The South Yorkshire School Games Winter Festival 2017

Congratulations on securing a place at the Level 3 School Games Winter Finals. It is a great achievement for your school, one of which you and all the young people involved should be proud to reach this stage of the School Games.

**Let the Games Begin!**

**Date:** Wednesday 16th March 2017

**Venue:** English Institute of Sport, Coleridge Road, Sheffield S9 5DA

**Time:** Registration open 8:45am – 10:00am (please arrive promptly ready for the Opening Ceremony parade to start at 10:15am). See the timetable for specific sport competition timings.


**On Arrival:**

There are a limited number of free parking spaces available at the venue for cars and minibuses.

---

**If you are arriving by coach, you will be required to drop-off on Coleridge Road, please be aware that there is another event taking place at Ice Sheffield and there is no available parking in the overflow as in previous years.**

Please inform lucy.wall@yorkshiresport.org if you intend to arrive by coach and need coach parking for the day.

---

Upon entering the venue, please inform a member of the event team that you have arrived and they will direct you to the Netball hall where you will collect your event t-shirts and congregate prior to the Opening Ceremony athlete parade.

New for 2017 - There will be activities and displays taking place in the Netball Hall to entertain the teams prior to the Opening Ceremony.

The School Games is a London 2012 Olympic Legacy programme and the finals will commence with an Opening Ceremony which will include performances from young people. Following this, participants will make their way to the competition areas within the English Institute of Sport.

Courtesy of the Games, each competitor will be supplied with a complimentary t-shirt in the colour of their district on arrival.
Timetable for the Day

Competitions schedule – *Please note timings are approximate*

<table>
<thead>
<tr>
<th>Start Time</th>
<th>Event</th>
<th>Venue Area</th>
<th>Estimate Finish Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:45am</td>
<td>Registration open</td>
<td>Netball Hall</td>
<td>10:00am</td>
</tr>
<tr>
<td>10:15am</td>
<td>Opening Ceremony</td>
<td>Athletics Arena</td>
<td>10:45am</td>
</tr>
</tbody>
</table>

**Competitions Schedule**

**MORNING**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Venue Area</th>
<th>Finish Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>11:00am</td>
<td>Boccia</td>
<td>Multi-Purpose Room</td>
<td>1:00pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Primary Sports Hall Athletics</td>
<td>Badminton Hall</td>
<td>1:00pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Primary Gymnastics</td>
<td>Athletics Arena</td>
<td>1:30pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Secondary Gymnastics</td>
<td>Athletics Arena</td>
<td>1:30pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Handball</td>
<td>Netball Hall</td>
<td>1:00pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Sitting Volleyball</td>
<td>Table Tennis Room</td>
<td>2:00pm</td>
</tr>
<tr>
<td>11:00am</td>
<td>Change 4 Life Zone</td>
<td>Throwing Area</td>
<td>2:00pm</td>
</tr>
</tbody>
</table>

**AFTERNOON**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Venue Area</th>
<th>Finish Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:00pm</td>
<td>New Age Kurling</td>
<td>Multi-Purpose Room</td>
<td>3:00pm</td>
</tr>
<tr>
<td>1:15pm</td>
<td>Primary Basketball</td>
<td>Netball Hall</td>
<td>3:30pm</td>
</tr>
<tr>
<td>2:00pm</td>
<td>Primary Cheerleading</td>
<td>Athletics Arena</td>
<td>4:30pm</td>
</tr>
<tr>
<td>2:00pm</td>
<td>Secondary Cheerleading</td>
<td>Athletics Arena</td>
<td>4:30pm</td>
</tr>
<tr>
<td>1:30pm</td>
<td>Secondary Sports Hall Athletics</td>
<td>Badminton Hall</td>
<td>4:00pm</td>
</tr>
</tbody>
</table>

**DEMONSTRATION AREA**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Venue Area</th>
<th>Finish Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>11:00am</td>
<td>Demonstration Zone</td>
<td>Netball Hall</td>
<td>4:00pm</td>
</tr>
</tbody>
</table>

Medal ceremonies will take place at the end of each competition and there is no overall closing ceremony.

During periods when your team will not be competing, there will be additional activities taking place in the demonstration zone and we encourage everyone to engage and take in the cultural elements of the day.

**Spirit of the Games**

It is a fantastic achievement for the young people to reach the Level 3 School Games and we want to encourage fair play throughout all aspects of the finals. The event will be supported by young leaders & volunteers who without their help and dedication the Games wouldn’t be possible!

*Please respect all decisions of the officials.*

By registering to attend, your school, staff and participants agree to abide by the values of the School Games.
Welfare & Safeguarding:

Each school team competing in the School Games is required to have a nominated Team Manager with each qualified team.

Team Managers and additional school staff are responsible for their team members at all times during School Games events – including supervision, health & safety, welfare, behaviour and conduct.

Team Manager selection is at the discretion of the school. This will usually be a member of the teaching staff and they will have FULL responsibility for the young people in attendance at the Games. Yorkshire Sport Foundation will hold details of each of the team managers in attendance for emergency situations. Therefore, please ensure you have provided your mobile phone contacts prior to the event and during registration.

Team Managers are required to collect all relevant personal information for all their participants, including additional staff members.

It is a requirement that Team Managers have the following information available to them on the day of the event:

- Individual emergency contact details for parents – including mobile phone contacts
- Information about the specific care needs of any participants with a disability. Consent will be obtained from the participants’ parent of any required intimate care needs to be met by staff/volunteers acting in ‘loco parentis’ at the Games.
- Information about any medical condition/allergies the children may have – where relevant they must supply sufficient medication for the duration of the event that is to be met by the staff acting in ‘loco parentis’. Consent has also been requested for any treatment to be administered to the participant in the event of any illness/accident.
- Photographic and video consent for their team members.
- Information about transport arrangements for the event.
- Information about any specific religious/cultural needs e.g. time/space to pray.

Please share this information with the school’s Senior Leadership Team.

There will be members of the media present, please make the organisers aware on arrival if any member of your team does not have photo/video permission and they will be provided with an ID wristband.
Get in Touch

In the event of any further questions please contact the School Games team.
Simon Pugh: simon.pugh@yorkshiresport.org
Lucy Wall: lucy.wall@yorkshiresport.org

We look forward to welcoming your school and participants to the School Games Winter Finals and we wish you all an enjoyable and successful experience.

Please inform us as soon as possible if you are no longer able to attend the day.

Simon Pugh
Yorkshire Sport Foundation
0330 20 20 280
Boccia Rules

<table>
<thead>
<tr>
<th>Format:</th>
<th>England Boccia team match event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Age group(s):</td>
<td>Y3-Y6 &amp; Y7-Y11</td>
</tr>
<tr>
<td>Team &amp; squad numbers:</td>
<td>3 players in team with max. 5 in squad</td>
</tr>
<tr>
<td>Level 3 qualification:</td>
<td>Top 4 teams from Sheffield and top 2 teams from Barnsley, Doncaster &amp; Rotherham</td>
</tr>
</tbody>
</table>

The competition is specifically aimed at those competitors with a physical impairment and/or severe and mild learning difficulties.

**Squad Requirements:**
- A team shall consist of 3 competitors with an additional 2 reserves if required.
- Competitors may be male or female but teams are encouraged to enter at least one boy and one girl.
- Competitors can be rotated if needed.
- Reserves can only be swapped between ends.
- All team members are required to play on the day.

**Competition Format:**
- Matches will be up to 30 minutes long consisting of 3 ends - one team starting each end and the third end with the jack placed on the cross. Should teams drop out on the day the umpires will have the right to make all games longer (more ends) to give competitors more play.
- The competition will be held as a round robin format followed by semi-final and final, with simultaneous play on two courts.
- The playing area will be approximately 6m wide by 10m long.

**Competition Rules:**
- Boccia is a game similar to bowls where each team’s objective is to try and position their balls as close to the white target ball (jack) as possible.
- The choice of colour of balls will be decided by a coin spin.
- Each competitor will have a maximum of 2 balls each, even when a team consists of one, two or three competitors.
- All competitors must be seated and remain in their boxed area, at all times.
- To propel the ball a competitor may throw, roll or kick the ball. An assisted device or ‘chute’ may be used if required.
- If a competitor has someone assisting them using a device, the assistant must have their back to court at all time during play. Only one person can assist a competitor at a time. The ‘chute’ must remain within the boxed area during play.
- The side playing red balls always initiates the first end.
• The first designated competitor (red) propels the jack ball then propels their first ball as close to the jack ball as possible. The following competitor (blue) then propels their first ball.
• If the white jack ball is thrown out of court before match starts, then it goes to 1st blue competitor and so down the line until the jack is left to be played in court. If the jack is knocked out of court during play, it will be re-positioned on the “replaced jack cross”.
• The competitor who throws the jack also throws the first coloured ball.
• The order of play will depend on whether red or blue ball is nearest the jack. The side to throw next will be the side whose ball is the further away to the jack ball, unless they have thrown all their balls in which case the other side will throw next.
• Any balls thrown out of court or landing on the boundary line become “dead” balls and not counted.
• When all balls are played the score is counted for the end. When all ends have been played the match will be scored accordingly.
• All team balls situated nearer the jack ball than the closest opposing team balls will receive one point each.
• If two or more balls of different colours are situated exactly the same distance from the jack ball, each team is given one point.
• These rules have been taken from the international Paralympic committee/CP-ISRA international Boccia rules handbooks.

**Competition Scoring:**

• Points will be scored based on number of ends won.
• The semi-finalists will be the top placed teams in each group e.g. either the team with the most points in each group (assuming four groups) or the top two teams with most points (assuming two groups).
• In the event of two teams being equal on points at the end of the group stage, points against will be used.

**Equipment or sportswear required by competitors:**

• Personalised ramps or chutes need to be checked by the referee on the day of the event.
• Competitors must not wear any jewellery and hair must be tied back.

**Equipment or sportswear provided for competitors:**

• Boccia balls and additional chutes can be provided.

**Behaviour:**

• All competitors, helpers and Team Managers are asked to respect fair play and play the game in a competitive but fair way.
• The Sport Organiser and a Games Referee will consult over any disputes.
• The referee’s decision is final.