# 2017 CLUSTER SCHOOLS WINTER QUAD TOURNAMENT Hockey (6 aside), Rugby, Soccer & Netball (All 7 aside)

DATES Year 7 & 8: Tuesday 19 September 9.30 start

(Postponement date Tuesday 26 September)

Year 5 & 6: Thursday 21 September 9.30 start

(Postponement date Thursday 28 September)

**VENUE** Centennial Park for Netball, Rugby and Soccer

Rangitikei College Astroturf for Hockey

Note: Again This Year Yr 5/6 RUGBY is RIPPA

(Yr 7/8 rugby remains tackle)

### **COMPETITION**

Winning team in each sport receives a trophy

Fair play medallions will be awarded to two players from each sport

### **ENTRIES**

- Entry forms attached to this document
- Entries to Stephen at Hunterville School by midday MONDAY 11 September please

### STEPHEN WILL BE RESPONSIBLE FOR

- Sending out information and calling for entries
- Making draws for all sports
- Ground markings (mown lines) for soccer and rugby fields
- Putting out cones/flags/markers for soccer and rugby fields
- Prizegiving organisation
- Liaising with schools/coordinators to secure umpires / referees
- Scoring system / points table forms
- ... overall organisation of event

# **SPORT COORDINATORS:** Many thanks to...

HOCKEY - Kevin Randles (Marton School)

RUGBY - Kim Gordon – Tues (Bulls) / Paulette Bremner - Thur (Sth Makirikiri)

NETBALL - Vanessa Te Uua (Marton Junction)

SOCCER - Tom Sheehan – Tues (St Matthews) / Jo Whitehouse – Thurs (Clifton)

# **Coordinators will be responsible for:**

- a) Prior to The Day:
- Confirming umpires / referees (Stephen will pass on offers of help once entries are received). Coordinators may need to make personal contact with these people prior to the day if need be.
- Netball: organising key to the netball pavilion

## b) On the Day:

- Netball: putting up goal posts.
- Formal briefing 9.30am at each individual sport venue explaining and going over rules, etc
- Receiving and recording scores
- Timekeeping of games and bell/hooter/etc if need be
- Announcements before/during games
- Identifying 2 'Fair Play' player for your sport
- Liaising with umpires/teams to ensure they are ready for next round
- Announce winners of their competitions at prize giving
- Announce fair play awards at the prize giving and a brief reason behind your choice if desired

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## GENERAL OUTLINE OF TOURNAMENT

- All Year 5 to Year 8 students to participate separate days for Year 5/6 and Year 7/8
- (Include younger players if necessary to give you the numbers to enter a team)
- Last games will conclude by approximately 1.40pm (1.30 for hockey) to enable all teams from all
- sports to meet at Centennial Park netball courts for prizegiving. All finished 2pm.
- Draw booklets will be available in bulk on the day at each venue, for coordinators to issue
- Players may not swap between codes. Because most sports are at the one venue there may be the temptation to swap sports during the day to play in a final for example! The sport a player plays their first game of the day in, is the only sport they may play.
- All schools to bring their own sports equipment (balls, etc)
- All schools to provide one adult helper (manager) per team
- · All schools are responsible for their own first aid

# **General Information for Each Sport**

(Please note that length of games cannot be identified until entries have been received).

### **NETBALL**

- Normal Rules
- Each team to provide an umpire

### **HOCKEY**

- Footwear for Astroturf no sprigs
- No goalies or kicking backs
- No autopassing all free hits must go to another player
- Each school responsible for ensuring own players have mouth guards

#### RUGBY

### Year 7/8 (TACKLE):

• Bare feet; 3 man scrum - no pushing; Team throwing in to lineout wins the ball; after a try, the scoring team kicks off; Schools responsible for ensuring players have mouth guards

### Year 5/6 (RIPPA):

- Ball carrier cannot fend off defenders nor guard the flags in any way. All offences and ball into touch, restarts etc, incur a free pass to opposition.
- A free pass is a tap of the ball on the ground with the foot followed by an immediate pick up and pass. Defenders must be 5m back from any free pass. A free pass awarded within 5m of the try line come back to the 5m line.
- RIPS: when a defender rips a flag off an attacker he must <u>stop</u>, hold the flag above his head and call "RIP!" Then the ball carrier must pass the ball within 3 strides. Both attacker and defender are out of game until defender <u>hands</u> flag to attacker to reattach to their belt. If a player is ripped just before the try line and doesn't pass before the try line they restart 5m out. Six rips in a row leads to a turnover in possession.
- OFFSIDE only occurs at a rip. When a rip is made all defenders must be behind where the rip was made.

### **SOCCER**

- Bare feet or soft soled shoes
- No goalies. I.e. no hands by any players
- No throw ins. Place kick from where ball went out