then try to control the ball and attack by bowling the ball back again thereby trying to score in the other goal.

# **Chester SSP**

## **Year 2 - Multi Skills Festival**

### **KEY INFORMATION**

**Age Category:** Year 2  
**Squad Size:** Whole class  
**Gender Specifications:** None

### **BASIC RULES**

The Year 2 Multi Skills festival is a 'come and have a go' type competition. There will be 6 stations for the pupils to rotate around including throwing, jumping, agility type activities.

Each session will last 1 hour.

There is no need to have practised anything prior to this competition and all the children will have fun regardless of ability.

# Chester SSP Year 5&6

## Basketball Competition

### KEY INFORMATION

**Age Category:** Years 5&6  
**Squad Size:** 5 a-side  
**Gender Specifications:** None

### EVENT RULES

1. Games are to be played 5 v 5.
2. 5 children on the court at all times, any gender mix. All children must be in school years 5 or 6 at the time of competition.
3. Squads may contain up to 10 children.

### GAME RULES

1. No contact.
2. One step while holding ball.
3. One dribble – a dribble is a continuous bouncing action.
4. Players may be substituted at any time on a dead ball.
5. Half Court Defence – when possession is lost or turned over in their opponents half, a team must not defend the ball until it has passed over the half way line i.e. they must retreat to their own half.
6. All baskets will count as 1 point.
7. After a basket, the opponents will be given the ball to make a throw in from any point behind the baseline.

**VIOLATIONS** - If any violation is committed, the non-offending team should take a throw in from the side line.

### Violations Include:

1. *Deliberately* kicking the ball or striking it with a fist.
2. Knocking the ball out of the side lines.
3. Dribbling with two hands on the ball at once or letting the ball come to rest on two hands then continuing to dribble (Double Dribble).
4. Running with the ball (Travelling).

### FOULS

1. A personal foul involves personal contact with an opponent, if this occurs in the act of shooting two free throws are allowed, otherwise it is side line ball to the opposing team.
2. Once a player has 5 personal fouls in any one game he/ she takes no further part in the game.

- A Playing order will be provided on arrival.
- Risk assessments will be completed by the School Sport Manager and available if requested.
- Schools are responsible for the supervision of their own children and any first aid issues.
- Schools attending the event are asked to wear their school PE kit and the schools are to provide their own bibs.
- Children are reminded to bring their own drink

## Chester SSP Year 5&6

### Sportshall Athletics Competition

#### KEY INFORMATION

**Age Category:** Year 5&6

**Squad size:** Each team should consist of 20 pupils

**Gender** 10 boys and 10 girls

**Specifications:**

<u>Track Events</u>	<u>Number of athletes required</u>	
4 x 1 Hurdle Relay	4 girls	4 boys
1 + 1 Lap Race	2 girls	2 boys
2 + 2 Lap Race	2 girls	2 boys
6 Lap Paarlauf	2 girls	2 boys
4 x 1 Lap Relay	4 girls	4 boys
<u>Field Events</u>		
Chest Push	2 girls	2 boys
Soft Javelin	2 girls	2 boys
Standing Long Jump	2 girls	2 boys
Vertical Jump	2 girls	2 boys
Speed bounce	2 girls	2 boys

**An athlete is limited to 1 track plus 1 relay event, and 1 field event. Every child must do at least one event.**

# Chester SSP Year 3&4

## Small Sided Football Competition

### KEY INFORMATION

**Age Category:** Year 3&4  
**Squad Size:** 5 a-side, squad of 8 max  
**Gender specifications:** None

### Basic Rules:

- Games will be 5-a-side one of which must be a goal keeper.
- All free-kicks are direct. For all free kicks opponents must be 5 yards from the ball.
- Throw-ins - both feet must be in contact with the ground and the ball must be thrown from behind the head.
- A goal cannot be scored direct from a throw-in.
- A free kick is awarded to the opposing team if the goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate.
- Substitutions can be rolled on and off at a stoppage in play when the referee has been informed.
- Goalkeepers are allowed to come out of and players are allowed to go into the penalty area.
- Goal Kick - opponents must retreat to their own half until the ball is in play. The defending team does not have to wait for the opposition to retreat.
- There is no offside.
- A goal cannot be scored direct from a goalkeeper restart or a kick off.
- All Players MUST wear shin guards and appropriate footwear for the surface being played on.
- Players must not wear any Jewellery
- A size 3 ball must be used for Under 9 age group
- The decisions of the referee regarding facts connected with play are final.

## High 5 Netball Competition

### KEY INFORMATION

**Age Category:** Year 5&6

**Squad Size:** 5 a-side, maximum of 9 in the squad.

**Gender specifications:** 2 boys on the court at one time, maximum of 3 in squad.

**Schools are to provide their own bibs with positions clearly marked on them.**

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### Basic Rules

Start of play the Team captains toss a coin to determine who takes the first Centre Pass.

Subsequent centre passes must be taken alternately. Play is started by a pass from the C, who stands with both feet in the centre circle.

At the start of play, the GS, GA, GD and GK may be anywhere in the goal third, which is part of the playing

area. The opposing C shall be in the centre third and free to move.

When the umpire blows the whistle, the Centre must pass the ball within 4 seconds and obey the Footwork Rule.

The ball must be caught or touched in the centre third.

### Footwork

A player may receive the ball with one foot grounded or may jump to catch and land on one foot. While

that landing foot remains on the ground the other foot may be moved in any direction and any number of

times, pivoting on the landing foot if desired. Hopping is not allowed.

A player may receive the ball while both feet are grounded, or may jump to catch and land on both feet simultaneously. The player may then choose to move either foot, and the remaining foot shall then be considered to be the landing foot.

### Playing the Ball

A player must:

- Pass or shoot within 4 seconds.
- Obey the Footwork Rule.

A player must not:

- Deliberately kick the ball.
- Bounce the ball more than once.
- Hand or roll the ball to another player.
- Place their hands on a ball held by an opponent.

- Throw the ball while sitting/lying on the ground.
- Use the goalpost as a support in receiving a ball going out of court to gain balance.
- Throw the ball over a complete third without it being touched or caught by another player in that third.
- Regain possession of the ball, having dropped or thrown it, before it has been touched by another player.

### **Defending, Obstruction and Contact**

- Players must be at least 1m away from the person with the ball.
- Defending the ball in a player's hand by outstretching the arms is not permitted.
- One jump to intercept a throw or shot is permitted, provided the player is at least 1m away. Arms may only be raised as part of the vertical jump in an attempt to intercept the ball.
- Jumping up and down in front of a player is not permitted.

### **Scoring a Goal**

- A goal is scored when the ball passes completely through the ring from the top to bottom. A goal may only be scored by the GS or GA from within the shooting circle.

### **Out of Court**

- A ball is out of court when it, or a player touching it, touches the ground or an object outside the court. The line counts as part of the court.
- A throw-in is then awarded to the opposing team. If the ball hits the post and bounces back into the court, it is still in play.

### **The Throw-in**

- The throw-in is taken at the point where the ball crossed the line.
- Any player allowed in that part of the court may take the throw-in and must stand outside the court with both feet behind the line. When the player taking the throw-in has checked that all other players are on court, they must release the ball within four seconds.

### **Offside**

- A player is offside if they enter an area of the court in which they are not allowed.

### **Penalties**

- A free pass is awarded to a team for any infringement of the rules i.e. footwork except obstruction and contact.
- A player may not shoot directly from a free pass.
- A penalty pass or shot is awarded to a team against any player causing obstruction or contact.
- A player may shoot if the penalty is awarded inside the circle. The offending player must stand still beside the player taking the pass or shot.
- The free pass, or a penalty pass or shot, is taken from the point where the infringement occurred and may be taken by any member of the team allowed in that part of the court.



## Rotations

- All teams must follow England Netball High 5 rotations
- A copy of rotation sheets can be obtained from Claire Smedley  
[claire.smedley@blaconhigh.cheshire.sch.uk](mailto:claire.smedley@blaconhigh.cheshire.sch.uk)
  
- A Playing order will be provided on arrival.
- Risk assessments will be completed by the School Sport Manager and available if requested.
- Schools are responsible for the supervision of their own children and any first aid issues.
- Schools attending the event are asked to wear their school PE kit
- Children are reminded to bring their own drink.

# **Chester SSP Diamond Cricket Festival**

## **Year 3&4.**

**Team of 10 (minimum of 2 boys or 2 girls)**

**Batting** - Only four players can bat at one time; the remaining batters should wait in a safe area ready to come in.

**Fielding** - Fielders spread out (but no-one can start by standing inside the 'diamond'). A fielder at each set of stumps (as a wicket-keeper) is a good idea.

**Bowling** - The bowler stands in the middle of all four stumps (stumps set out in a diamond shape).

**The Game** - Bowler bowls underarm or overarm at any set of stumps. Batters can run if they hit or miss the ball. All four batters run at the same time – in an anti-clockwise direction – with no overtaking. One run is scored when all batters advance safely to next wicket. As soon as the bowler receives the ball back s/he can bowl it again at any stumps so the batters always need to be ready.

**The team with the most runs wins.**

**Ways of being out** - Caught, Bowled, Hit wicket, Run out. When a batter is out, the next batter comes in to replace them.

**Staff from the schools that enter the competition will be umpiring the games.**

## Chester SSP Gymnastics Comp

Years 3&4 and 5&6



### KEY INFORMATION

Age Category: Year 3&4 and Year 5&6  
Squad Size: Minimum of 4 in a team, maximum of 5.  
5 can compete but only 4 scores count.  
Gender specifications: At least 2 boys and 2 girls.

**Please note that club competition level pupils are not eligible to take part in the team competition. As per the rules for the county final.**

**Club individuals may take part in the INDIVIDUAL competition which happens at the same time as the team event.**

#### Basic Rules:

- 5 pupils will compete on each piece of apparatus, the 4 best scores count.
- The pupils will complete the floor and vault routines. You can obtain a copy of the routines from Claire Smedley – [claire.smedley@blaconhigh.cheshire.sch.uk](mailto:claire.smedley@blaconhigh.cheshire.sch.uk)
- Please note that the floor routines will be performed over a straight line of mats.
- No Leotards, children should wear shorts and t-shirt.

#### Health and Safety:

- Long hair must be tied back.
- No jewellery should be worn.
- All loose clothing should be tucked in.
- All gymnasts should warm up appropriately before each routine.
- All team teachers must ensure their pupils are under adult supervision at all times.
- Children are reminded to bring a bottle of water.

## Chester SSP

### Year 5&6 Tri-Golf Competition



#### KEY INFORMATION

**Age Category:** Year 5&6  
**Squad Size:** 10 children in a team.  
**Gender specifications:** 5 boys and 5 girls.

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#### Format – 8 Game Skills Challenge.

- Open to all SSP schools.
- No golf experience required.
- Team based competition – 10 children in a team, 5 boys and 5 girls who are from the school years 5 & 6.
- Teams will progress around the 8 stations with a time limit on each.
- Each station varies skill that will require either chipping or putting.
- The SSP will supply all the equipment.
- Please remind the children to bring a water bottle with them and to wear their sports kit. (Not forgetting wet weather gear / sun tan lotion and cap).

# Chester SSP Year 5&6 – Quadkids Athletics



## KEY INFORMATION

**Age Category:** School Years 5&6

**Squad size:** 8 in a team

**Gender Specifications:** 4 boys and 4 girls

## Basic Rules

*Each team member takes part in every event:*

1. Standing Long Jump
2. Vortex Howler Throw
3. 75m Sprint
4. 600m Run

- For each event, each team member receives a score based on their performance (time/ distance etc).
- Each athlete has 3 attempts at the jump and throw activities, with their best score counting.
- There is 1 attempt in the runs.
- Team member points are added together and an aggregate score is worked out.

# Chester SSP Year 5&6

## Kwik Cricket Competitions

### (Mixed A, Mixed B and Girls Comps)

#### KEY INFORMATION

**Age Category:** School Years 5 & 6.

**Squad size:** 8 a-side

Minimum of 8, maximum of 10 in a squad.

**Gender Specifications:** Mixed A - None

Mixed B – None

Girls – Must be all girls

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#### Rules

**There are no quotas or ratios for boy:girl in the Year 5&6 mixed competitions. Teams can be single or mixed gender.**

In the event of injury to a player, a substitute will be allowed to field, but not bowl. Should such an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing member of staff.

#### The Game

Throughout the Tournament each game shall consist of one innings per team, each innings to be 8 overs (6 balls) long.

#### Batting & Scoring

- The batting side shall be divided into pairs, each pair batting for 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.
- Each team starts batting with a score of 200 runs.
- Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.
- A batter may be out bowled, caught, run out, stumped, hit wicket.
- There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
- Runs will be scored in the normal way, as will byes.
- 2 runs will be awarded to the batting team for each wide ball (too wide for the batter

to hit) and no-ball (bounces more than once or delivered on the full) bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled. Any runs above 2 scored on a 'no ball' will count in place of the 2 received for the no ball.

- At the end of the first 2 overs, the first pair of batters retires and is replaced by the second pair until all 4 pairs have batted for 2 overs each. The second team then bats for its 8 overs.

#### 7. Bowling and Fielding

- Each player on the fielding side must bowl 1 over.
- Bowling will take place from one end only. Bowling should be over arm where possible. Players on the fielding side DO NOT need to rotate fielding positions.
- With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.
- No fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the off-side. A fielder may move into the restricted area to make a catch or field a ball provided he/she was outside the area when the stroke was made.

#### 8. The Result

The team with the higher score wins. In the event of a tie the team taking more wickets, then scoring more boundaries will be the winner. If it is still equal, each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner.

#### 9. Eligibility

The tournament is open to all pupils in school years 5 and/or 6 on the day of competition.

Chester School Sport Partnership is happy for lower KS2 pupils to be involved in the competition, especially for smaller schools that may not have enough pupils in Years 5 & 6. However, we would expect the team manager to only select pupils that will cope with both the physical & mental demands of playing with older pupils in a competitive environment.

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**PLEASE CAN ALL PARTICIPATING SCHOOLS BRING THEIR KWIK CRICKET SETS.**

# Chester SSP Year 3&4

## Mini Red Tennis Competition

### KEY INFORMATION

**Age Category:** School Years 3&4  
**Squad size:** 4 in a team  
**Gender Specifications:** 2 boys & 2 girls  
**Rules:** The matches will consist of girls doubles and boys doubles.

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### Competition Information:

Mini Tennis Red can be played on a modified badminton court or a modified area of a tennis court and uses a larger slower moving ball.

**Court Size:** 12m x 6m (half Tennis court or a Badminton court)  
**Net Height:** 80cm  
**Racket size:** 43cm-58cm (17-23" max)  
**Balls:** 8cm sponge ball if inside or Mini Tennis RED low compression ball if outside.

### Rules & Eligibility:

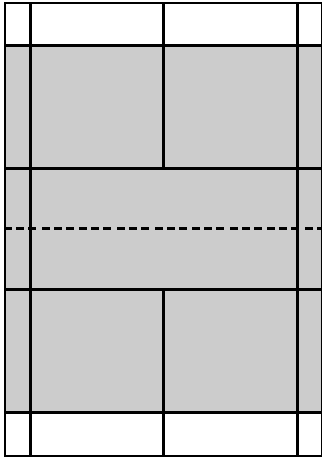
#### Teams:

- Players should be from Year 3 and/or Year 4 – i.e. a mixture of the two Year Groups can be used, or your team can be from all one Year Group.
- The matches played in the SSP final will be doubles.
- There is no restriction on the ability of the participants.

#### Court Size:

The 'Short & Fat' area of the court is used, so that the whole area of the court is used, except the back tramlines – as shown on the diagram below:





Equipment:

- Mini Tennis strung rackets (maximum size 23”) only to be used. A limited number of rackets and balls will be available on the day, but schools/players are encouraged to bring their own.

Kit & Clothing:

- P.E/Sports kit only.
- Players must wear trainers.

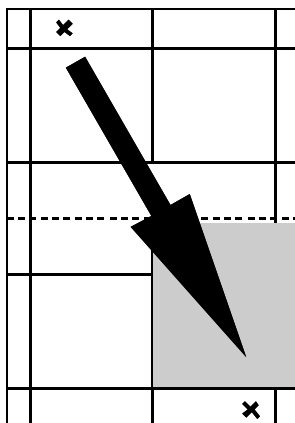
Format:

Duration /Scoring of matches:

- ‘First to 7’ also called a ‘Match Tie-break’ (with sudden death at 6-6 – no need to win by 2 clear points). With a maximum time limit of 7 minutes.

Playing:

- The serve is decided by a ‘toss’ at the start of the match.
- The nominated person serves for the first point; serve then alternates every 2 points.
- When serving, players should stand behind the back service line.
- When serving the ball must NOT bounce before being hit.
- The receiver must let the service ball bounce before returning.



Serving diagram.

- Serves should be hit diagonally, landing anywhere in the opposite diagonal service box.
- Players stay at the same end of the court for the entire match
- Each court should have a scorer, who calls out the scores and helps out with decisions (teacher or sports leaders).
- The competition will be a round robin format.



## Chester SSP Year 5&6 Orienteering Competition

### KEY INFORMATION

**Age Category:** The children can be any combination of year 5 and / or 6 pupils.  
**Squad Size:** Team of 6 pupils  
**Gender Specifications:** 3 boys & 3 girls

**Please note there will be an 'A' competition and a 'B' competition (you may only enter a maximum of 2 teams).**

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- Clothing: sportswear (long tracksuit bottoms), trainers and wet weather clothing / hats / sun cream.
  - Children can still take part if they have not taken part in an orienteering event before.
  - Please bring plenty of fluids.
  - A map will be sent to schools for teachers and pupils to familiarise themselves with map symbols.
  - Electronic dibbers will be provided for each competitor and must be returned. (Deeside Orienteering Club will charge £30 to your school for each lost dibber).
  - Entry forms must be returned by the deadline including entrants names, these are required in order to allocate the electronic dibbers.
  - A confirmation e-mail will be sent to schools once their entry has been received.
  - The event is restricted to the first 10 schools entering each competition.



## **Competition Code of Conduct For Competitors / Participants**

- Co-operate, respecting all requests and decisions made by the team managers, coaches, helpers, officials and administrators.
- Be on time.
- Control tempers and avoid behaviour which may inconvenience or upset others.
- Treat opponents and team mates with respect at all times (before, during and after the competition).
- Be considerate to others and work as a team.
- Set a positive example for others, particularly younger athletes and spectators.
- Thank those responsible for organising the event.
- Act with dignity and within the rules at all times in success and failure.
- Accept success and failure in a selfless and positive way.
- Take care of all property.
- Speak out immediately if concerned or uncomfortable with someone's behaviour.
- Be responsible for caring for their own equipment, clothing and property.
- No jewellery or unsuitable clothing or footwear must be worn during any event.



## **Competition Code of Conduct For Competition Organisers, Coaches and Staff in charge of Children**

- Consider the well-being and safety of participants before the development of performance.
- Develop an appropriate working relationship with performers based on mutual trust and respect.
- Make sure all activities are appropriate to the age, ability and experience of those taking part and ensure all participants are suitably prepared physically and mentally when learning new skills.
- Display consistently high standards of behaviour and appearance, dressing suitably and not using inappropriate language at any time whilst involved with activities.
- Always report any incidents, referrals or disclosures immediately.
- Never condone rule violations.
- Instil in the performers the values of respect, discipline effort and loyalty.
- Promote the positive aspects of the sport (e.g. fair play).
- Encourage performers to value their performances and not just results.
- Encourage the performer to develop their talent and their sporting mind.
- Respect fellow team managers, parents and coaches and their good work.
- Understand the difficult task of the officials, especially if they are young people, and respect their decisions.



## **Competition Code of Conduct For Spectators, Parents & Guardians**

- Encourage your child to learn the rules and participate within them.
- Discourage challenging or arguing with officials.
- Publicly accept officials' judgments.
- Help your child to recognise good performance, not just results.
- Set a good example by recognising good sportsmanship and applauding the good performances of all.
- Never force a child to take part in sport.
- Try to ensure your child is dressed appropriately for the activity and has plenty to drink.
- Use correct and proper language at all times.
- Never punish or belittle a child for poor performance or making mistakes.
- Support your child's involvement and help them to enjoy their sport.



## Schools attending competition - Expectations

- Schools should confirm their attendance at competitions by the agreed deadline. Once confirmed schools should look to attend in line with the agreed start / registration time.
- If for any reason a school is unable to attend after confirming their entry they should give as much notice as possible of this to the competition organiser. This should not be less than 48 hours.
- Schools should bring the correct number of participants together with the correct ratio of boys to girls (where applicable) as stated in the competition rules and format.
- Schools attending competition in breach of this will still be able to take part but may find that their results do not count towards the overall result.
- Teams winning Partnership Level 2 competitions are expected to progress to the next stage of competition (i.e. Level 3 School Games, or county cricket competition). If they are unable to then they should make it known at the relevant final so that the place can be offered to another school.

We ask that every school attending an inter schools competition brings the following information / kit with them:

- A record / register of who is taking part.
- The relevant size and gender make up of squad as outlined in the rules where this is a requirement of the competition.
- Appropriate footwear and clothing pertinent to the sport being played and the time of year.
- Individual player refreshments if required.
- Practice ball(s) / equipment relevant to the competition for your own teams use during the warm up. Bibs relevant to the sport e.g. High 5 and any other equipment asked for by the competition organiser e.g. rounders bats.
- First aider & first aid kit.