



SCHOOL GAMES HAND BOOK

2023-24

Staffordshire Moorlands School Sports Partnership





CONTENTS

- What is the school Games
- Types of competition
- School Games values
- Codes of Conduct
- Schools responsibilities
- Contact information
- Sports rules and formats
- Certificates

Staffordshire Moorlands School Sports Partnership





The School Games, which is funded by Sport England and delivered by the Youth Sport Trust, involves funded School Games Organisers (SGOs) at a local level and Active Partnerships at a county level working alongside us to create an annual calendar of competition.

Vision

The School Games will make a positive and meaningful difference to the lives of children and young people through sport and physical activity.

Mission

Putting physical activity and school sport at the heart of schools. Providing young people with the opportunity to enjoy and learn through competition to achieve their personal best.

Staffordshire Moorlands School Sport Partnership receives a grant of government funding to develop School Games across our primary and secondary schools in the district.

The funding received is utilised to meet the salary of the School Games Organiser over 3 days and does not cover all of the essential delivery costs incurred. It is our ambition to provide these competitions in the most cost effective way possible and will only ever pass on costs actually incurred e.g. hire of a venue, medals, referees etc. Which is why we have introduced a £30 entry fee per school per competition.

Benefits for teachers and schools

By registering to take part in School Games events and competitions in your area, teachers and schools can:

- Access exclusive content, including a range of tools, resources, videos, and case studies which support the delivery of the School Games
- Get in contact with your local School Games Organiser, who will be able to offer you an annual calendar of competition for your school to access
- Apply for the School Games Mark, the award scheme which rewards schools for their commitment to the development of competition across their school
- Publicise sporting events at your school via your own school profile page; share this profile with students, parents, and others in the local community
- Learn how to use sport as a catalyst across the curriculum using our resources for wider impact across the curriculum
- Utilise Change4Life clubs to help ensure young people get active for at least 60 minutes every day, tackling childhood obesity.

TYPES OF COMPETITION

INTRA

Sporting activity taking place between pupils that attend the same school

INTER

Local Inter School sporting activity taking place between schools from the same area.

Events will be designed at 3 levels, so appropriate to participants

COUNTY

A County showcase event held either as culmination of a series of local inter school events or as an open entry events, with invitations made by the Active Partnership

SSP INTER COMPETITIONS

The aim is ensure ALL young people have the opportunity to attend a competition which is relevant to their confidence, competence and motivation.

To achieve this we have 3 levels of competition.

ENGAGE

These events are non-competitive and target pupils who would benefit from being more physically active, improve basic skills or increase their confidence.

DEVELOP

These events are for pupils who enjoy friendly competition but don't want to solely focus on winning and losing, instead they focus on supporting a pupils wider development.

COMPETE

These events are for pupils who are competitive in nature and enjoy performing and competing against others.



ENGAGE



DEVELOP



COMPETE

School Games Values

Competition creates the ideal context in which to explore personal values and conduct, as through it young people can learn how to handle victory and defeat, how-to believe in their abilities and achieve their personal best, and how to respect their opponents and work with their team-mates to achieve success.

The way in which schools communicate these values and involve young people in championing this cause will help bring the Spirit of the Games to life. This will ensure that competitive school sport is a rich learning experience for young people, and inexperience which develops them to be not only the best sports person they can be but the best person they can be as well.

You could use the details around each School Games Value as a teaching aid for your classes, teams & staff to help them to understand the expectations of behaviour within sport and how they can best represent themselves and their school at our events.

At SMSSP competitions & events we recognise the importance of the School Games Values and will promote, congratulate and reward pupils for displaying one or all of the School Games Values.



CODE OF CONDUCT

Participants

- Regard it as an honour and privilege to represent a school team.
- Treat a match as a game that is fun but play by the rules.
- Encourage others in your team to do their best.
- Enjoy participating – it should be fun.
- Accept all decisions by match officials and thank them at the end.
- Recognise outstanding performances by opponents.
- Accept victory modestly.
- Learn to take defeat in the right manner and not to look for excuses as to why you may not have been successful on a particular occasion.
- Shake hands with your opponents at the end of each game, regardless of the outcome.

Spectators

- Young people play school sport for fun
- Applaud good performance and effort by your team and the opponents.
- Encourage players to play by the rules and respect the officials decision
- Never ridicule or criticise young people for making a mistake during the competition, mistakes are part of learning
- Condemn the use of violence in any form, be it by spectators, coaches, teachers, officials or players
- Show respect for your team's opponents
- Demonstrate appropriate social behaviour by not use foul language or harassing players, coaches, teachers or officials
- Recognise the value and importance of teachers, volunteers, coaches and officials and show your appreciation
- Let the coach/ teacher do their job – don't confuse the players by telling them what to do
- Anyone taking photos should ask permission first

Schools Responsibilities

Schools will need to warm up their own competitors and bring necessary equipment to do this (balls).

All pupils need to come dressed for the activity and the weather, and have appropriate footwear for the surface.

All competitors should bring a water bottle.

Teachers should be aware of any pupils who cannot be photographed and inform the SGO/competition lead at the start.

All schools should bring a first aid kit, emergency contact list and any appropriate medication for pupils.

All staff are expected to understand the School Games Values and play in lead through example with a superb sporting attitude and showing respect to any officials or young leaders through the event.

As with all school trips you are required to complete your own regular off-site forms for your school. including Your own Risk Assessments.

Inform the sport coordinator of any relevant medical information for an individual pupil prior to the event starting.

We expect all teams to abide by their own school policies on use of adult helpers and support team travelling to the event and providing support on the day.

The school is ultimately responsible for the safeguarding of their own pupils at the event/competition

Please keep the environment clean at all times and to pick up rubbish as a team at the end of every event.

It is the schools responsibility to bring along the appropriate equipment for the competition and understand the rules that will be played to.

PLEASE REMEMBER

These are kids

This is a game

The referees are learning

We are here to have fun

This is not the World Cup

**ENJOY THE GAMES AND
LEAD BY EXAMPLE**





Contact

Zoe Harp
School Games Organiser



harp@biddulphhigh.co.uk



www.yourschoolgames.com/sgo/biddulph/



Biddulph High School



[@sspmoorlands](https://www.facebook.com/sspmoorlands)



[@sspmoorlands](https://twitter.com/sspmoorlands)



NETBALL



Bee Netball (adaption from former High 5 Netball)

England Netball have re-branded their junior netball formats to 'BEE NETBALL'. The adaption is designed to support the learning of the game in a way that is just right for the child's stage of development, not restrict the playing of the game.

The 'Stinger' format has effectively replaced High 5 Netball. The main rules are the same as for High 5 netball, with the exception that players can now defend the player in possession of the ball with their arms up, at a distance of 0.9m. They no longer have just 1 attempt to intercept the ball.

Squads should still be between 7-9, with maximum of 3 boys in the squad and maximum of 2 boys on court at any time.

The 'off court' roles have changed slightly during the rotations, to engage children when they are not playing on court.

Playing the Game

Age appropriate

To keep Bee Netball simple, the standard rules of netball have been adapted to make them relevant to the age and stage of the children playing.

The over-arching principle is that the rule adaptations are designed to support the learning of the game, not restrict the playing of the game.

Rule Adaptions		Buzzer	Flier	Stinger
Player		Small groups	4 Mixed	5 Mixed or girls only
Court size			1/3 of full size netball court Width: min 8m max 10m Length: min 12m max 15m	Full size netball court Width: min 10m max 15m Length: min 20m max 30m
Post height		Target	8ft	9ft
Ball size		Mini netballs size 4	Size 4	Size 4
Rule adaptations	Positions	No formal positions	Attack & Defence	No WA, WD Standard positions Rotate positions during game Encourage trying all positions
	Passing		Pass within approx 4 seconds	Pass within 4 seconds
	Defending		Defend player & intercept ball	
	Footwork		Take an extra step	

The overview of rules and rotations can be found via this link
<https://www.Englandnetball.co.uk/school-games/year-5-6/>



- 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 Girls – 4 in a team

Y3 Boys – 4 in a team

Y4 Girls – 4 in a team

Y4 Boys – 4 in a team

Y5 Girls – 4 in a team

Y5 Boys – 4 in a team

Y6 Girls – 4 in a team

Y6 Boys – 4 in a team

- Y3/4 will run between 400-600m
 - Y5/6 will run between 800-1000m
 - An adult from each school will need to record their teams finishing positions and hand this information to their SGO
- Pupils are allowed to race up an age group to make up a team but not down.

Please note: The winning school team from each race will qualify to attend the Staffordshire County final – along with the top individual in each race (these may already be in your school team)



ESFA POKÉMON PRIMARY SCHOOLS' CUP

Girls Year 3/4 and 5/6 Tournaments

- The tournament is a 7-a-side competition
- Teams can select from a squad of 10 (three named substitutes are allowed for each match)
- Repeated substitutions are allowed in each match
- Players must be under 11 and over 9 years of age at midnight on 31 August/1 September in the
- playing season to be eligible to participate in this competition (school Years 5 and 6 only)
- The offside rule will not apply in this competition
- The 'retreat' rule relating to goal keeper kicks applies in this competition. This means that when opponents must retreat to their own half of the pitch unless the goalkeeper decides to take the kick early

Winners from the Year 5/6 Girls competition only will progress to the County Finals



www.sportshall.org

- A Year 5/6 Large schools team of 9-15 boys & 9-15 girls
 - A Year 5/6 Small schools team of 6 boys and 6 girls
 - A Year 3/4 team of 6 boys and 6 girls
- They may compete in a maximum of 2 track and 2 field events although allowances may be made at SGO 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 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

Follow the link below for more information

www.sportshall.org

TAG RUGBY

School Teams

- Squads should be where possible filled with players either in Year 5, and/or Year 6
- Small rural schools may find it difficult to make up a squad from two year groups. In these, and similar, cases we allow players from Year 4 to participate.

Team Requirements

- Squads of 12, with a minimum of four boys and four girls in the squad.
- Eight playing per side, with a minimum of two boys and two girls on the pitch at any time.

Substituted players can be re-used at any time.

Player Requirements

- Must have suitable footwear to weather conditions, shorts/tracksuit bottoms, t-shirt.
- Glasses: it is the teacher's decision whether a player can wear glasses while playing.

General

Rules can be altered by the referee / festival organisers to aid the development of players.

The duration of the game will be decided before the tournament/festival begins.

Follow the link below to download the schools Rugby document

<https://www.nwleics-ssp.org.uk/wp-content/uploads/2017/02/Rules-of-Tag-Rugby-1.pdf>



Dynamos Cricket provides a perfect introduction for all 8-11 year olds new to the sport. It provides children with a more social offer and in schools, an exciting game of countdown cricket.

Rules

- Players 8
- Squad 10
- Bowling 5 ball overs (1 over per player)
- Pitch length 13.7m (yr 4) 15.5m (yr 5&6)
- Batting Pairs (2 overs)
- Scoring via Countdown cricket scorer app

Out if

Bowled, caught, run out, hit wicket, stumped (if out, keep batting, applicable for all dismissals, 5 runs added to the fielding team)

- Fielding - Rotate after each over
- Byes - Yes, if hit body or miss ball, still run
- No balls - Yes, if deemed un-hittable e.g. rolling or too high
- LBW - No, unless a deliberate block

Follow the link below to download the schools cricket document

https://media.yourschoolgames.com/documents/Teacher_Facing_English.pdf



Team Requirements

For pupils in years 4/5

Teams should consist of 4 players

Teams can be mixed or single gender

Players must be selected from a school's "less active" category and/or SEND.

No experience necessary

Event Format

Each team will take part in all four sports

- Soft Archery
- Athletics,
- Boccia
- New Age Kurling



All 4 players will take part in all 4 sports.

Teams will draw to play in each sport against random opponents during an allotted period of time.

DODGEBALL

Team Requirements

6 players on a team with a maximum squad size of 8.

Boys must be in year 5 and selected from the schools 'less active' category and or SEND

Scoring

- To win a game, eliminate all opposing players or have more players on your side at the end of the game.
- To win a match, you must have more points

Rules

Start of Play

- Start of play- 5 dodgeballs are used and placed along the centre line at the start of each game.
- The 2 balls on a team's left are their designated balls
- The centre ball is the only contested ball.
- A ball is not live until it is passed back beyond the return line.

Eliminating opposing players

- Live balls- A ball is live until it hits a floor, wall or any other surrounding surface.

Multiple play is possible with a live ball.

- Hits- Any player struck with a live ball by an opposing player will be called out. Face shots do not count unless a player's face stops the ball from hitting their body.
- Catches- Any catch on a live ball will be valid. The player who threw the caught ball will be called out and the catching teams will gain one player from the outbox.
- Blocking- Players are able to use a ball in their possession to block an incoming ball. If the ball they are holding is knocked from their possession, they will be called out.
- Players may leave the court to collect balls by putting their hand up. Players must return to court from behind the back line.
- Stalling- Players should not intentionally stall the game. Once a team has possession of 3, 4 or 5 balls, they should look to make an attempt with at least one of those balls. When a referee calls 'Play Ball', a team has 5 seconds to throw.



Awarded to

For taking part in a

SCHOOL GAMES

Event

Find out more at
www.yourschoolgames.com

**TOGETHER
ACTIVE**
Staffordshire & Stoke-on-Trent





SCHOOL GAMES VALUES

This certificate is awarded
to

For showing the value of

During a School Sports
Activity

