

# Amber Valley School Sport Partnership

## Competition & Event booklet

**Rules & Formats 2021-22**



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## AVSSP Competition & Event Overview 2021-22

Competition	Year group	Date	Time	Venue
Football (Small Schools)	Y5/6	22 <sup>nd</sup> Sept	4.00-6.00pm	Eyes Meadow
Football (Girls Only)	Y5/6	22 <sup>nd</sup> Sept	4.00-6.00pm	Eyes Meadow
Football	Y5/6	23 <sup>rd</sup> Sept	4.00-6.00pm	Eyes Meadow
Sportshall Athletics	KS1	27 <sup>th</sup> Sept	4.00-6.00pm	Belper Leisure
Sportshall Athletics	KS1	28 <sup>th</sup> Sept	4.00-6.00pm	Heanor Leisure
Sportshall Athletics	KS1	30 <sup>th</sup> Sept	4.00-6.00pm	Alfreton Leisure
Sportshall Athletics (small)	Y5/6	4 <sup>th</sup> October	4.00-6.00pm	Belper Leisure
Sportshall Athletics (med)	Y5/6	5 <sup>th</sup> October	4.00-6.00pm	Alfreton Leisure
Sportshall Athletics (large)	Y5/6	7 <sup>th</sup> October	4.00-6.00pm	Alfreton Leisure
Sportshall Athletics (small)	Y3/4	11 <sup>th</sup> October	4.00-6.00pm	Belper Leisure
Sportshall Athletics (med)	Y3/4	12 <sup>th</sup> October	4.00-6.00pm	Alfreton Leisure
SEN Sportshall Athletics	Y3-6	14 <sup>th</sup> October	1.00-2.30pm	Alfreton Leisure
Sportshall Athletics (large)	Y3/4	14 <sup>th</sup> October	4.00-6.00pm	Alfreton Leisure
TAG Rugby (small schools)	Y5/6	19 <sup>th</sup> October	4.00-6.00pm	Belper RFC
TAG Rugby (development)	Y5/6	19 <sup>th</sup> October	4.00-6.00pm	Belper RFC
TAG Rugby (elite)	Y5/6	21 <sup>st</sup> October	4.00-6.00pm	Belper RFC
TAG Rugby (girls)	Y5/6	21 <sup>st</sup> October	4.00-6.00pm	Belper RFC
Leadership Conference	Y2 & Y5/6	5 <sup>th</sup> November	9.30-11.30am 12.30-2.30pm	Alfreton Leisure
KS1 Handball	KS1	15 <sup>th</sup> November	4.00-6.00pm	Belper Leisure
KS1 Handball	KS1	16 <sup>th</sup> November	4.00-6.00pm	Heanor Leisure
KS1 Handball	KS1	18 <sup>th</sup> November	4.00-6.00pm	Alfreton Leisure
Basketball	Y5/6	22 <sup>nd</sup> November	4.00-6.00pm	Belper Leisure
Basketball	Y5/6	23 <sup>rd</sup> November	4.00-6.00pm	Aldercar High
Basketball (small schools)	Y5/6	24 <sup>th</sup> November	4.00-6.00pm	Belper Leisure
Basketball	Y5/6	25 <sup>th</sup> November	4.00-6.00pm	Ripley Academy
Handball	Y3/4	29 <sup>th</sup> November	4.00-6.00pm	Belper Leisure
Handball	Y3/4	30 <sup>th</sup> November	4.00-6.00pm	Heanor Leisure
Handball	Y3/4	2 <sup>nd</sup> December	4.00-6.00pm	Alfreton Leisure
Dance Platform	All	1 <sup>st</sup> December	4.00-5.30pm	David Nieper
Active Story Telling	Rec- Y3	3 <sup>rd</sup> December	9.30-11.30am 12.30-2.30pm	Heanor Leisure
SEN Sports Festival	KS1/2	8 <sup>th</sup> December	1-2.30pm	Alfreton Leisure
Boys Futsal (small schools)	Y5/6	17 <sup>th</sup> January	4.00-6.00pm	Belper Leisure
Boys Futsal (med/large)	Y5/6	18 <sup>th</sup> January	4.00-6.00pm	Alfreton Leisure
Boys Futsal (med/large)	Y5/6	20 <sup>th</sup> January	4.00-6.00pm	Alfreton Leisure
Girls Futsal	Y5/6	25 <sup>th</sup> January	4.00-6.00pm	Alfreton Leisure
Indoor Rowing	Y5/6	26 <sup>th</sup> January	4.00-5.30pm	John Flamsteed
Girls Futsal	Y5/6	27 <sup>th</sup> January	4.00-6.00pm	Alfreton Leisure
Health & Well-being Conference	Y2 & Y5/6	28 <sup>th</sup> January	9.30-11.30am 12.30-2.30pm	Alfreton Leisure
KS1 Dodgeball	KS1	31 <sup>st</sup> January	4.00-5.30pm	Belper Leisure
KS1 Dodgeball	KS1	1 <sup>st</sup> February	4.00-5.30pm	Heanor Leisure
KS1 Dodgeball	KS1	3 <sup>rd</sup> February	4.00-5.30pm	Alfreton Leisure

Y3/4 Dodgeball	Y3/4	7 <sup>th</sup> February	4.00-6.00pm	Belper Leisure
Y3/4 Dodgeball	Y3/4	8 <sup>th</sup> February	4.00-6.00pm	Heanor Leisure
Y3/4 Dodgeball	Y3/4	10 <sup>th</sup> February	4.00-6.00pm	Alfreton Leisure
Y5/6 Dodgeball	Y5/6	14 <sup>th</sup> February	4.00-6.00pm	Belper Leisure
Y5/6 Dodgeball	Y5/6	15 <sup>th</sup> February	4.00-6.00pm	Heanor Leisure
SEN Dodgeball	KS2	17 <sup>th</sup> February	1.00-2.30	Alfreton Leisure
Y5/6 Dodgeball	Y5/6	17 <sup>th</sup> February	4.00-6.00pm	Alfreton Leisure
Teamwork Event	Y2 & Y5/6	11 <sup>th</sup> March	9.30-11.30am 12.30-2.30pm	TBC
<b>Gymnastics (key steps 1)</b>	Y1/2	14 <sup>th</sup> March	4.00-5.30pm	Alfreton Leisure
<b>Gymnastics (key steps 2)</b>	Y3/4	15 <sup>th</sup> March	4.00-5.30pm	Alfreton Leisure
SEN Boccia	All	17 <sup>th</sup> March	1-2.30pm	Alfreton Leisure
<b>Gymnastics (key steps 3)</b>	Y5/6	17 <sup>th</sup> March	4.00-5.30pm	Alfreton Leisure
Table Tennis	Y4-6	22 <sup>nd</sup> March	4.00-6.00pm	Aldercar High
Table Tennis	Y4-6	23 <sup>rd</sup> March	4.00-6.00	Belper Leisure
Cross Country	Y3-6	29 <sup>th</sup> March	4.00-5.30pm	Shipleay Park
Cross Country	Y3-6	30 <sup>th</sup> March	4.00-5.30pm	Eyes Meadow
Cross Country	Y3-6	31 <sup>st</sup> March	4.00-5.30pm	Alfreton Park
Dance Platform	All	27 <sup>th</sup> April	4.00-5.30pm	Ecclesbourne
KS1 Racket Festival	KS1	28 <sup>th</sup> April	1.00-2.30pm	Alfreton Leisure
Y3/4 Tennis Festival	Y3/4	28 <sup>th</sup> April	4.00-5.30pm	Alfreton Leisure
High 5 Netball (small sch)	Y5/6	3 <sup>rd</sup> May	4.00-6.00pm	Belper School
High 5 Netball	Y5/6	4 <sup>th</sup> May	4.00-6.00pm	Heanor Gate
High 5 Netball	Y5/6	5 <sup>th</sup> May	4.00-6.00pm	Swanwick Hall
KS1 Football	KS1	23 <sup>rd</sup> May	4.00-5.30pm	Belper School
KS1 Football	KS1	24 <sup>th</sup> May	4.00-5.30pm	Aldercar High
Go Ride Cycling (Ind)	Y4-6	25 <sup>th</sup> May	4.00-5.30pm	Kilburn Junior
SEN Football	All	26 <sup>th</sup> May	1.00-2.30pm	Swanwick SSC
KS1 Football	KS1	26 <sup>th</sup> May	4.00-5.30pm	Swanwick SSC
Golf Festival	Y5/6	8 <sup>th</sup> June	4.00-6.00pm	Ormonde Fields
Go Ride Cycling (team)	Y4-6	9 <sup>th</sup> June	4.00-5.30pm	Kilburn Junior
Quad Kids Athletics	Y5/6	14 <sup>th</sup> June	4.00-6.00pm	Belper School
Kwik Cricket	Y5/6	15 <sup>th</sup> June	4.00-6.00pm	Various
Swim Gala	Y5/6	20 <sup>th</sup> June	Various	Belper Leisure
Kwik Cricket finals	Y5/6	22 <sup>nd</sup> June	3.00-6.00pm	Quarndon CC
Kwik Cricket (girls only)	Y5/6	22 <sup>nd</sup> June	4.00-6.00pm	Quarndon CC
Go Ride Cycling (Ind)	Y4-6	23 <sup>rd</sup> June	4.00-5.30pm	Alfreton Park
Y2 Transition Festival	Y2	5 <sup>th</sup> July	9.30-11.30am 12.30-2.30pm	TBC
Go Ride Cycling (Ind)	Y4-6	6 <sup>th</sup> July	4.00-5.30pm	Eyes Meadow
Y6 Transition Festival	Y6	12 <sup>th</sup> July	9.30-11.30am 12.30-2.30pm	TBC
Orienteering	Y3-6	14 <sup>th</sup> July	4.00-5.30pm	Eyes Meadow

## Competition & Event classifications

To encourage students to have the most beneficial experience possible at all AVSSP events the below classifications will be used to describe each event.

These classifications aim to provide a guide for staff and schools when selecting students to represent their school with the aim being to not only provide competitive sporting experiences to a wide variety of pupils but also to attempt to deliver tangible events to like-minded individuals.

Please note the below classifications are simply a guide and should not prevent your school from participating in the event in any circumstances – if you are unsure of any of the information please contact [rshaw@avssp.co.uk](mailto:rshaw@avssp.co.uk)

### **Elite:**

This is a competitive event where focus will be placed on winning. Where possible & appropriate your most able students would benefit from the opportunity to compete against like-minded pupils from other schools. Rules will be strictly administered and will follow National governing body guidelines. High skill level.

Examples include football, Quad Kids Athletics, Basketball & High 5 Netball

### **Enhance:**

This is an event where focus will be placed both on winning, as well as on development and intrinsic values. The activities will require a moderate skill level with a combination of physically able students and those who would benefit from the experience the ideal. Some flexibility on National governing body guidelines will be given. Moderate skill level.

Examples include Sportshall Athletics, Handball, Cross Country & KS1 Football

### **Emerging:**

This event will focus mainly on student development and intrinsic values with some elements of competition. This is an ideal opportunity for students who would not ordinarily represent your school in sport, for example pupil premium, free school meals, inactive etc. The event rules will aim to suit the attendee's and their needs.

Examples include Dance Platform, Development Rugby, Dodgeball & Orienteering

# **Key Stage 1**

## **Competitions & Events**

# KS1 Dodgeball



**Year Group (s)** KS1  
**Gender** Mixed  
**Classification** Emerging

**Format** Schools will be separated into small groups or put into one straight league depending on entries. Teams will then play one another possibly leading to a knock out round/finals to decide the winner

**Rules** Games will be 6 per side with an advised max squad of 9. The game starts with 4 balls in the middle of the court. On the referee's whistle player's race to collect the dodgeballs and then retreat past the back line. The game is then live, the objective being to strike an opponent with a ball below the shoulders and without the ball bouncing. If a player is hit in this way he/she is out of the game. Shots can be blocked using another ball or can be caught. If a ball is caught on the full the catching team recall a player to the game while the player who threw the ball is out. The game will be played inside a full badminton court. If a player leaves the court to avoid being hit they will be given out. When one team has eliminated all the oppositions players they are the winner. A time limit will also be set for each game, at the end of this time the team with the most players remaining are the winners. If there are equal numbers of players the game will be called a draw, if in a playoff round a 1v1 'throw-off' will be used

**Scoring** The winning team in each game will receive 3 points, 1 point for a draw, 0 for a defeat





## KS1 Hand Ball

Year Group (s)	KS1
Gender	Mixed
Classification	Enhance

**Format** Schools will be separated into small groups or put into one straight league depending on entries.

**Rules** Games will be 5 a side with an advised max squad of 9. Players will not be allowed to move once they have the ball under control (similar to netball) and can only pivot to change direction. The aim of the game is to pass the ball from player to player until there is an opportunity to shoot for goal by throwing the ball towards the goal.

Small goals will be used with clearly marked out 'areas' which players cannot enter (other than the goalkeeper). Doing so will result in a free shot/pass to the other team. There will be a goalkeeper for each team

The games are non-contact with only interceptions, errors and balls leaving the court resulting in a turn over.

If the ball leaves the court possession is switched to the other team with a free first pass from the side-line where the ball left the court. A free pass cannot result directly in a goal.

Each goal will result in a centre pass.

The games will start with a jump ball in the centre to gain possession as in basketball.

The ball cannot be intentionally kicked, if the two players are grappling for the ball the referee will stop the game and award the ball to the first player to touch it.

**Scoring** Each successful throw into the goal results in 1 point. Three points will be awarded to winning teams, 1 point each for a draw





## KS1 Football

Year Group (s)	KS1
Gender	Mixed
Classification	Enhance

**Format** Series of small sided games with teams either split into two smaller pools or in one large group depending on entries. Points awarded for each win/draw with winners decided through a knock-out system if necessary

**Rules** Games are 5 a side with a max squad of 9.  
Games to be played on small pitches with small goals.  
Each team will have one goalkeeper for each game, goals can be scored by any player from any area of the field.  
Players cannot handle the ball; a free-kick will be awarded.  
Corners or goal-kicks (which can be taken by any player) will be awarded when the ball goes behind the goal.  
Kick-ins will be taken rather than throw-ins.  
Goals cannot be scored directly from kick-ins or corners, but can be from free-kicks or goal-kicks.  
A centre kick will be taken after each goal scored.  
No slide-tackles will be permitted, no off-sides are played.

**Scoring** Teams will be awarded the following points per game:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# KS1 Racket Sports Festival



**Year Group (s)**      KS1  
**Gender**                Mixed  
**Classification**      Emerging

**Format**                Informal festival themed around tennis and general racket skills aiming to develop confidence and competence in racket sports.

**Rules**                 Teams to consist of 6 players.  
Activities will include games designed to support grip, movement, racket control and hitting both with and without a net.  
Skills stations, coaching, drills and tennis matches will be used to increase participant confidence in racket sports throughout the session.

**Scoring**              The event is a festival with no overall winning team or individual but scores will be kept on individual matches to show progress.



# KS1 Sportshall Athletics

Year Group (s)	KS1
Gender	Mixed
Classification	Enhance

**Format** Athletics competition based on both individual and team performances. Event consisting of 3 field events followed by a series of relay races. Points are awarded for athletes' performance in each event which are added together to form a team total.

**Rules** Teams of 4 girls and 4 boys.  
All athletes will complete field events in Standing Long Jump, Chest Push and Speed bounce.  
Track events consist of:  
4x1 Obstacle relay (Separate Boys/Girls races)  
4x1 Hurdle relay (Separate Boys/Girls races)  
4x1 flat relay (Separate Boys/Girls races)  
8x1 flat relay (Whole team) N.B this race is not scored and is time dependent

**Scoring** Teams will be given a points total in each event to represent how they compared to the other teams. For example, if there are 9 teams the highest scoring team will get 90 points, the second place 80 points etc. This is repeated across all events and combined for each team's total.



**Key Stage 2**  
**Competitions & Events**



# Basketball

Year Group (s)	Y5/6
Gender	Open mixed
Classification	Elite

**Format** Each event will be comprised of either a straight league or separate groups leading to a knock out round/final depending on the number of entries.

**Rules** 5 players on court at a time (may be reduced to 4v4 depending on venue/entries, max squad of 9 players  
A minimum of 1 girl and 1 boy on court at all times  
Game times will be dependent on the number of entries in each event.  
No personal fouls will be recorded, however referees will have the power to eject players if they are abusing this rule.  
Teams must retreat to half way after scoring.  
A foul committed while a player is shooting results in a one shot free throw (worth 2 points)  
Three basic rules apply to game play:

1. No double dribble
2. No travelling
3. No contact

**Scoring** Each successful basket is worth 2 points  
Teams are awarded the following points per game:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# Cross Country

<b>Year Group (s)</b>	Y3/4 & Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance



**Format** There will be four races throughout the event. Y3/4 Girls and Y3/4 Boys both of which will be approximately 1000m and a Y5/6 Girls and Y5/6 Boys which will be approximately 1400m in length. Individual awards will also be given for the top 3 places overall in each race.

**Rules** A full team consists of 3 students in each race. However, schools are able to bring up to 8 students per race. Schools are welcome to bring fewer children to compete however they will not be scored on a race with fewer than 3 runners in. Runners must wait for the signalled start before running and must follow the hare/cones to track the course. Runners must go outside or through all stakes and markers, never inside shortening the course. When approaching the finish line, no overtaking is allowed once runners have entered the funnel system. Entry to the funnel is the end of the race.

**Scoring** Top 3 runners from each school, in each race will be counted towards the team total. Each runner will be given a number which must then be presented to the member of school staff present. Staff should then fill out the given paperwork for the race, adding up their team score. The team with the lowest score across all 4 races will be the winner.



# Dance Platform



<b>Year Groups (s)</b>	KS1&2
<b>Gender</b>	Mixed
<b>Classification</b>	Emerging

**Format** Performances open to KS1 and KS2 with schools required to submit songs to AVSSP at least 1 week prior to the platform. A running order will then be produced for the evening.

**Rules** Dance platforms coincide with the end of terms giving schools time to practice a routine/performance  
Only one performance is allowed per group/individual with a limit per school determined by the interest in the event (usually 3 or 4 per school)  
Song choices cannot be altered at the last minute as a playlist will have been put together in advance.  
Performances can be in any style of dance but schools are responsible for ensuring the dance and song is appropriate.

**Scoring** Performances will not be formally judged as the platforms are an opportunity for students to express themselves through dance



# Dodgeball



<b>Year Group (s)</b>	Y3/4 & Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Emerging

**Format** Schools will be separated into small groups or put into one Straight league depending on entries. Teams will then play one another leading to a knock out round/finals to decide the winner

**Rules** Games will be 6 per side with a max squad of 9.  
The game starts with 4 balls in the middle of the court. On the referee's whistle player's race to collect the dodgeballs and then retreat past the back line.  
The game is then live, the objective being to strike an opponent with a ball below the shoulders and without the ball bouncing. If a player is hit in this way he/she is out of the game.  
Shots can be blocked using another ball or can be caught. If a ball is caught on the full the catching team recall a player to the game and the player who threw the ball is out.  
The game will be played inside a full badminton court. If a player leaves the court to avoid being hit they will be given out.  
When one team has eliminated all the oppositions players they are the winner. A time limit will also be set for each game, at the end of this time the team with the most players remaining are the winners.  
If there are equal numbers of teams the game will be called a draw, if in a playoff round a 1v1 'throw-off' will be used

**Scoring** The winning team in each game will receive 3 points, 1 point for a draw, 0 for a defeat





## Hand Ball

<b>Year Group (s)</b>	Y3/4		
<b>Gender</b>	Mixed		
<b>Venue</b>	Belper area	Belper Leisure Centre	
	Heanor area	Heanor Leisure Centre	
	Alfreton area	Alfreton Leisure Centre	
<b>Date/Time</b>	Belper area	2 <sup>nd</sup> December 2019	4.00-5.30pm
	Heanor area	3 <sup>rd</sup> December 2019	4.00-5.30pm
	Alfreton area	5 <sup>th</sup> December 2019	4.00-5.30pm
<b>Classification</b>	Enhance		

**Format** Schools will be separated into small groups or put into one straight league depending on entries. Teams will then play one another leading to a knock-out round/finals to decide the winner

**Rules** Games will be 5 a side with an advised max squad of 9. Players will not be allowed to move once they have the ball under control (similar to netball) and can only pivot to change direction. The aim of the game is to pass the ball from player to player until there is an opportunity to shoot for goal. Small goal's will be used with marked out 'areas' which players other than the goalkeeper cannot enter. Doing so will result in a free shot/pass to the other team. Each team has a Goalkeeper. The games are non-contact with only interceptions, errors and balls leaving the court resulting in a turn over. If the ball leaves the court possession is switched to the other team with a free first pass from the side-line where the ball left the court. A free pass cannot result directly in a goal. Each goal will result in a centre pass. The games will start with a jump ball in the centre to gain possession as in basketball. The ball cannot be intentionally kicked, if the two players are grappling for the ball the referee will stop the game and award the ball to the first player to touch it.

**Scoring** A successful shot thrown into the goal will result in a point being scored. Teams will be given 3 points for winning a game



# Football



<b>Year Group (s)</b>	Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Elite

**Format** Teams are grouped into leagues where everyone plays everyone to decide group standings. Teams progress to knock-out rounds and eventually a final to decide the winner.

**Rules** Games are 6 a side, advised max squad size of 10  
Standard small sided football rules with the clock constantly running.  
Goals can be scored from anywhere, inside or outside the penalty area. Players can enter either penalty area. Goalkeepers can leave the area but cannot handle the ball outside it.  
Corners will be played, throw ins should be taken in the traditional method with both hands behind the head and feet on the ground.  
Offside will not be played and slide-tackles are not allowed.  
A centre kick will be taken after each goal is scored.  
Any foul including obstruction, shirt pulling, trips, kicks or handballs will all result in a direct free kick. Defending players must be at least 5 yards away from any free-kick. Fouls inside the penalty area will result in a penalty kick.  
Draws will be counted in the group games, games which end level in the knock-out round will progress straight to penalties with each team having 3 kicks. If scores are still level a sudden death penalty shoot-out will commence until a winner is found.  
Roll on/off substitutions can be made however teams must ensure the substituted player is off the pitch before their replacement enters it. Goalkeepers cannot kick the ball from their hands.

**Scoring** In the group stages teams will receive the following points:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# Football (small schools)



<b>Year Group (s)</b>	Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Elite

**Format** Teams grouped into leagues where everyone plays everyone to decide group standings. Teams progress to knock-out rounds and eventually final to decide winner

**Rules** Games are 6 a side, max squad size of 10  
Standard small sided football rules with the clock constantly running.  
Goals can be scored from anywhere, inside or outside the penalty area. Players can enter either penalty area. Goalkeepers can leave the area but cannot handle the ball outside it.  
Corners will be played, throw ins should be taken in the traditional method with both hands behind the head and feet on the ground.  
Offside will not be played and slide tackles are not allowed.  
A centre kick will be taken after each goal is scored.  
Any foul including obstruction, shirt pulling, trips, kicks or handballs will all result in a direct free kick. Defending players must be at least 5 yards away from any free-kick. Fouls inside the penalty area will result in a penalty kick.  
Draws will be counted in the group games, games which end level in the knock-out round will progress straight to penalties with each team having 3 kicks. If scores are still level a sudden death penalty shoot-out will commence until a winner is found. Roll on/off substitutions can be made however teams must ensure the substituted player is off the pitch before their replacement enters it. Goalkeepers cannot kick the ball from their hands.

**Scoring** In the group stages teams will receive the following points:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# Football (Girls Only)

**Year Group (s)** Y5/6  
**Gender** Girls Only  
**Classification** Elite

**Format** Teams grouped into leagues where everyone plays everyone to decide group standings. Teams progress to knock-out rounds and eventually final to decide winner

**Rules** Games are 6 a side, max squad size of 10  
Standard small sided football rules with the clock constantly running.  
Goals can be scored from anywhere, inside or outside the penalty area. Players can enter either penalty area. Goalkeepers can leave the area but cannot handle the ball outside it.  
Corners will be played, throw ins should be taken in the traditional method with both hands behind the head and feet on the ground.  
Offside will not be played and slide tackles are not allowed.  
A centre kick will be taken after each goal is scored.  
Any foul including obstruction, shirt pulling, trips, kicks or handballs will all result in a direct free kick. Defending players must be at least 5 yards away from any free-kick. Fouls inside the penalty area will result in a penalty kick.  
Draws will be counted in the group games, games which end level in the knock-out round will progress straight to penalties with each team having 3 kicks. If scores are still level a sudden death penalty shoot-out will commence until a winner is found. Roll on/off substitutions can be made however teams must ensure the substituted player is off the pitch before their replacement enters it. Goalkeepers cannot kick the ball from their hands.

**Scoring** In the group stages teams will receive the following points:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# Futsal



Year Group (s)	Y5/6
Gender	Boys
Classification	Elite

**Format** Teams will be put into two/three small groups with each team playing each other within their group. A knockout round/final will then be played to decide the winners.

**Rules** Games of 5 a side, max squad of 9  
Futsal is played with a reduced bounce football with emphasis on short passing and movement  
Game is played to indoor court lines with kick-ins taken instead of throw-ins. The ball must be placed on the line where the ball left the court and must be stationary before it is kicked back in.  
Goalkeepers cannot kick from their hands, must either pass from the floor or throw the ball out. Goalkeepers can leave their area but must not handle the ball outside it.  
Players can enter either area and score from anywhere on the pitch. Corners will be taken as normal. Centre kick taken after each goal is scored. All free-kicks for offences such as trips, kicks, obstruction, shirt pulling or handball are direct. However, goals cannot be scored from corners or kick-ins. Fouls inside the penalty area result in a penalty kick.  
Subs are roll on/off but teams must ensure the substituted players is off the pitch before their replacement enters it.  
No offsides are played.  
No slide tackles are permitted whatsoever

**Scoring** In the group stages teams will receive the following points:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# Futsal



<b>Year Group (s)</b>	Y5/6
<b>Gender</b>	Girls
<b>Classification</b>	Elite

**Format** Teams will be put into two small groups with each team playing each other within their group. A knockout round/final will then be played to decide the winners

**Rules** Games of 5 a side, max squad of 9  
Futsal is played with a reduced bounce football with emphasis on short passing and movement  
Game is played to indoor court lines with kick-ins taken instead of throw-ins. The ball must be placed on the line where the ball left the court and must be stationary before it is kicked back in.  
Goalkeepers cannot kick from their hands, must either pass from the floor or throw the ball out. Goalkeepers can leave their area but must not handle the ball outside it.  
Players can enter either area and score from anywhere on the field. Corners will be taken as normal. Centre kick taken after each goal is scored. All free-kicks for offences such as trips, kicks, obstruction, shirt pulling or handball are direct. However, goals cannot be scored from corners or kick-ins. Fouls inside the penalty area results in a penalty kick.  
Subs are roll on/off but teams must ensure the substituted players is off the pitch before their replacement enters it.  
No offsides are played.  
No slide tackles are permitted whatsoever

**Scoring** In the group stages teams will receive the following points:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



## Go Ride Cycling (Individual)



Year Group (s)	Y4-6
Gender	Mixed
Classification	Enhance

**Format** Individual racing league with the results from each round added together to formulate a league table. Leagues are separated into boys and girls.

**Rules** Event made up of a series of races both individually and in relays. Scored race will take the form of a scratch race on a marked out cyclo cross course over differing terrains. Races may be split up using pre-race qualifying races. Riders must stay within the boundaries of the course and complete all laps. Overtaking is allowed but it is the rider who is overtaking's responsibility to ensure it is safe to do so. Intentional contact with other riders is not allowed! Riders are allowed to get off their bike and push. When the race leader has finished the allocated number of laps the race is over and all other riders must finish. Results will then be calculated accordingly  
**HELMETS MUST BE WORN!**

**Riders are responsible for bringing their own bikes and helmets. These will not be provided.**

**Scoring** In the scored races the numbers of riders in each will be used to allocate points. For example, if there are 34 riders in the Girls race the winner will receive 34 points, with last place receiving 1 point. These points will then be added to those from previous rounds to decide the overall league positions



# Go Ride Cycling (Team)



Year Group (s)	Y5/6
Gender	Mixed
Classification	Enhance

**Format** Teams will compete in races in both relay and team pursuit formats. Potentially also individual races with all races forming part of the team score

**Rules** Teams of 6 are required, 3 boys and 3 girls.  
One additional team can be entered upon request.  
*Relay*; Riders will be numbered 1-6 within their team with rider 1 positioned on the start line. Rider 1 then completes the marked track which will return to the start line, then tag rider 2 to begin. Riders can give team-mates a push to start. This process is then repeated until rider 6 crosses the line. Riders must complete the whole track, and keep to the outside of all corners/changes of direction.  
*Pursuit*; Teams to compete on a grass track oval. Full team to begin the race positioned one in front of the other. With each passing lap the front rider leaves the track resulting in the last rider doing 6 laps and the front rider completing 1. Riders cannot overtake their team-mates. Times will be taken in order to award points for each race type.  
**HELMETS MUST BE WORN!**

**Riders are permitted to bring their own bikes if they wish, however equipment will be provided for those who need it**

**Scoring** Points will be awarded for performances in each race category depending on the number of teams, for example if 6 teams are competing the winners will receive 6 points, with last place earning 1 point. The team with the highest number of points wins. If scores are tied the highest score on the grass track pursuit wins.



# Gymnastics

<b>Year Group (s)</b>	Y1&2 (Key Steps 1) Y3&4 (Key Steps 2) Y5&6 (Key Steps 3)
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance

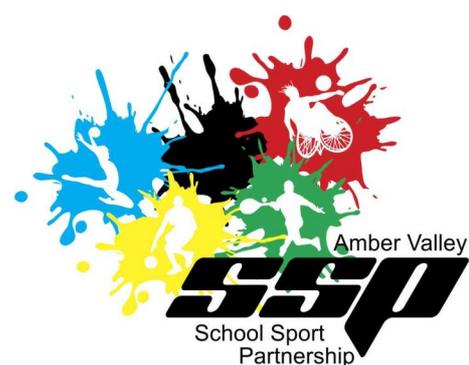


**Format** A team for each age group is made up of 6 students, there is no ratio requirement for teams i.e. Full boys and or girls team is acceptable. Schools are to be scored for the performance of the whole team and not the individual. The scores from floor, body management and vault will be added to formulate the whole team result.

**Rules** Floor and body management exercises will be done as a team so a minimum of 3 gymnasts will undertake the performance together. Students will have the opportunity to practice their routines. Teams will be rotated in small groups around the activities with each child performing each activity. Key Steps routines need to be performed. These can be downloaded from [www.avssp.co.uk](http://www.avssp.co.uk), each child will need to have practiced and performed the vault, floor and body management sections.

Please advise students to bring a jumper with them to wear when not competing

**Scoring** Scores will be calculated across three main categories; knowledge of activity, technical application and effort to produce an overall team score. Judges will assess each performance



# Kwik Cricket

**Year Group (s)** Y5/6  
**Gender** Mixed  
**Classification** Enhance



**Format** Each round will be comprised of either a straight league or smaller groups with teams progressing to borough finals.

**Rules** 8 players in a team  
*Batting & scoring:* The batting side shall be divided into pairs, each pair batting 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.

Each team starts with a score of 200. Each time the batter is out 5 runs are deducted. New batters only begin every 2 overs not after each wicket. A batter may be out bowled, caught or run-out.

There is no LBW law unless the batter deliberately blocks the ball with their leg/foot on numerous occasions. A ball which is too far wide for the batter to hit will be called a wide while a ball which bounces more than twice on the way to the batter or a ball which reaches the batter above waist height without bouncing shall be called a no ball. All wides and no balls will result in 2 runs being added. Repeated deliveries are only given for the very last ball of the innings.

*Bowling & Fielding:* Each player on the fielding team must bowl 1 over. Over-arm bowling is compulsory for the first ball but can underarm thereafter if required.

**Scoring:** The team with highest score wins, in the event of a tie the team who took most wickets will win. If it is equal each player bowls the ball at the stumps (no batter) the team with the most hits are the winner.



# Kwik Cricket (Girls Only)

Year Group (s)	Y5/6
Gender	Girls Only
Classification	Emerging



**Format** Teams are separated into groups or will play as one straight league depending on the number of entries.

**Rules** Minimum of 4 players in a team, 2 teams will then be combined to make a 'full team'; teams of 8 can be entered from one school.  
*Batting & scoring:* The batting side shall be divided into pairs, each pair batting 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.

Each team starts with a score of 200. Each time the batter is out 5 runs are deducted. New batters only begin every 2 overs not after each wicket. A batter may be out bowled, caught or run out.

There is no LBW law unless the batter deliberately blocks the ball with their leg/foot on numerous occasions. A ball which is too far wide for the batter to hit will be called a wide while a ball which bounces more than twice on the way to the batter or a ball which reaches the batter above waist height without bouncing shall be called a no ball. All wides and no balls will result in 2 runs being added. Repeated deliveries are only given for the very last ball of the innings.

*Bowling & Fielding:* Each player on the fielding team must bowl 1 over. Over-arm bowling is compulsory for the first ball but can underarm thereafter if required.

**Scoring** The team with highest score wins, in the event of a tie the team who took most wickets will win. If it is equal each player bowls the ball at the stumps (no batter) the team with the most hits are the winner.



# Mini Tennis Festival



**Year Group (s)** Y3/4  
**Gender** Mixed  
**Classification** Emerging

**Format** Informal festival themed around tennis and general racket skills aiming to develop confidence and competence in racket sports.

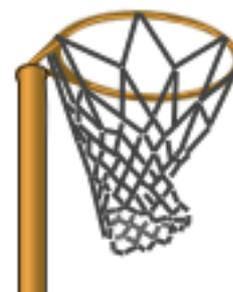
**Rules** Teams to consist of 6 players.  
Activities will include games designed to support grip, movement, racket control and hitting both with and without a net.  
Skills stations, coaching, drills and tennis matches will be used to increase participant confidence in racket sports throughout the session.

**Scoring** The event is a festival with no overall winning team or individual but scores will be kept on individual matches to show progress.



# Netball (High 5)

Year Group (s)	Y5/6
Gender	Mixed
Classification	Elite



**Format** Teams will be put into groups and play fixtures to determine group winners and borough finalists.

**Rules** Squads should consist of a minimum of 7 and a maximum of 9 players, with 5 on court at any one time. Max of 2 boys on court. Maximum of 2 boys in a squad of 7, or 3 boys in a squad of 8/9. Games are to be split into 2 halves, players must rotate positions every half. On field positions are: GS, GA, C, GD, GK. Each player will play in every position. Boys cannot occupy both shooting positions at any time. Centre pass is taken alternately; all players must be in their area. Players must pass/shoot within 4 seconds of receiving the ball. Footwork: A players landing foot cannot be moved until they have released the ball; it can only be rotated to pivot. A player is offside when entering an area of the court they are not allowed to. Netball is a non-contact sport. Goals can only be scored by GS or GA. Free passes are awarded for any of the above offences. Penalty pass/shot is awarded for obstruction/contact in the shooting area.

High 5 Netball rotations MUST be followed by all teams and can be downloaded from [www.avssp.co.uk](http://www.avssp.co.uk)

**Scoring** Teams are awarded 5 points for a win, 3 for a draw, 2 for a loss by scoring 75% or more of the winning teams' points, 1 for a loss by scoring 50%-74% of the winning score, 0 points for less than 50%.



# Orienteering



<b>Year Group (s)</b>	Y4-6
<b>Gender</b>	Mixed
<b>Classification</b>	Emerging

**Format** Teams to compete at the same time running a 16-control course in the form of an odds/even relay. Teams will attempt to be the first to visit all the controls correctly

**Rules** Teams of 4 students with either single sex or mixed teams. Schools can enter a maximum of 3 teams. Teams will be split into two pairs, with only one pair at a time on the course. One pair will attempt to collect even numbered controls while the other pair will aim to collect all the odd numbered controls. One pair will be appointed the starting pair and will take to the start line where they will be given a map of all the controls. This pair will then visit one of their controls (either odd or even depending on the pair) and mark their scorecard. They will then return to the holding area where the other pair will be waiting and tag them in. The new pair will then go in search of one of their controls (odd or even) before returning to the holding area and so on. Each pair will visit one control before swapping over in a relay format. When the whole team believes they have visited all the controls correctly the report to the scorers.

**Scoring** The team with the most markers in the fastest time will be declared the winners. This will be monitored by the orienteering equipment to ensure accuracy and all results will be checked by SSP staff before a winner is declared. The highest number of markers will take priority over time. For example, a team with 16 markers in 40 minutes will finish above a team with 15 markers in 30 minutes



# Quadkids Athletics

Year Group (s)	Y5/6
Gender	Mixed
Classification	Elite



**Format** Four or five boys and four or five girls to compete as a team. There are four events – 75m sprint, 600m run, vortex javelin throw and standing long jump. Teams will rotate around the activities and will be scored on each

**Rules** Each athlete will participate and be scored in each of the four events. Individual performances are recorded and scored using a points table which calculates points automatically. The scores of the top 4 boys and top 4 girls over the four events for each team are added together to give the overall team score. The team with the highest cumulative points score wins.

**Scoring** Athletes are awarded points for their performances in each of the four disciplines which are calculated by a Quadkids spreadsheet. These points are based on the quality of the performance against national average scores. The team with the highest number of points across their best four girls and boys will win.



## Rowing (Indoor)

Year Group (s)	Y5/6
Gender	Mixed
Classification	Emerging



**Format** A variety of indoor rowing races (team and individual) will be run using Concept 2 rowing machines. Races will be shown on a large screen allowing students to track their progress throughout the race. Points will be awarded to school teams depending on their performances in each race

**Rules** Teams of 8 students are required – 4 girls and 4 boys. Schools will be able to nominate students to compete in individual races against students from the opposing teams. Boys only, Girls only and Whole team relay races will also be available to ensure every student can race in an inclusive environment. Some races will require students to race for a set amount of time, whilst others require the athletes to reach a certain distance. The winner of each race will score maximum points with further points being handed out to each competitor – points will be added to each school's team total

**Scoring** Teams are awarded points depending on their performances in both relay and individual races. Where schools have been split into two heats the times/distances will be recorded to allocate points. The team with the highest number of points is the winner



# Sportshall Athletics – small schools



<b>Year Group (s)</b>	Y3/4 & Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance

**Format** Athletics competitions based on both individual and team performances. Event consisting of 3 field events followed by a series of relay races.

**Rules** Teams consist of 4 boys and 4 girls as a minimum. With a maximum of 6 boys and 6 girls  
All athletes will complete field events in Standing Long Jump, Chest Push and Speed Bounce before the track events.  
Track events consist of:  
4x1 Obstacle relay (Separate Boys/Girls races)  
4x1 Hurdle relay (Separate Boys/Girls races)  
4x1 flat relay (Separate Boys/Girls races)  
8x1 flat relay (Whole school race) N.B this race is subject to time and will not be scored

**Scoring** Teams will be given a points total in each event to represent how they did compared to the other teams. For example, of there are 9 teams the highest scoring team for the chest push will get 90 points, the second place 80 points etc. This is repeated across all events and combined for each team's total.



# Sportshall Athletics – medium schools



<b>Year Group (s)</b>	Y3/4 & Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance

**Format** Athletics competitions based on both individual and team performances. Event consisting of 3 field events followed by a series of relay races.

**Rules** Teams consist of 6 boys and 6 girls as a minimum, with a maximum of 8 boys and 8 girls  
All athletes will complete field events in Standing Long Jump, Chest Push and Speed Bounce before the track events.  
Track events consist of:  
4x1 Obstacle relay (Separate Boys/Girls races)  
4x1 Hurdle relay (Separate Boys/Girls races)  
6x1 flat relay (Separate Boys/Girls races)  
Whole team relay (N.B. this race is time dependent and will not be scored)

**Scoring** Teams will be given a points total in each event to represent how they did compared to the other teams. For example, of there are 9 teams the highest scoring team for the chest push will get 90 points, the second place 80 points etc. This is repeated across all events and combined for each teams total.



# Sportshall Athletics – large schools



<b>Year Group (s)</b>	Y3/4 & Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance

**Format** Athletics competitions based on both individual and team performances. Event consisting of 3 field events followed by a series of relay races.

**Rules** Teams consist of 6 boys and 6 girls as a minimum, with a maximum of 8 boys and 8 girls  
All athletes will complete field events in Standing Long Jump, Chest Push and Speed Bounce before the track events.  
Track events consist of:  
4x1 Obstacle relay (Separate Boys/Girls races)  
4x1 Hurdle relay (Separate Boys/Girls races)  
6x1 flat relay (Separate Boys/Girls races)  
Whole team relay (N.B this race is time dependant and will not be scored)

**Scoring** Teams will be given a points total in each event to represent how they did compared to the other teams. For example, of there are 9 teams the highest scoring team for the chest push will get 90 points, the second place 80 points etc. This is repeated across all events and combined for each team's total.



# Swim Gala



<b>Year Group (s)</b>	Y5/6
<b>Gender</b>	Mixed
<b>Classification</b>	Enhance

**Format** Teams to compete in a series of races in different strokes and relays against other schools with points awarded in each race.

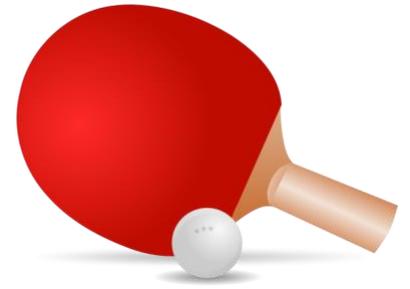
**Rules** Schools to book in advance to arrange one of the above time slots. Only 6 schools at a time can be accommodated due to pool size. Entries limited to one team per school. Teams of 12 are required. Teams should consist of 3 Y5 girls, 3 Y5 boys, 3 Y6 girls and 3 Y6 boys. Four races are scheduled for each of the following strokes; front crawl, breast stroke, back stroke. Each swimmer must swim one individual race. Pairs races in the following format:  
Y5 Front crawl, Y6 Front crawl  
Y5 Breast stroke, Y6 Breast stroke  
Y5 Back stroke, Y6 Back stroke  
Each paired race should include one boy and one girl  
Relay races then follow with a boys' relay (all 6 boys), a girls' relay and a whole school relay (all 12 swimmers). Any stroke permitted. No diving is permitted from the shallow end. Swimmers must stay in their lane at all times.  
**Schools responsible for ensuring all swimmers can swim a minimum of 25m.**

**Scoring** Points will be awarded in the following manner for each race:  
1<sup>st</sup> place: 6 points (assuming all 6 lanes are full), 2<sup>nd</sup> place 5 points etc. Team totals are then tallied at the end to decide overall winner.



# Table Tennis

Year Groups (s)	Y4-6
Gender	Mixed
Classification	Enhance



**Format** Teams will either be separated into smaller pools or put into one large league depending on entries. Boy's no.1 seeds will all play each other with the same repeated for Boys no.2 seeds, Girls no.1 seeds and Girls no.2 seeds. Players will all earn points for their team overall.

**Rules** Teams to consist of 4 players. 2 boys and 2 girls who should be seeded 1 and 2.  
Games are played as first to 11 points, games can finish 11-10.  
*Serve*; each player is allowed 2 serves before it changes hands. There are no second serves, if a player faults with a serve the point goes to the other player. Let's can be called on serve if the ball hits the net and goes over. No lets are called during general game play. The serve must bounce once on the servers' side of the net before going over the net.  
*Scoring*; points are scored on every serve. Players are encouraged to score their own games.

**Scoring** Games are first to 11. Players are awarded 3 points for a win, and no points for a defeat. These points are then added to their results of the other 3 players within their team to make up an overall team score. Highest team score wins.



# TAG Rugby



Year Group (s)	Y5/6
Gender	Mixed
Classification	Elite

**Format** Teams will be grouped into small pools and allocated an area of the club where their group games will take place. From there knock-out rounds will be played with the highest placed schools qualifying for quarters/semis/final round.

**Rules** Teams of 8 with max squad size of 12.  
Teams should field a minimum of 1 boy and 1 girl at any one time.  
*Free Pass*; a free pass from the centre of the pitch will be used to start the game, and after each try scored. It is also used at the side of the pitch when the ball goes into touch or when the referee calls for a foul. The pass must go backwards; opponents must be at least 5m away from the free pass.  
*Scoring*; to score a try the ball must be placed down behind the scoring line. 1 step is allowed after a tag if it is to score a try  
*Passing*; passes must be backwards or sideways. Forward passes result in a free pass to the opposition  
*Knock-on*; when played a knock-on results in a free pass to the opposition when the ball is dropped forward.  
*The Tag*; players can dodge but cannot prevent their tags from being taken. Players cannot twist/spin to avoid being tagged. When a ball carrier is tagged they have 3 seconds to pass the ball and one step to score a try once tagged. After being tagged the player must retrieve their tag before they re-join the game. The tagging player must hand the tag back and not throw it.  
*Offside*; defending players must be between their try line and the ball when intercepting, interceptions from ahead of the ball will result in a free pass.

**Scoring** Each try is worth 1 point; the team with the most points wins the game. Teams will be awarded 3 points for a win



# TAG Rugby – Small Schools

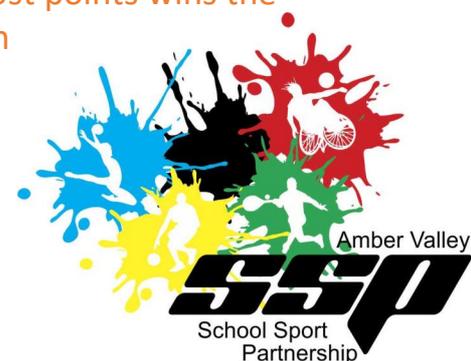


Year Group (s)	Y5/6
Gender	Mixed
Classification	Elite

**Format** Teams will be grouped into small pools and allocated an area of the club where their group games will take place. From there knock-out rounds will be played with the highest placed schools qualifying for quarters/semis/final round.

**Rules** Teams of 8 with max squad size of 12.  
Teams should field a minimum of 1 boy and 1 girl at any one time.  
*Free Pass*; a free pass from the centre of the pitch will be used to start the game, and after each try scored. It is also used at the side of the pitch when the ball goes into touch or when the referee calls for a foul. The pass must go backwards; opponents must be at least 5m away from the free pass.  
*Scoring*; to score a try the ball must be placed down behind the scoring line. 1 step is allowed after a tag if it is to score a try  
*Passing*; passes must be backwards or sideways. Forward passes result in a free pass to the opposition  
*Knock-on*; when played a knock-on results in a free pass to the opposition when the ball is dropped forward.  
*The Tag*; players can dodge but cannot prevent their tags from being taken. Players cannot twist/spin to avoid being tagged. When a ball carrier is tagged they have 3 seconds to pass the ball and one step to score a try once tagged. After being tagged the player must retrieve their tag before they re-join the game. The tagging player must hand the tag back and not throw it.  
*Offside*; defending players must be between their try line and the ball when intercepting, interceptions from ahead of the ball will result in a free pass.

**Scoring** Each try is worth 1 point; the team with the most points wins the game. Teams will be awarded 3 points for a win





# TAG Rugby – Development Festival

Year Group (s)	Y5/6
Gender	Mixed
Classification	Emerging

**Format** Event will be formed of a combination of skills stations, games and activities which aim to increase confidence and competence in Rugby. Latter part of the event will take the form of an informal competition using the below rules.

**Rules** Teams of 5 with max squad size of 8.  
*Free Pass*; a free pass from the centre of the pitch will be used to start the game, and after each try scored. It is also used at the side of the pitch when the ball goes into touch or when the referee calls for a foul. The pass must go backwards; opponents must be at least 5m away from the free pass. No free pass can be taken closer than 5m to the try line.  
*Scoring*; to score a try the ball must be placed down behind the scoring line. 1 step is allowed after a tag if it is to score a try  
*Passing*; passes must be backwards or sideways. Forward passes result in a free pass to the opposition  
*The Tag*; players can dodge but cannot prevent their tags from being taken. Players cannot twist/spin to avoid being tagged. When a ball carrier is tagged they have 3 seconds to pass the ball and one step to score a try once tagged. After being tagged the player must retrieve their tag before they re-join the game. The tagging player must hand the tag back and not throw it.  
*Offside*; defending players must be between their try line and the ball when intercepting, interceptions from ahead of the ball will result in a free pass.

**Scoring** Each try is worth 1 point; the team with the most points wins the game. Teams will be awarded 3 points for a win





## TAG Rugby - girls

Year Group (s)	Y5/6
Gender	Girls Only
Classification	Emerging

**Format** Event will be formed of a combination of skills stations, games and activities which aim to increase confidence and competence in Rugby. Latter part of the event will take the form of an informal competition using the below rules.

**Rules** Teams of 5 with max squad size of 8.  
*Free Pass*; a free pass from the centre of the pitch will be used to start the game, and after each try scored. It is also used at the side of the pitch when the ball goes into touch or when the referee calls for a foul. The pass must go backwards; opponents must be at least 5m away from the free pass. No free pass can be taken closer than 5m to the try line.  
*Scoring*; to score a try the ball must be placed down behind the scoring line. 1 step is allowed after a tag if it is to score a try  
*Passing*; passes must be backwards or sideways. Forward passes result in a free pass to the opposition  
*The Tag*; players can dodge but cannot prevent their tags from being taken. Players cannot twist/spin to avoid being tagged. When a ball carrier is tagged they have 3 seconds to pass the ball and one step to score a try once tagged. After being tagged the player must retrieve their tag before they re-join the game. The tagging player must hand the tag back and not throw it.  
*Offside*; defending players must be between their try line and the ball when intercepting, interceptions from ahead of the ball will result in a free pass.

**Scoring** Each try is worth 1 point; the team with the most points wins the game. Teams will be awarded 3 points for a win



# Tri Golf

Year Group (s)	Y5/6
Gender	Mixed
Classification	Emerging



**Format** Teams will play a 9-hole course set up to encourage striking, chipping and putting. Teams will play together with all teams starting on a different hole. Players may play alternate shots in smaller teams/pairs or may play each individual shot depending on the number on entries. Team with the lowest score wins

**Rules** Teams of 4 required, 2 boys and 2 girls.  
A 9-hole golf course is used with players trying to get the ball into the hole in as few shots as possible.  
Players will begin from a tee box for each hole aiming for the flag. Once close to the flag players will be able to putt the ball into an enlarged hole.  
Each hole will contain hazards such as a bunker or water hazard. These will be represented by yellow or blue cones, if a player enters a hazard area he/she must place their ball inside an upturned cone and hit their next shot from there, to mimic the effect of being in a bunker.  
The ball must be hit from where it has landed unless moved due to being in a hazard. Players must wait for each other to play their next shot, 2 players should not hit their shots at the same time. The ball which is furthest from the hole should be played next.

**Scoring** Each golfer/team of golfers will be given a scorecard to record their own scores. A sports leader/staff member will travel around the course with each group to ensure that each score is tallied correctly. The team with the lowest overall score at the end of 9 holes will be the winner.



**SEN/D**  
**Competitions & Events**

# SEN Boccia



**Year Group (s)** KS1 & KS2  
**Gender** Mixed

**Format** Two separate competitions for KS1 and KS2  
Teams will be split into small pools or be put into one large league depending on the number of entries. Teams will then play each other in their league with the potential for a knock-out round to decide the winner.

**Rules** Teams of 3 are required. Boys or Girls.  
Schools can bring teams for both KS1 and KS2 but are limited to 2 teams per age group  
Boccia is a seated game similar to bowls with both teams trying to get their ball to finish as close to the 'jack' (white ball) as possible. Each player will be given 2 balls (6 for the team) with teams taking it in turn to roll/throw their ball toward the jack.  
Only one player can throw at any one time.  
If a ball leaves the playing area (approx. badminton court size) it is removed from the game.  
Players cannot leave their seats to play a shot, but the ball can be played however they wish (thrown, rolled, kicked, pushed), ramps can be provided for players with reduced dexterity.

**Schools are encouraged to bring students on the SEN register who would not normally have the opportunity to represent their school in competition.**

**Scoring** After all the balls have been delivered the team closest to the jack wins the end. If the winning team has 2 balls closer than the losing teams closest ball they gain 2 points. Ends can be scored 1-0, 2-0, 3-0, 4-0, 5-0 or 6-0. Both teams cannot score on the same end. Games will be best of 3 ends with the score from each end added together to form the result.  
Teams will be awarded 3 points for winning a game



# SEN Dodgeball



**Year Group (s)** Y5/6  
**Gender** Mixed

**Format** Schools will be separated into small groups or put into one Straight league depending on entries. Teams will then play one another leading to a knock out round/finals to decide the winner

**Rules** Games will be 6 per side with a max squad of 9.  
The game starts with 4 balls in the middle of the court. On the referee's whistle player's race to collect the dodgeballs and then retreat past the back line.  
The game is then live, the objective being to strike an opponent with a ball below the shoulders and without the ball bouncing. If a player is hit in this way he/she is out of the game.  
Shots can be blocked using another ball or can be caught. If a ball is caught on the full the catching team can recall a player to the game and the player who threw the ball is out.  
The game will be played inside a full badminton court. If a player leaves the court to avoid being hit they will be given out.  
When one team has eliminated all the oppositions players they are the winner. A time limit will also be set for each game, at the end of this time the team with the most players remaining are the winners.

**Schools are encouraged to bring students on the SEN register who would not normally get the opportunity to represent their school in competition.**

**Scoring** The winning team in each game will receive 3 points, 1 point for a draw, 0 for a defeat





# SEN Football

**Year Group (s)** Y3-6  
**Gender** Mixed

**Format** An informal festival of small sided games and skill based sessions aimed to increase participant's confidence and understanding of football.

**Rules** Ideally teams of 5 but we can be flexible to accommodate individual schools' requirements.  
Games will be 5 a side where feasible.  
Potential for a combination of skills stations and activities leading into the games.  
Large goals will be used to encourage shooting and goal-scoring.  
Exact rules will be decided on the day taking into account entries and individual needs

**Schools are encouraged to bring students on the SEN register who would not normally get the opportunity to represent their school in competition.**

**Scoring** Teams will be awarded the following points for the participation in games:  
Win = 3 points  
Draw = 1 point  
Loss = 0 points



# SEN Sports Festival



**Year Group (s)**      KS1 & 2  
**Gender**                Mixed

**Format**                Two separate events for KS1 and KS2. Schools can bring up to 6 students for each age group. A festival format of different inclusive sports will be available with fixtures/mini games in each

**Rules**                 The sports played will be suitable for those with limited mobility and physical capabilities and may include;  
*Boccia*; seated game similar to bowls with many variations  
*Kurling*; A game similar to its on-ice equivalent. Two teams compete to slide their 'stone' toward a target with the team finishing the game closest to the centre winning. Teams are allowed to bash the other stones out of the way!  
*Seated Volleyball*; Volleyball over a lowered net, while seated on the floor. Using a large, light ball with flexible rules and formats.  
*Goalball*; An invasion game involving two teams. The object of which is to bowl the ball past your opponent and into the goal. For some students, the game can be played blindfolded as the ball is designed to make a sound whilst moving.

**Schools are encouraged to bring students on the SEN register who would not normally get the opportunity to represent their school in competition.**

**Scoring**                The event is in a festival format with no overall champion, however, some of the activities can be scored on individual games



# SEN Sportshall Athletics



**Year Group (s)** Y3-6  
**Gender** Mixed

**Format** An opportunity to take part in field events such as standing long jump, speed bounce and chest push followed by a series of running races.

**Rules** Teams of 6 students, however we can be flexible to individual school's needs.  
Every student will take part in each of the 3 field events with an average score being calculated for the team for each one.  
Teams will then take part in running races including some of the following:  
Obstacle relay  
Hurdle relay  
Flat 1 lap  
Exact races will be decided depending on needs of students

**Schools are encouraged to bring students on the SEN register who would not normally get the opportunity to represent their school in competition**

**Scoring** Teams will be given a points total in each event to represent how they did compared to the other teams. For example, if there are 9 teams the highest scoring team for the chest push will get 90 points, the second place 80 points etc. This is repeated across all events and combined for each team's total.



# **COVID-19 Recovery Events**

## Junior Leadership Conference

<b>Year Group (s)</b>	Y2 & Y5/6
<b>Gender</b>	Mixed
<b>Number</b>	6-8 pupils per school

**Details** The event is designed to support identified students to provide a wider range of sport and physical activity opportunities for other pupils on their return to school. AVSSP will provide training, resources and activity ideas as well as looking closely at the skills and qualities required for young people to lead.

The session will include staff CPD to help each school support its cohort of junior leaders as well as action planning and free resource packs for all attendees.

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## Active Story Telling Event

<b>Year Group (s)</b>	Reception – Y3
<b>Gender</b>	Mixed
<b>Number</b>	6-8 pupils per school

**Details** The event is designed to engage and excite children in literacy through active story telling. Children identified by each school will take part in workshops which link literacy and physical activity to allow children to feel a part of the story.

Through links with an award-winning local author children will have the chance to learn about the process of writing, illustrating and publishing a book too!

Active story telling resources will also be provided for each school as well as the chance for pupils to take part in a story writing competition.

## Health & Well-Being Conference

<b>Year Group (s)</b>	Y2 & Y5/6
<b>Gender</b>	Mixed
<b>Number</b>	6-8 pupils per school

**Details** Utilising our Five60 Fitness resource AVSSP will inform and upskill identified students in various topics rooted in health and well-being through interactive theory sessions and easy to follow workout routines.

Children will take part in sessions in hydration, sugar intake, food groups, healthy lunchboxes, effects of an unhealthy lifestyle and mental health & well-being with both students and staff supported through action planning to benefit their whole school.

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## Teamwork & Communication Event

<b>Year Group (s)</b>	Y2 & Y5/6
<b>Gender</b>	Mixed
<b>Number</b>	6-8 pupils per school

**Details** Students will learn to work collaboratively to solve problems, unlock games and 'crack the code'. Designed to develop communication, teamwork and leadership skills these simple, repeatable activities will help pupils understand the value of working together and listening to others.

Staff are encouraged to take part and will be able to take the activity ideas with them to use across the whole school. Prizes will be offer for the best collaborative working!

## Y2 Transition Festival

Year Group (s)	Y2
Gender	Mixed
Number	15 pupils per school

**Details** The event is designed to help students transitioning to a new school to forge new relationships and increase their confidence. Pupils attending will be mixed into new groups and supported to take part in fun, engaging sporting activities and pairs or small groups.

Those transitioning to the same school will be grouped together where possible with activities likely to include Dance, Martial Arts, Football Freestyle, Obstacle courses, Ultimate Frisbee and more

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## Y6 Transition Festival

Year Group (s)	Y6
Gender	Mixed
Number	15 pupils per school

**Details** The event is designed to help students transitioning to a new secondary school to forge new relationships and increase their confidence. Pupils attending will be mixed into new groups and supported to take part in fun, engaging sporting activities and pairs or small groups.

Those transitioning to the same school will be grouped together where possible with activities likely to include Dance, Martial Arts, Football Freestyle, Obstacle courses, Ultimate Frisbee and more

# Virtual Competitions

AVSSP aim to offer high quality resources and activity packs to support schools to deliver excellent 'Virtual Competitions' for pupils through personal challenges.

Certificates and awards will be provided for all students taking part with results published on [www.avssp.co.uk](http://www.avssp.co.uk)

AVSSP Virtual Competitions are a fantastic way to include a large number of students in our most popular events as well as being great preparation for the competition.

Half Term	Sport
1	Sportshall Athletics
2	Basketball/Handball
3	Dodgeball
4	Netball
5	Football
6	Cricket