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OUR PARTNERSHIP

THE SCHOOL
SPORT
PARTNERSHIP

Primary Inter Competition

Handbook

September 2018 – July 2019



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Visit our website www.thessp.org.uk

This competition handbook features details on the following sports:

- **ATHLETICS – QUAD KIDS**
- **ATHLETICS – SPORTSHALL**
- **BADMINTON**
- **BASKETBALL**
- **BOCCIA**
- **CRICKET**
- **CROSS COUNTRY**
- **DODGEBALL**
- **FOOTBALL**
- **GOLF**
- **NETBALL – HIGH FIVE**
- **ORIENTEERING**
- **ROUNDERS**
- **RUGBY –TAG/MEGAFEST**
- **SWIMMING**
- **TENNIS**
- **TABLE TENNIS**

General Competition Reminders:

Schools will need to warm up their own competitors

All need to come dressed for the weather!

They should all bring a water bottle

Teachers should be aware of any pupils who cannot be photographed and inform the SSCO at the start

All schools should bring a first aid kit (including icepacks), emergency contact list and any appropriate medication for pupils

Partnership Development Manager Contact Details:

Angel Rhodes, Partnership Development Manager

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07824 313031



Please Remember!

The players are children

The coaches are volunteers

Many of your referees are not sport professionals and have given up their time – please respect their decisions

The staff are doing the best they can and want everybody to enjoy the event!

We all work together to promote excellent sportsmanship, respect and teamwork



ATHLETICS – QUAD KIDS



www.quadkids.org

- **Year 3/4 team of 4 boys & 4 girls**
- Will all do the following 4 events
 - 50m sprint
 - 400m run
 - Mini vortex howler throw – this can be standing or with a run up
 - Standing Long Jump
- **Year 5/6 team of 4 boys & 4 girls**
- Will all do the following 4 events
 - 75m sprint
 - 600m run
 - Vortex howler throw – this can be standing or with a run up
 - Standing Long Jump
- Points are awards for times and distances recorded and sent to SGO to find our SSP winner

Where next?

The top score from the cluster events are sent to the PDM and the winners for the Humber Level 3 will be announced shortly afterwards.

Humber Level 3:

Thursday 27th June 2019, at Costello Stadium in Hull

ATHLETICS – SPORTSHALL

Sportshall

www.sportshall.org

- A Year 3/4 team and a Year 5/6 team of 9-15 boys & 9-15 girls
- They may compete in a maximum of 2 track and 2 field events although allowances may be made at SSCO discretion for small schools.
- There are 6 track and 6 field events.
- Download the 'Primary School Pack' from the website for full details and event programme
- 'Primary Team sheets' can also be downloaded. These must be completed before arrival at the event with pupil names and the correct number of pupils ticked in each column for each event. These are for your use at the event and not required by the SSCO.
- Some schools find it helps to enlarge the team sheets to A3 and stick them on the wall for pupils to check

Where next?

Cluster winners attend Y3/4 and Y5/6 SSP Final:

Tuesday 26th February 2019, times to be confirmed at Longcroft School,
Beverley

BADMINTON



- Teams of 5 ranked players from Y5/6
- Player 1 plays singles against Player 1 from the opposing team for 2 minutes - externally timed.
- Then players 2 take over but the score rolls over.
- The team that has built the greater score at the end of the match (10 minutes) wins
- 4 court hall with 4 teams per court can be accommodated

Where next?

Cluster winners attend the KS2 SSP Final on:

Tuesday 5th February 2019, at Bridlington School, 4pm-6pm

BASKETBALL

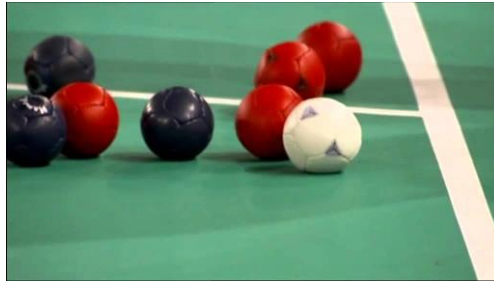


- Teams will participate with 4 players a side
- There must be 2 boys and 2 girls on the court
- To win the game you must score more baskets than your opponents
- You need to keep yourself and the ball inside the playing area (player out of bounds & ball out of bounds rule)
- You cannot walk or run while holding the ball; so in order to move on court you must dribble (travelling rule)
- You cannot dribble with two hands at the same time or dribble again after catching the ball (illegal dribble)
- You cannot make unfair contact (personal foul)

Where next?

This sport is cluster level only

BOCCIA



- The aim of the game is to get closer to the jack than your opponent
- The jack ball is white and is thrown first
- One side has six red balls and the other has six blue balls
- You must play from sat on the chair and you cannot move the chair!
- Red team throw first
- The side whose ball is not closest to the jack throws until they get a ball closest *or* until they run out of balls
- Once all the balls have been thrown one side receives points for every ball they have closer to the jack than their opponents closest ball
- After one game swap colours and play again

Where next?

This sport is cluster level only

CRICKET – KWIK CRICKET



- Each team comprises of 8 players. Squads are limited to 10 players.
- Quotas pertaining to mixed sex teams have been abolished.
- Throughout the Tournament each game shall consist of one innings per team, each innings to be 8 overs long.
- The batting side shall be divided into pairs, each pair batting for 2 overs
- Each team starts batting with a score of 200 runs.
- Each time a batter is out, 5 runs are deducted
- A batter may be out bowled, caught, run out, stumped, hit wicket.
- Each player on the fielding side must bowl 1 over of 6 balls
- Bowling will take place from one end only.
- Bowling should be over arm where possible.
- Full rules are available each summer

Regional Development Officer:

Joe Ashdown Cricket Development Manager (East Yorkshire & Selby)

Regional lead for: Women & Girls & Club Development EY

T:07894 584889 | E: j.ashdown@yorkshirecb.com

Where next?

Cluster winners will attend the East Riding Final on:

Friday 21st June 2019, at Beverley Cricket Club, 10am-3pm

CROSS COUNTRY



- This will be run as a **School Teams event** for Year 3, 4, 5, 6
- School teams will consist of 4 pupils for each race:
 - Y3/4 Girls – 4 in a team
 - Y3/4 Boys – 4 in a team
 - Y5/6 Girls – 4 in a team
 - Y5/6 Boys – 4 in a team
- There will be 4 races – Y3/4 girls, Y3/4 boys, Y5/6 girls and Y5/6 boys
- Y3/4 will run between 800-1000m
- Y5/6 will run between 1200-1500m
- An adult from each school will need to record their teams finishing positions and hand this information to their SSCO
- This is an excellent event for B and C teams and we encourage schools to bring as many as they can for this. Please discuss with your SSCO

Please note: The winning **school team** from each race will qualify to attend the East Riding final – **along with the top 3 individuals in each race** (*these may already be in your school team*)

Where next?

Cluster winners will attend the East Riding Final on:
Tuesday 23rd October 2018, 4.00pm-5.30pm at Cottingham High School

DODGEBALL

- 2 teams of 6 players each begin the game with one foot or hand touching the end line or wall
- 3 balls begin in the centre zone
- On the referees whistle a maximum of 3 players from each team race to collect a ball from the centre zone
- The balls must be passed back to a teammate within 2m of the back wall or line
- After this the players are free to throw the ball at the opponent, in order to get them 'OUT'
- A player is out if their throw is caught by a member of the opposing team. A successful catch enables a player who is already out to return to the game; *this must always be the first player who was OUT*

Playing the Game:

- A Game = 2 minutes
- A Match = Best of 3 or 5 x 2 minute games
- Substitutions are allowed between the 2 minute games
- You can use a ball in your possession to block a thrown ball
- Headshots do not count and both players stay in
- All players have 5 seconds to throw a ball in their possession
- Players are not allowed to roll the ball or deliberately throw the ball out of play

Elimination 'GETTING OUT'

- Hit by a Dodgeball thrown by an opponent without a bounce
- An opposition player catches a Dodgeball that you have thrown
- Stepping over the centre zone lines
- The ball you are holding is knocked from your hands by an opponent's throw
- Punching or kicking the ball

The Save Rule:

- You can SAVE a teammate from getting OUT if you catch a ball deflected off him/her without the ball having touched another player or surface

Winning a Game:

- Eliminating all opposition players within 2 minutes
- The team with the most players left on court at the end of 2 minutes

Please note: There must be at least one boy and one girl on the court at any time.

Where next?

Cluster winners will attend the SSP final on:

Tuesday 12th February 2019, 4.00pm – 6.00pm at Longcroft School

FOOTBALL



- Football will be run slightly differently in each cluster
- Players must wear shin pads
- GK can kick, throw or roll the ball in the goal area
- Off side and pass back rules do not apply
- There may be separate events for girls and small schools
- Competitions for the East Riding finals take place early in the school year for small schools, girls and boys

Where next?

Cluster winners to be submitted to Matt Simpson and progress to the next rounds on the following:

All @ South Hunsley School 3G pitch 4-6pm

LARGE SCHOOL: Wed 24th Oct 2018

SMALL SCHOOL: Wed 7th Nov 2018

GIRLS: Wed 14th November 2018

GOLF – TRI-GOLF



- Competitions for Y5/6 teams
- Mini version of golf with 8 stations - 4 putting and 4 chipping
- Each school team comprises of 10 players – 5 boys and 5 girls
- Points awarded for each station and added to find winning team
- Top 2 cluster winners to attend SSP final

Where next?

Cluster winners to attend SSP Final on:

Tuesday 11th June 2019, at Headlands School 10am-12pm

SSP Winners to attend the Humber Level 3 event on:

Friday 12th July 2019, at Hymers College

NETBALL – HIGH 5



- 5 aside game (squad 7-9) on full netball court. GK, GS, GA, GD, C.
- Y5/6 mixed or single sex, maximum 3 boys in squad but only 2 boys on court at a time
- 9ft post
- Pass or shoot in 4 seconds, footwork rule applies
- Player rotation at every break. Download rotation sheets from the High 5 section of the England Netball website www.Englandnetball.co.uk
- Full rules on England Netball website

Where next?

Cluster winners to attend SSP Final on:

Tuesday 2nd April 2019, 4.00pm-6.00pm at South Holderness Technology College

SSP winner to attend the Humber Level 3 event on:

Friday 12th July 2019, at Hymers College, Hull

ORIENTEERING



THIS EVENT IS SUPPORTED BY HALO (Humberside and Lincolnshire Orienteers)

- Cluster competitions for Y5 and Y6 pupils – Pairs
- The Y5 pupils will follow one course and Y6 a different course
- Pupils follow the map and visit controls in the correct order recording their visit by punching a card or using the electronic dibber.
- Top 3 pairs from a school make a team
- Top school team from each course and any individuals finishing in top 3 places are invited to the East Riding Final

Where next?

Cluster winners to attend East Riding final on:

Tuesday 4th June 2019, 4.00pm-5.30pm at Cottingham High School

East Riding Winners to attend the Humber Level 3 event on:

Friday 12th July 2019, at Hymers College, Hull

ROUNDERS



- A squad of up to 12 players, with 9 players playing at any one time. The teams are mixed with a **maximum of 4 boys on the pitch at any time.**
- Use rounders bats and tennis ball
- See 'your school games level 1 resource – competition card for rules or simplified rules on www.roundersengland.co.uk
- Very Basic Rules
 - Teams can be a minimum of 6 players and a maximum of 15 players. 9 players are on the field for each team at any one time.
 - One team bats while the other team fields and bowls.
 - The bowler bowls the ball to the batter who hits the ball anywhere on the rounders pitch. The batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for.
 - If the batter reaches the 2nd or 3rd post in one hit, the batting team scores $\frac{1}{2}$ Rounder. If the batter reaches 4th post in one hit, the batting team scores a Rounder.
 - A batter can be out if the fielding team catch the ball hit by the batter before it touches the ground or by touching the post the batter is heading to with the ball before the batter reaches it.

Where next?

Cluster winners to attend the SSP Final on:

Tuesday 25th June 2019, 4.00pm-6.00pm at Headlands School



RUGBY

- Each team comprises of 7 players with squads of 10, there must be at least 2 girls in each squad and 2 of each gender on the pitch at all times

Start of Play

One team starts with the ball which is decided by a coin toss.
Teams line out in their own half

Aim

Aim is to place the ball over the other team's try line, the attacking team must do this by running with the ball and only passing the ball sideways or backwards.

Once a try is scored teams return to half way, losing team takes the free pass to restart

Tagging

The defending team must try and stop this by taking the tag off the attacking player in possession of the ball, **holding the tag in the air and shouting 'TAG'**, at this point the tagged must stop and pass the ball. They do not have to put their tag back on before passing the ball.

The pass must be played as close to the point where the tag happened as possible. If the referee deems too much distance is ran after the tag they may be asked to move back to the point.

After a tag the defending team must move back in line with the referee, if not they are offside they cannot take part in play until they get back behind the referee.

Unlimited Tags (no amount of tag create a turn over)

The tagger and taggee are now **OUT OF PLAY** and do not continue until:

The tagger **hands** the tag back to the taggee- the taggee **MUST** reattach their tag before joining in. Once the players have their tags back they join in as usual.

Foul – Free Pass awarded

Knock on - loose control of the ball and hits the floor

Forward pass - Ball is not passed sideways or backwards

In touch - player in possession of the ball is outside the field of play

Restart - play with a tap from the point of the foul

A player may intercept the ball as long as he is onside.

Try Scoring

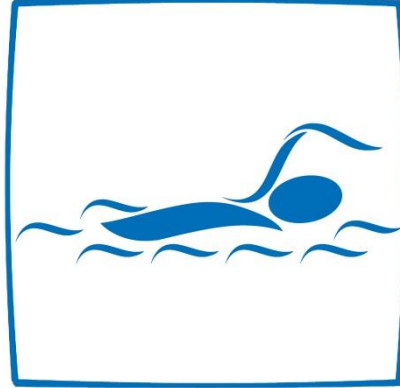
Players **must not dive** over the line when scoring a try they must try and stay on their feet (This may result in the try been disallowed)

Where next?

Cluster winners to attend the SSP Final on:

Tuesday 26th March 2019, 4.00pm-6.00pm at Beverley Grammar School

SWIMMING



- Each team comprises of 6 boys and 6 girls from **KS2**
- Swimmers may only enter up to 2 individual races and 2 relays
- 7 events make up this competition

Where next?

Cluster winners to attend the East Riding Final on:

Tuesday 21st May 2019, 9.30am-12.00pm at Beverley Leisure Centre

TENNIS



- This competition is for Y3/4 and Y5/6 pupils
- Team of 2 boys and 2 girls
- This is a 'red' level event and aimed at beginners and players new to the game
- One event is held for the SSP and entries are invited from all schools. This information is sent out before the Easter holiday

Where next?

Direct entry to the SSP Final on:

Tuesday 21st May 2019, 4.00pm-6.00pm at Beverley High School

TABLE TENNIS



- A team is made up of 4 pupils
- Each cluster will set their own rules for this competition

Where next?

Humber Level 2 Final on:

Thursday 22nd November 2018, from 9.45am at St Marys College Hull