

PRIMARY SCHOOLS SUMMER WEEKLY SPORT GENERAL INFORMATION – Teeball, Kiwi Tag, Kiwi Volley

This weekly competition is for children in years 5 and 6 only.

1. Weekly sport will be played at South Hagley Park commencing by 1.40pm. It is suggested that schools aim to leave in the lunch hour to be there by 1.15pm for warm up and organisation.
2. Mid-week Sport is competitive, and all competitions will reflect this by being drawn in a round robin format and by culminating in a climactic event (eg finals and play-offs) if weather conditions allow this.
If by half time in any game the teams are separated by a large margin, then it is suggested that the score is taken at that time and in the second half teams are mixed. **Remember** our primary aims are **ENJOYMENT AND PARTICIPATION**.
3. Schools should advise the Sports Director well in advance if it is known that a team will be unavailable on a particular day and at the latest by 1pm on the day **before** the competition. This information will also be sought at the time entries are taken, and, when possible, incorporated into the draw.
5. **Supervision:** Each team is required to be under the supervision of **a teacher, or adult**. It is the responsibility of the school to ensure supervision is adequate.
6. **Refereeing/Umpiring**
Only **one official score** is to be taken (this saves having two different scores). It is suggested that each school takes responsibility for one half of the game.
6. **Uniform:** Teams should be in a school sports uniform. This promotes pride in the school.
7. **CODE OF BEHAVIOUR:**
 - i) No rough play (any complaints regarding rough play are to be reported to the school principal).
 - ii) No bad language is allowed; barracking should be positive (ie supporting the team) not negative (abusing the opposition). A coach or referee has the right to impose penalties if the barracking is negative.
 - iii) Referees/umpires will be asked to assess each team's fair play in conjunction with the coach, and (if the school chooses) the captain of each team. It is therefore recommended that each school instructs each child participating, the benefits of this.
 - iv) The conduct of supporters should reflect the Supporters Code of Conduct

Weekly Summer Sport for years 5 & 6

8. **Cancellation:** The Sports Director is to make a decision regarding cancellation before 11.00am. The decision will be made in conjunction with the Christchurch City Council which controls the playing areas of Hagley Park. Schools will be **e-mailed** by 11.15am and can also check our website www.primarysportscanterbury.org.nz **The SportCheck cancellation text messaging service is also now available to those who have signed up.** If under extraordinary circumstances such as a sudden unexpected deterioration of weather then cancellation may occur right up to final moment possible to stop buses leaving for schools. (Schools are to order or cancel buses direct). **No school is to take responsibility for the decision not to play. This is very unfair on the opposition team.** Schools will be fined if defaults and withdrawals do not comply with our rules.
Please do not phone the Sports Director's office for updates. An e-mail (to the address the Sports Co-ordinator has indicated) and a text message (for those who have signed up) will be sent as soon as a decision is made. The website will also be updated.
9. **Defaults:**
- a. Must be avoided except for **genuine and serious reasons**. When they are unavoidable **the opposing school must be notified** (by the school that has defaulted) by 1pm on the day **before** competition (eg Thursday for Friday sport). **The Sports Director** must also be informed immediately the decision is made.
 - b. The latest acceptable time to advise an opposing school of a default is 1pm on the day before play. Fines for defaults are in place for 2013 (see page 13).
 - c. If a default occurs by a school **without notifying their opposition** as to the cause of the default:
 - i) the school that was defaulted against contacts the Sports Director within 48 hours.
 - ii) the Sports Director will contact the Sports Co-ordinator seeking a reason for the default, with a copy mailed to the Principal.
10. Each team listed first in the draw is to download a "printable scorecard" from our website (www.primarysportscanterbury.org.nz) and take to the game. It would also pay for all teams to have these with them each week in case the other team forgets to do so. Each school has a code to enable them to enter their scores on the website. If the other team has already entered the result and you do not agree with it you will have to e-mail the Sports Director.
11. **Grading of players** Players may play up a grade, but cannot play down a grade.
12. Canterbury Softball may be able to assist with equipment. **Teams are to supply bases, gloves, chest protectors, face masks, helmets and tees.**

Weekly Summer Sport for years 5 & 6

Conclusion:

The credibility of the mid-week sporting competitions depends upon quality administration from all schools and the Sports Director's office. Continued and future participation in sport by primary age children is often dependent upon quality sporting experiences.

Should individuals or schools believe this policy has been infringed by an opposing school, and has been unable to satisfactorily resolve the situation by mutual discussion, they should advise the Sports Director in writing of the circumstances leading to the infringements. The Sports Director will then take whatever action is considered appropriate.

RESULTS - Primary Schools Summer Weekly Sport – Teeball, Kiwi Tag & Kiwi Volley.

The Summer Weekly Sports are competitive, results are kept and compiled and the top three teams in each grade are rewarded with certificates. In addition, teams with full fair play points will receive a certificate.

It is the responsibility of all teams in all sports to ensure that the results are entered into the draws programme on the Primary Sports Canterbury website. Each school can choose whether they give their access code to all coaches or if one person enters all results for their school.

As well, it is recommended that the Sports Co-ordinator from each school makes all results available to their school by printing off the points sheets from the Sportsrunner area of the Primary Sports Canterbury website each week. Alternatively, students, parents and teachers can access the information from the website.

The website is www.primarysportscanterbury.org.nz and accumulative results and scores are posted on this each week.

This task of checking results could be delegated to students to ensure all have been entered correctly.

Points for all games

Game competition - points will be awarded as 10 for a win, 5 for a draw, 2 for a "bonus" loss of less than 5 points for all sports and 0 for a loss of more than 5 points.

PLUS

Fair Play competition points based on 10 points for high a score through to 0 for a poor score - see separate page for criteria for awarding/deduction of points. These are two separate competitions.

Weekly Summer Sport for years 5 & 6

SCORING AND FAIR PLAY

Scoring:

Game competition - points will be awarded as 10 for a win, 5 for a draw, 2 for a “bonus” loss of less than 5 points for all sports and 0 for a loss of more than 5 points.

Fair Play competition - points will be 10, with points deducted for unsporting behaviour (see criteria below) ie both teams will start with 10 points at the beginning of each game. This is to be separate from the points awarded for game competition.

Conclusion

Please read the criteria for Fair Play points carefully and ensure that all the referees/coaches/players from your school are aware of the criteria. **The umpire/referee and two coaches should meet at the end of the game to decide upon both teams’ fair play points.** The captain may also be involved in the decision if the school so wishes.

CRITERIA FOR FAIR PLAY POINTS

All teams start with 10 points for Fair Play and should only lose points for any acts of unsporting behaviour. **The Fair Play points will be awarded by the coaches and the referee/umpire in consultation with each other.** If there is no record of this given then the two teams will receive no points. If more than 5 points are lost in any one game the Sports Director will advise the school concerned of this.

The following are examples of how points can be **lost**:

1. If all that happens in a 40 minute game are one or two minor infringements then the team should only lose 1 point. All players must be named where a deduction of points occurs.
2. Swearing or abuse toward their own or opposing players 2 -3 points.
3. Swearing or abuse of a referee is more serious and should receive a 3 -5 point penalty.
4. Any individual instance of violence, depending on seriousness, should receive 2 - 3 points, while continued violence or instances involving several players 4 - 6 points.
5. In the unlikely event of a game being called off then the offending team/s will receive a 10 point penalty ie 0 points awarded.

The scorecards will be marked with diagonal lines after each half:

~~10~~ ~~9~~ ~~8~~ ~~7~~ ~~6~~ ~~5~~ 4 3 2 1 0

e.g. 3 points off for swearing, then 1 point off for throwing the ball away = 6 points at the end of the game.

IN ALL CASES WHEN POINTS ARE LOST, players must be identified or the points will not be deducted.

WEEKLY SUMMER SPORT FOR YEARS 5 & 6.

DATES: Friday 22 February – Friday 12 April 2013. Entries close 5pm 14 February.
TIME: 1.30 – 2.30pm
VENUE: South Hagley Park

KIWI TAG

Team and game conditions

- Each team to play two 20 minute games each week. ie 2 x 10minutes halves, with no time allowed for change over at half time, and 5 minutes between the two games to change fields.
- Mixed teams. Maximum of 8 players per team on the field at any one time, with 4 replacements per team allowed during the progress of a game and rolling subs. Minimum of **3 of either gender** on the field at any time.
- **Scoring.** 1 point for a try – regardless of gender.
- Each school to provide a parent/teacher for each team entered who can help referee games if necessary, although it is hoped that referees will be provided. Schools to supply a ball. Flags and belt can be provided. Contact Sam at Canterbury Rugby League for assistance with coaching and supply of flags and belts.

Rules:

This is a modified non contact game. A half sized field is used. To prevent the opposition scoring a try you have to remove one or more flags (the tackle) from the player that are attached to the belt by strips of velcro.

During the course of the game the player in possession of the ball may run with the ball, or pass the ball or kick the ball (only after 4 tackles). It is the object of the team without the ball to prevent the team with the ball from crossing the tryline by removing one or more flags. A marker is allowed, but if they have already retreated they cannot mark.

TEEBALL

Team and game conditions

- Teams play one game each Friday
- Mixed teams of 12 players (minimum of 3 girls on the field at any time with 10 players on the field.
- The same 10 players need to play for each 20minute innings.
- Each school to provide a teacher or helper with each team (who can take turns at umpiring).
- Each team to provide a set of bases, bats, practice balls and a batting tee. Canterbury Softball can assist if required.
- The Match Ball to be used will be an 11inch Flexi Ball – Canterbury Softball can loan these to teams on a daily basis.
- Games will be played on Diamonds with 14m baselines.

Weekly Summer Sport for years 5 & 6 (teeball continued)

- Boys and Girls 8, 9 and 10 years old and in years 5 or 6 in 2013, will be encouraged to participate.

TEE BALL RULES

1. TEAMS:
 - a. Teams will be composed of not more than 12 players, with 10 players playing at any one time – Pitcher, Catcher, First Base, Second Base, Third Base, Shortstop and **4 outfielders**.
 - b. A team must have 10 players to start a game
 - c. Ten players will field and then bat with a **time limit of 20minutes to bat**. These innings will be divided into 2 sets of 10 minutes with each team to bat for 10minutes, then to field for 10minutes – twice.
2. HOW TO PLAY
 - a. The ball is placed on a batting tee by the catcher. The Batting Tee is placed in front of (and touching) Home Plate.
 - b. Batters must not practice swing – they are to address the ball, pull back and swing once.
 - c. A strike occurs when the batter swings and misses the ball on the Tee.
 - d. All foul balls are counted a strikes, and after 3 strikes, the batter retires.
 - e. A foul ball is one that lands in foul territory, or in the area in front of home plate (the area included in an arc from home plate to points halfway up the first and third base baselines): the batter hits more tee than ball.
 - f. No tapping the ball.
 - g. Upon hitting the ball “fair”, the batter should **drop** the bat in “foul”: territory, when starting to run to first base.
 - h. Dropping the bat in the batter’s box, or in “fair” territory will constitute an “out” when it interferes with subsequent play, and will always be discouraged.
 - i. If, in the judgement of the Umpire, the bat is **thrown** the batter will be adjudged “out” – for dangerous play.
 - j. One adult may direct runners.
 - k. Forced play
 - i. A runner must advance if forced to do so by any advancing team members.
 - ii. An unforced base runner may elect not to run, when a team member hits a fair ball.
 - iii. Base runners are “out” if the fielder with the ball touches the base before a forced base runner – a “tag” can also be made on the base runner before he/she reaches the base.
 - l. Play is dead when a fielder throws the ball to the Catcher, to put the ball on the Tee. The Catcher must be within a 3m radius of the tee to stop play. Runners must be half way down the baseline, to be able to advance to the next base.
 - m. All outs at Home Plate are made by touching the ball to the top of the tee, before the runner reaches Home Plate (no tags, or the fielder touching Home Plate before a “forced” runner reaches it).

Weekly Summer Sport for years 5 & 6 (teeball continued)

- n. Last player at bat – a play may be made at any base, or the ball touched to the top of the Tee – then play is dead.
 - o. Any player missed in the batting order will bat last.
 - p. Any runner leaving the base, before he is hit, is “out”.
 - q. Only one base may be taken on an overthrow, which goes outside the dead ball lines.
3. LENGTH OF GAME
- a. A game shall last 46 minutes (2 x 10 minutes batting each with 2minutes to change – ie 10,2,10,2,10,2,10). 1:30pm –2:16pm.

KIWI VOLLEY

Team and game conditions

Each team to play two 20 minute games each week: ie 2 x 10minute halves, 2minutes half time, and 5 minutes between the two games to change fields.

Teams:

4 players per team, mixed (random) with two or three extra players. More teams with less extra players is preferable.

Extra players may swap places with other teammates when changing ends between two points.

Team rotation:

Players rotate one position clockwise, every time their team plays the ball over the net.

Court:

Grass courts 4 x 7m. Net height: 2.10m.

Ball:

Matches will be played with volleyballs provided by CVA.

Serve:

1. Game is started with an **underarm serve** with one hand or underarm toss with two hands and long arms by whoever has the ball at the time from anywhere on the court. When the ball goes over, the whole team quickly rotates one position clockwise.
2. The ball may touch the net going over.
3. The opposition is not required to wait for the rotating team to get into position.
4. The ball cannot be tossed to a teammate to re-start the game – this is a pass, not a serve and they have made a serving error. The player is binned.

Ball contact:

1. Catch and throw action must be done with **straight** arms and in one **fluent** motion **as much as possible**.
2. **Two** team contacts per possession (with a maximum of three). There must be a **pass** to a teammate, who plays the ball over the net. The ball may **not** be played straight back over the net on first contact.

Weekly Summer Sport for years 5 & 6 (Kiwi volley continued)

Note: at this level players need to learn to exploit tactical uses of the pass to create an effective attack; as opposed to merely getting the ball over the net.

3. Players may **not** walk with the ball (a few steps to maintain balance after chasing the ball is allowed.). The ball **must** be played from the spot where the catch was made.

4. Players may **not** pivot with the ball (eg to face the net). They may twist their upper body and throw the ball from this position (eg backwards overhead).

5. Players may **not** hold onto the ball for more than **2 seconds**.

6. Playing the ball **outside** the court is allowed (as in tennis).

7. If the ball is successfully grounded, the player **nearest** the spot, must leave the court.

8. Players making a mistake* (see below) are **binned** and must leave the court.

9. **One** binned player returns quickly after three opposition attacks or serves are caught in a row.

10. **All** binned players return after a successful **dig** (off the forearms*) **or set** (off the fingers of both hands*) **and catch by the same player** (the ball must rebound at least 1m above head height).

Note 1: An assisted catch (another player completes the catch) counts as a catch only.

Note 2: Sloppy techniques are mistakes and the player is binned.

Note 3: First player off is first player back on.

Scoring:

A **point** is scored when a team has played all the players of the other team off the court.

Line and foot faults are **not** called.

Referees:

Teams are able to referee themselves. Alternatively, first named team to provide referee. Referee to keep score on scorecard provided and to ensure scorecards are signed.

*** Mistakes: Players making the following mistakes, are binned and MUST quickly leave the court without holding up the game.**

- Holding onto the ball too long, walking/jumping/pivoting with the ball.
- Passing instead of serving. The game is started or restarted by whoever has the ball at the time.
- Not passing. Intentionally playing the ball over the net after catching the first serve. Beware: When last remaining player catches the ball three times in a row (and earns release of one player), the ball should be passed to the returning player.
- Double contact. Some players catch the ball then toss it to self and hit their own ball. This is a double contact and an error. The player is binned.
- Ball going to ground. Player nearest the spot must quickly leave the game.
- Reaching over the net into the opposition's space.
- Touching the ball as it goes to ground, in court or out of court.
- Throwing or serving the ball into the net or throwing the ball out.
- Touching the top tape of the net.
- Team not rotating. Player who last played the ball (and should have initiated the movement) is binned.

TRAINING HINTS FOR COACHES.

- Train your players to “***always face the net***” (and the opposition and the ball). This means the players have to react and move quickly to keep the ball in front and between that player and the net. This means that ***lateral movement patterns*** should be introduced and practised.
For instance, ***side-stepping, side-hopping, side-shuffling and/or cross-over***, instead of turning sideways and running after the ball.
And ***backpedalling***, instead of turning around and chasing after the ball.

Weekly Summer Sport for years 5 & 6 Kiwi volley (continued)

- Train your team to toss the ball (caught off a serve or attack) high and more towards the net. This allows the 2nd player to play the ball immediately without having to catch it: thus speeding up the game even more and encouraging learning of volleyball related techniques.
- Year 5 players use a netball chest-pass type of action. This is fine during the early inception phase of the game, while everybody is getting familiar with the concepts and rules of the game.
- Year 6 players should use long arms in one fluent motion (lead-up action to develop underarm pass or dig) and should be encouraged to use this action.
- For more drill ideas and suggestions, please contact Canterbury Volleyball.