

# GREATERSPORT RUGBY LEAGUE YR3/4

## 24<sup>TH</sup> JUNE 2020

### Teams

All players must be in year 3 and/or year 4  
Squads can have up to 12 players  
This event is open to girls and boys and mainstream and SEND students  
Teams should be made up of pupils who have not taken part in the School Games before.

### Equipment

All equipment will be provided on the day.  
Schools should ensure participants are wearing suitable sportswear and footwear for indoor activity. Please see the example activity stations, where possible these should be practiced ahead of the event.

### Competition Format

Each team will rotate round 8 activity stations led by young leaders. They will keep their own team score on a score card supplied. They will then complete a second circuit and aim to beat their individual personal best.

Schools will be ranked in finishing orders for both round as well as greatest improvement in scores.

Bonus points will be awarded by leaders for good examples of the School Games values being displayed.

### BEE PROUD Pathway

Belong	Positive experience
Engagement	Represent
Enjoyment	Opportunity for all
	Unlock potential
	Develop people

This event is for young people who have not previously taken part in the School Games and may not actively participate in sport and physical activity in or out of school.  
Schools may have participated in a festival at level 2 but entry to the level 3 competition will be determined by local School Games

### Stations

Teams will rotate round the following activity stations for 10 minutes. The first two minutes will be the explanation then they will have 8 minutes to score as many points for their teams as possible.

1. Tagging King
2. Passing the distance
3. Kick it
4. Passing Circle
5. Rob the Nest
6. Dodging
7. Scoring a Try
8. Try Tunnel



## Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

## Health and Safety

Players should bring plenty of drinks. All players are advised to warm up appropriately before each match. When not competing, players must remain off the court and not get in the way or distract officials. Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers. All team teachers must ensure their pupils are under adult supervision at all times.



MANCHESTER  
CITY COUNCIL





To be part of a team and experience the emotions of wins and losses of team sport alongside your friends, is what it feels like to be a Rugby League player.



To be a player, coach or official in our sport requires absolute and unquestioned respect to all involved. It is both expected and demonstrated widely



Honest with both yourself and others on performance, rules and integrity are key attributes of our sport.



Participation in Rugby League grows and develops self-belief progressively by building confidence and self-awareness.



No one plays Rugby League alone; you will be part of a strong social group and contribute to, as well as be supported by, them.



Determination is in the fabric of Rugby League. From its historical origins to the nature of running with the ball. Determination is at the heart.