

ENTRY DATES

Document Version: **1**

Team closing date: Wednesday 28 February 2018

i Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry onto Eventbrite.

Publish team entries: Friday 9 March 2018

i This date is when London Youth Games publishes which Boroughs are entered into the competition and the school team representing.

Finalise school name: Thursday 15 March 2018

i This is the date when the School Games Organisers finalise any school name changes.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Thursday 22 March 2018
Crystal Palace National Sports Centre, SE19 2BB
londonyouthgames.org/CrystalPalaceNationalSportsCentre

Registration: 10:00 to 10:15
Competition: 10:45 to 15:15

WHO IS IT FOR?

Any Licence, minimum grade or standard required? N/A

TEAM ON THE DAY: **i** This is the team you bring to the competition.

Minimum:

- o Games will be 7 a-side.
- o There must be a minimum of 3 girls on the pitch at all times.

Maximum: 10

Event	Likely School Year
Rugby Y56 RFL Tag	Year 5 & 6

HOW DO I ENTER?

Competition Type: Primary Schools

How to enter: For schools competitions the SGO will coordinate entries. Teams are submitted online. Download your competition information from your competition pages - londonyouthgames.org/sports and click on the relevant competition.

WHAT KIT & EQUIPMENT DO I NEED?

Kit & Equipment:

- o Ball size = size 4.
- o Pitch dimensions should be a maximum 60 x 30 metres. (consideration must be given to the children having adequate space to play in an enjoyable manner with further consideration also being given to any safety aspects).
- o All players must wear a 'tag belt' that has two ribbons (tags) attached to Velcro. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned either side of the hips.
- o Trainers and studded footwear are permitted.

Team Manager Notes:

- o Spirit of the Game/Ethos - Principles - FUN, ENJOYMENT, DEVELOPMENT.
- o Children that take part in Primary Rugby League should:
 - Have fun and enjoyment
 - Feel included and have the same opportunities as other children;
 - Experience exciting parts of Rugby league; running, passing, evading & scoring tries.
 - Improve skills & develop through positive coaching
 - Be encouraged by adults & experience positive environments.
- o Coaches/teachers:
 - Should never ridicule or shout at a child for making mistakes.
 - The emphasis of Primary Rugby League is that all players receive equal amounts of playing time, giving all players the ability to feel part of the team and encouraging a positive experience for all.



ABOUT THE COMPETITION

Competition Format	<ul style="list-style-type: none">○ The duration of matches will be 7 minutes one way due to the total length of playing time a player can play in one day.○ Points awarded are: 5 for a win, 3 for a draw, 1 for a loss.
Draw Format	<ul style="list-style-type: none">○ Round robin groups throughout the tournament○ This is not a knockout format. All teams will play an equal amount of games throughout the day.
Final Positions	Points allocated based on final positions. Groups decided on: match points, try difference, tries for, tries against.
Medals	Team Medals: GOLD: winners. SILVER: runners-up. BRONZE: 3rd place

SPORT SPECIFIC RULES

- 1) The maximum amount of playing time for an individual in a festival is 50 minutes. Organisers should ensure the individual game times and player rotation reflect this. Any use of additional players (substitutes/replacements) should be encouraged with all involved children playing at least half of a game.
- 2) Ball carriers can run and dodge potential taggers but cannot fend off, guard or shield their tags.
- 3) Players are permitted to spin away from a defender, but are NOT permitted to continuously spin. Diving to avoid being tagged is not permitted.
- 4) The game will commence with a Play the Ball, centre field.
- 5) **Play the Ball:**
 - The ball carrier must return to the spot where the tag occurred.
 - Facing the direction they are playing, the player places the ball on the ground and rolls the ball back with their foot to a team mate.
 - The team mate who gathers the ball from this position (called the Dummy Half) must pass the ball from the Play-the-Ball and should not run forwards. They are able to take steps laterally to assist with passing. You cannot score from a Dummy Half.
 - N.B - Any player can be the Dummy Half and the Player at the Dummy Half could change at every Play-the-Ball.
- 6) Defence must maintain a distance of 5 metres until the Dummy Half passes the ball and must retreat 5 metres after each tag. The Dummy Half should not deliberately delay the pass and repeatedly delaying the pass intentionally may be penalised for unsportsmanlike conduct.
- 7) If a defender does not retreat 5 metres, they will be deemed to be offside. If a tag is made from an offside position, the attacker should play the ball as normal, but the tag will not add to the tag count. Repeated or deliberate offside offences will be penalised as unsporting behaviour & the tag count reset to zero.
- 8) The team in possession has the ball for a total of six tags regardless of errors. If a player makes any error (forward pass, knock on, steps off the pitch), it counts as a tag and that player should Play-the-Ball at the point the error occurred. Their team will continue with possession for the remainder of their six plays.
- 9) If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.
- 10) Any acts of unsporting behaviour will result in a handover to the non-offending team at the place where the incident occurred and play restarted with a Play-the-Ball.
- 11) **Tagging:**
 - Only the player in possession of the ball can be tagged.
 - A Tag is simply the removal by a defender of one or two of the ribbons from the ball carrier.
 - When a defender has removed the tag, they place the tag on the floor where the tag was made and retreat onside with the other defenders. Players must not throw the tag away but place the tag on the floor (if it is too windy to leave tags on the floor, the defender should wait for the attacker to return to the spot and hand over the tag).
 - The ball carrier returns to where the defender placed the tag and restarts the game by 'Playing-the-Ball' backwards and in the correct manner. The tagged player can Play-the-Ball before replacing the tag but can take no further part in the game without replacing their tag/s.
- 12) **Scoring a Try:**
 - A try is scored in the normal way by placing or touching the ball down on or over your opponents' try line.
 - If tagged in the act of scoring the try will stand.
 - After a try has been scored the non-scoring team will restart with a Play-the-Ball, centre field on the half way line. All other starts and restarts will also be played with a Play-the-Ball whatever the situation.
- 13) There will be no kicking allowed.