



# 2021 CORNWALL SCHOOL GAMES – RETURN TO PLAY

## 'YOUR ROUTE TO THE GAMES' VERSION 2

### PRIMARY



## CORNWALL SCHOOL GAMES VISION

“To provide a well organised, appropriate and enjoyable programme of competitions and festivals for students of all abilities at a local and county level”

## YOUR ROUTE TO THE GAMES

This is a guide for Primary Schools to see their route to the Games in Cornwall, the offer, the sports available, the rules, regulations and how to engage with the Cornwall School Games.

**Please note, all the information in this document is subject to Covid-19 guidance. Should this change, we will respond and adapt. Please visit <http://activecornwall.org/cornwallschoolgames> to keep up to date with the latest news**

## KEY INFORMATION

This year, we will be working differently to help **maximise participation** and encourage more schools and pupils to have a chance to take part and compete in the Cornwall School Games as we return to play after Covid-19 restrictions are lifted. Because of this, the way we will run this year's Cornwall School Games will be through cluster events. Teams who place first and second at their cluster event will then go on to compete in area finals.

Please note the Cornwall School Games aims to address and tackle the increased levels of **inequalities** and levels of **inactivity** we currently see in our children and young people as we encourage them to 'return to play' and enjoy an 'active recovery' with a particular focus to target young people for who physical activity levels have been **most negatively impacted by COVID-19** (those particularly from low socio-economic areas, BAME, SEND and Girls). We ask all teachers to consider this when selecting which children should attend these competitions and give opportunities for all to represent their school. If you are unsure which children, you should select please don't hesitate to get in touch with your School Games Organiser.

- From **21<sup>st</sup> June – 2<sup>nd</sup> July**, each primary school will have the chance to attend a School Games **cluster event** hosted by the local secondary schools (exact dates and venues TBC)
- Schools can enter up to 2 teams in each event.

- Teams should be made up of pupils from **years 5 & 6** primarily, to focus on transition. We would encourage schools to bring the maximum number of teams so all pupils in year 5 and 6 get a chance to take part.
- Smaller schools will be able to bring year 4 pupils to make a full team.
- Teams who place first and second from these competitions will then be invited to compete in an area final.
- **Area finals** will take place from **12<sup>th</sup> July – 16<sup>th</sup> July** (venues TBC)
  - *Monday 12<sup>th</sup> July – Penwith Primary Area Final*
  - *Tuesday 13<sup>th</sup> July – Peninsula Primary Area Final*
  - *Wednesday 14<sup>th</sup> July – Mid Cornwall Primary Area Final*
  - *Thursday 15<sup>th</sup> July – Arena East Cornwall Primary Area Final*
- **The Cornwall School Games team will work in line with government guidance to deliver this event safely and if the planned road map changes, then so will these events.** However, for those who do not wish to attend large gatherings, there will also be a Virtual School Games delivered in the summer term.
- Due to Covid-19 procedures, no spectators will be allowed at these events
- During these events, we would ask that teachers and support staff are prepared to help support in the organisation of teams, officiating, umpiring and scoring matches their pupils are involved in.
- **Schools should adhere to their own policies and procedures around Covid-19 when attending these events.**

Keep up to date with everything Cornwall School Games here:

[www.activecornwall.org/cornwallschoolgames](http://www.activecornwall.org/cornwallschoolgames)

## QUADKIDS ATHLETICS

<b>Numbers</b>	Squad of 8 people made up of 4 girls and 4 boys
<b>Categories</b>	School years 5 and 6. Schools can enter 2 teams
<b>Route</b>	Open pathway to cluster events. Those who place 1 <sup>st</sup> & 2 <sup>nd</sup> will go onto area finals

Activity - it includes the four core disciplines of running, throwing, jumping and sprinting

Scoring - Athletes performances are scored against results tables and the team with the highest cumulative points is the winner.

More details and the competition manual can be found on our website:

<http://www.quadkids.org>

### Y5/6 Events:

- 600m run
- 75m sprint
- Vortex howler throw
- Standing long jump

<http://www.quadkids.org/downloads/files/QuadKids%20Primary%20Manual.pdf>

## BEE NETBALL: STINGER

<b>Numbers</b>	Squad of 9 with 5 players on court at one time
<b>Categories</b>	School years 5 and 6. Schools can enter 2 teams
<b>Route</b>	Open pathway to cluster events. Those who place 1 <sup>st</sup> & 2 <sup>nd</sup> will go onto area finals

### Bee Netball – Stingers Format

- Court size: 15m by 30m but
- Ball size: 4
- Post Size: 9ft
- Positions: GS, GA, C, GD, GK
- Games will last 20 minutes with 5-minute quarters

[School Games Competition Card](#)

[Bee Netball – Stingers Rule Adaptations](#)

[Score Sheet](#)

[Rotation Sheet](#)

Other rules for School Games format:

- One point for hitting the ring. If the ball then goes out or a defender catches it then the score stands as one point and it goes back to the centre pass.

- If, however the GS or GA hits the ring and catches it again, then the umpire asks them if they want to stick or twist. Stick with one point and go back to a centre pass, or twist and try for a 3-point goal.
- If they hit the ring again the process starts again. If they score a goal then 3 points awarded and go back to the centre, but if they miss then they have lost that point.
- After a team has scored the centre pass goes to the team that didn't score instead of alternating.
- Each team will get a "Power Play" quarter of their choice where during that 5 minute quarter, goals scored will be worth double points.

## Kwik CRICKET

<b>Numbers</b>	Squad of 10 players, with 8 on the field at one time
<b>Categories</b>	School years 5 and 6. Schools can enter 2 teams
<b>Route</b>	Open pathway to cluster events. Those who place 1 <sup>st</sup> & 2 <sup>nd</sup> will go onto area finals

### Aim

The enjoyment for, and fair play by, all players.

### Pitch

Two sets of wickets, 16 yards apart.

*Boundaries – maximum of 35 metres apart but can be reduced to accommodate more matches.*

### Teams

- Each team in the year 6 and year 5 competitions comprises of 8 players. Squads are limited to 10 players. All team members must have equal time to play.
- Quotas pertaining to mixed sex teams have been abolished.
- In the event of injury to a player, a substitute will be allowed to field, but not bowl. Should such an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing member of staff.

### The Start

- The two teams toss a coin to decide which team has the choice of either batting or fielding first.

### The Game

- Throughout the Tournament each game shall consist of one innings per team, each innings to be 8 overs long.
- There will be no boundaries in the qualifying rounds but will be introduced for the County finals.

### Batting & Scoring

- The batting side shall be divided into pairs, each pair batting for 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.
- Each team starts batting with a score of 200 runs.
- Each time a batter is out, 5 runs are deducted, and the other batter of the pair faces the next ball.
- A batter may be out bowled, caught, run out, stumped, hit wicket.
- There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
- Runs will be scored in the normal way, as will byes.
- 2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled. See glossary overleaf for details.
- At the end of the first 2 overs, the first pair of batters retires and is replaced by the second pair until all 4 pairs have batted for 2 overs each.
- The second team then bats for its 8 overs.

### **Bowling and Fielding**

- Each player on the fielding side must bowl 1 over.
- Bowling will take place from one end only.
- Bowling should be over arm where possible.
- *At local/ district competition overarm bowling should be encouraged for the first three balls of the over. If no amount of coaching and encouragement can achieve overarm bowling, even from a base start, then the rest of the over can be bowled underarm.*
- *At County/ National Finals underarm bowling is unacceptable and the 'double bounce' rule should be applied i.e. if the ball bounces more than ONCE, or rolls along the ground before it reaches the popping crease.*
- Players on the fielding side DO NOT need to rotate fielding positions.
- With the exception of the wicketkeeper, no fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the off-side. A fielder may move into the restricted area to field a ball provided he/she was outside the area when the stroke was made.

### **The Result**

- The team with the higher score wins. In the event of a tie the team taking more wickets will be the winner. If it is still equal, each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner.
- Tied games will be possible in the National Final. See Appendix iii, Organisational Rule 4.

### **Glossary**

#### **An Over**

An over consists of 6 balls.

#### **LBW**

- In the very simple terms, a batter can be given out if the umpire feels that a ball, which hits the batter's leg, would have hit the stumps. This law will not be used unless a batter deliberately blocks or kicks the ball away with the leg or foot.

### Byes

- If a batter misses the ball, or if it hits their body, they may still run and score byes.

### Wide ball

- A ball that is too far from the batter to strike will be called a wide. A ball will not be called a wide, no matter how wayward it may be, if the batter manages to hit it.
- If a ball results in more than 2 wides, they will be added to the batting team's score and the two runs for the wide will be ignored. For example, a bowler delivers a ball so wide it is missed by the wicketkeeper and crosses the boundary for 4. 4 runs are given to the batting side, not 6.

### No ball

- If a ball bounces more than once before reaching the batsman, or if it reaches the batsman above shoulder height without bouncing, it will be called a no ball.
- A batsman may hit a no ball and if the shot results in 3 or more runs being scored, that score will count and the 2 runs for the no ball will be ignored. If 1 or 2 runs are scored the batsman will be credited for the 2 runs for the no ball.

## PROJECTABILITY

<b>Numbers</b>	Squad of 12 children, 6 boys and 6 girls
<b>Categories</b>	Combined school years 3,4,5 & 6
<b>Route</b>	Open pathway to area event only

This is a multi-sport festival where children will participate in a number of activities.

The aim of Project Ability is to enable more young disabled pupils taking part in competitive sport. Through the School Games and a network of 50 lead inclusion schools in England, schools can improve the quality and extend the provision of physical activity for their disabled pupils.

Projectability is delivered as part of the School Games, and includes:

- bespoke training, developed by the Youth Sport Trust, to provide local advice and guidance to School Games Organisers and host schools.
- the establishment and implementation of even more local competitive opportunities for young disabled people; and
- development of school club activities

To access inclusion training opportunities for school staff, contact your local SGO:

- Mid Cornwall: Emma Moore - [emoore@poltair.cornwall.sch.uk](mailto:emoore@poltair.cornwall.sch.uk)
- Peninsula: Dan Lugg – [dlugg@penryn-college.cornwall.sch.uk](mailto:dlugg@penryn-college.cornwall.sch.uk)
- Arena East Cornwall: Julie Ponting - [jponting@callingtoncc.net](mailto:jponting@callingtoncc.net)
- Penwith: Neil Eddy - [neddy@mountsbay.org](mailto:neddy@mountsbay.org)

## **VIRTUAL OFFER**

There will be a Virtual Cornwall School Games 2021 summer term offer. You can keep up to date with this on the [website](#) or on the [Cornwall School Games Facebook](#) page. For more information please contact your local SGO or email [cornwallschoolgames@cornwall.gov.uk](mailto:cornwallschoolgames@cornwall.gov.uk)

**TO ENTER ANY OF THE ABOVE PLEASE  
CONTACT YOUR  
SCHOOL GAMES ORGANISER.**