

DEVELOP



SCHOOL GAMES

TAG RUGBY MEGA FEST

DATE 30th November 2023
10-2pm

TARGET AUDIENCE

Events will have a strong emphasis on the School Games Values and will primarily focus on supporting the development of physical, personal, emotional, and social health.

YEAR GROUPS

Year 5-6

VENUE

Wymondham Rugby Club, NR18 0GQ

INTENT

To increase confidence.

REFRAMING COMPETITION

Raising aspirations of young people and to support them realise their potential in and through physical activity and sport. Pupils will be provided with the opportunity to practice fun skills-based carousel before taking part in small group round robins (Non-Scored).

LEADERSHIP OPPORTUNITIES

Engage pupil leaders by:

- Taking part in the SSP Event Leadership Award.
- Using leaders to lead your event (warm up/cool down).
- Using leaders to demonstrate tasks in pre-event practice or as team managers.
- Using leaders to record match day results.
- Using leaders to take photographs or write articles for use on social media to celebrate school involvement in School Games Experiences.

HOW TO ENTER

This is an open entry event open to all schools in South Norfolk SSP. Please enter via the SSP website www.southnorfolkssp.co.uk or contact L Goodswen l.goodswen@fehs.set.education

South Norfolk SSP



VALUES

During School Sport Partnership experiences pupils are challenged to demonstrate the School Games values.



Determination – Determination is about the journey you go on to push yourself and achieve your dreams. Have the mental strength and self-discipline to overcome obstacles, commit to your goals and keep working every day to become the very best you can be. Don't hold back.



Passion- Giving it 100%, putting your heart and soul into the game and never giving up.



Respect- For the referee, for the opposition, for your teammates and for yourself. Treating others politely and with understanding.



Honesty- Honesty with others and with yourself. Having the courage to do the right thing and what you know is right.



Self-Belief- Have the self-belief and confidence in yourself to succeed and reach your personal best.



Teamwork- Treating everyone equally, supporting each other and working together to have fun and achieve at your very best level. Celebrate each other's successes and be a positive team player.



Eco Friendly- Think more about everyday choices to help the planet.



SOUTH NORFOLK
SCHOOL SPORT PARTNERSHIP



ARRIVAL

- Please arrive at Wymondham Rugby Club at 10am.
- Parking is available on site for coaches and mini-buses. Please park in the allocated areas.
- On your arrival at the venue, please assign a member of staff to register your children at the main reception desk. On registering, you will be given further event details and additional information needed for the day.
- Once registered schools should find their allocated area which will be your base for the event. Pupils should remain seated when they are not competing.
- To help with the smooth running of the event, please ensure your school are at the right place at the right time.
- **Please arrive with completed monitoring/ engagement forms. On departure, please hand in your feedback form.**


BRIEFING

- A briefing will be held at the beginning of the event to talk through the event organisation. Once the briefing is completed, all schools should make their way to their first station.
- The festival will be run by Wymondham Rugby Club/ South Norfolk SSP and supported by leaders from Wymondham College.
- Please familiarise yourself with the schedule and ensure pupils are familiar with when they are playing and are ready for their match ahead of time.

EVENT INFORMATION

- The morning session will consist of a skill-based carousel of rugby activities.
- The afternoon will be round robin matches focussing on having fun and applying their new skills.
- Each round robin will consist of 4 teams per pitch.
- All matches will be refereed by leaders/ volunteers. The referee's decision is final.
- All matches will be approximately 8 continuous minutes (no half time).
- It is suggested that team managers rotate players to give players equal playing time.
- Good sportsmanship will be expected from all players, staff, and spectators.
- Pupils must be supervised when leaving the venue.

FORMAT

- 10am Arrival
 - 10.15am Welcome and Briefing
 - 10.30-11.45am Skills Stations
 - 11.45-12.15pm Lunch Break
 - 12.30pm Round Robins Begin
 - 1.45pm Presentation of School Games Value Awards
 - 2pm Departure
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TEAM/ GROUP SIZE

- Schools invited to bring 20 pupils (10 Girls and 10 Boys).
- Prior to the event please can schools split the 20 pupils into two groups of 10 (preferably 5 girls and 5 boys per team).
- More may be allowed if numbers are low.

EQUIPMENT (SCHOOLS TO BRING)

- Rugby Ball
- Bibs
- **Tags and Tag Belts.**
- Players should wear trainers, Astro trainers or boots with moulded studs- No studded boots or metal blades.
- Please ensure pupils are dressed in suitable indoor/outdoor PE kit and bring a water bottle & lunch.
- Hair should be tied back, and jewellery removed.
- Valuables should not be left unattended.
- Schools may wish to bring tarpaulins for the ground if wet.

SCORING/ CERTIFICATES

- Each child who attends the event will receive a certificated of participation.
- Schools will also be provided with 2 additional School Games Values awards for pupils who have demonstrated **SELF-BELIEF** throughout the event.
- This event will focus on pupils developing their skills and having fun therefore no results will be recorded.
- Schools will receive information on Wymondham Rugby Club and programmes across South Norfolk.


SAFEGUARDING & FIRST AID

Prior to the event schools will be provided with the following documents please ensure these are read prior to your arrival:

- SNSSP Event Guide
- SNSSP risk assessment and venue risk assessment.

We use a variety of digital and social media to promote South Norfolk SSP events including the SSP website, local press, twitter profiles so with your consent there will be a photographer on site capturing the children in action. Please ensure that if you have any children who have requested not to be included in any photographic material, you make me aware of those children prior to the start of the event. These children will be required to wear an illuminous armband throughout the event. This will indicate that no photographs or videos should be taken of them. **The South Norfolk SSP photo policy is on our website and included in the SSP event guide.**

Schools are responsible for the first aid of their own pupils and a first aid qualified member of staff should attend events. Schools should bring along their own first aid kits and report any incidents or accidents on their return to school. The risk assessments for this event are enclosed with this information. Please ensure any risk assessments that need to be carried out by your school are completed before your arrival.





GAME RULES

Team Size- 7 a side game- MUST HAVE A MINIMUM OF 2 BOYS AND 2 GIRLS ON THE PITCH AT ALL TIMES

Fixtures- will be centrally timed but when the hooter sounds play will continue until the first dead ball.

Free Passes

- Games start with a free pass from the centre
- Restart after a try is also from the centre
- If the ball goes out start with a free pass from the point where the ball crossed the line.
- For an infringement start playing from where the offence occurred.
- Opponents must stand 7m back from the free pass.
- Free pass taker must pass the ball- cannot run with it.

Scoring a Try

- Cannot dive to score a try- must stay on feet.
- 5 points for a try.

The Tag

- Aim is to remove one tag from the ball carrier's belt
- Only the ball carrier may be tagged.
- No hand offs allowed.
- Ball carrier must not deliberately run into the opponent- this is a non-contact game.
- Ball cannot be pulled from the ball carrier.
- After 6 tags ball is given to opposition to restart with a free pass.

Tagged Player

- When tagged the ball carrier should stop within 3 strides and has 3 seconds to pass the ball to a
- If tagged close to the try line the ball carrier can only use 1 step (not the normal 3 steps) to cross the try line.
- Tagged players must replace the tag before re-joining the game.

Tagger

- When the tag is made stop, hold the tag in the air and shout "Tag"
- Once the ball has been passed the tagger goes to the tagged player and hands back the tag before re-joining the game.

Offside

- When a tag is made, all players from the taggers team must retire to their own side of the ball.
- If they intercept a pass from their opponents' side of the ball, they are offside and a free pass is awarded.

Ball on Ground

- Players must remain on their feet, not allowed to dive down to recover the ball on the ground.

Passing the Ball

- The ball can be passed only sideways or backwards through the air, not handed to another player.
 - Ball carriers must always hold the ball in both hands.
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