



North West Leicestershire School Sports Partnership

Autumn term booklet 2021-22

The following competition structure will enable more individual young people to represent your school in sport or physical activity at a level that is appropriate to their interests and competencies. Each competition has been allocated to a tier, with a description of the tiers as follows. Please ensure that you are aware of the tier of competition so that you can select your teams appropriately.

Performance Competition	<p>Performance based competitions catering for the most talented athletes and teams that your school can field, subject to some eligibility criteria (e.g. National Governing Body age restrictions on competitions). These competitions are an opportunity to showcase the sporting prowess of your school and for teams to progress to County finals and in most competitions to Regional and National finals. We would advocate an 'in it to win it' approach to team selection for these competitions, however this does not mean that schools with 'weaker' sides should not enter as the local SSPAN and County Final structure will allow each school to perform at their relevant level as it has done so in the past.</p>
Development Competition	<p>A newly branded strand of competitive school sport where the focus is to increase the number of individual pupils that represent schools. These competitions provide the opportunity for less-engaged students, or those that are engaged but are perhaps less talented in traditional sports, to participate in non-traditional competitions. The ideal model for this is that the pupils that represent a school in the 'Performance Competitions' would not be eligible to play in 'Development Competitions', though we understand that there may be some crossover for smaller schools.</p> <p>This competition tier is a new addition but is mostly based on existing sports. Where previously many schools have entered football and rugby players into dodgeball competitions, we aim to limit this so that other pupils may have the opportunity to represent their school at sport, rather than the most talented few monopolising the competition offer. The number of competitions has therefore not increased, but the new focus caters for an increase in the number of individual pupils that participate.</p> <p>The structure and format of these events may differ slightly with the potential introduction of alternative scoring and adapted rules implemented to assist with the provision of a more appropriate level of competition for the participants involved.</p>
Engagement Festival	<p>Competitions / Events that have the potential for different pupils, outside of the above competition pathways to represent their school in an event that is first and foremost about taking part and developing skills through sport. (Both physical and sport-transferable skills as well as life skills).</p>



Competition Intent



Some event pages will feature a section called competition intent. These events will be run with the intent of developing one or more of the skills outlined below.

To develop character and life skills

Young people do not always see or access the wider benefits from taking part in competitive sport. This theme shows that designing a competition around the process rather than focusing on the outcome (single measure of success) can help develop the children and young people's character and life skills.

To develop different sport specific skills

A school sport competition should be a learning environment for the young people. It is very common that young people attending competitions may still need to develop their skills further. Incorporating skill development within a competition is an excellent way for the young people to learn and help them to understand how the skills link to the game itself. This can support the development of Physical Literacy for all young people and should not be seen as an approach only for younger less able pupils.

To engage new audiences

Young people have different motivations to taking part in sport. Enjoyment is the biggest driver for activity (Active Lives Children and Young People Survey, Sport England, 2019).

To improve health

If a single measure of success acts as a demotivator – utilising different approaches and celebrating success that is relative to the individual can help motivate and improve health.

To increase motivation

Young people are motivated to take part in sport and competition for a variety of different reasons. Understanding your young people's motivations is the key to this theme. Designing competitions to increase a young person's motivations is a great way to ensure they continue to participate in the future.

To foster social connections

Young people grow and mature at different rates, which has shown to impact on their performance in sport. Sport is typically played in chronological age groups but current research would suggest until the age of nine or ten, a child's month of birth can have an impact on selection within sport (relative age effect). Biological maturation is known to be a predictor of a young person's fitness and performance; young people who are advanced in maturation are likely to be identified as those with talent. However, young people who mature earlier are likely to play to their strengths (i.e. size, strength and power), meaning that they are less likely to develop their tactical and technical skills. Late maturers are often overlooked as being too small and therefore not provided with opportunities.

To develop physical skills

Sport, physical activity and competition provides opportunities for young people to develop physical literacy skills in a fun environment at a level that is appropriate to them.

To support individual development in sport

Sport can have a positive impact on developing young people as individuals. Whether a competition is for teams or individuals, there is still the opportunity to focus on individual development. This theme highlights the process of learning and values development of the young person rather than the result of the competition.



DODGEBALL FESTIVAL

Festival - Refer to page 1 and Target group below for more information

<u>Date and Venue:</u>	Year 3/4 – Monday 22 nd November 2021 @ Ibstock College Year 5/6 – Tuesday 23 rd November 2021 @ Ashby School
<u>Time:</u>	3:30pm – 5:30pm
<u>Gender:</u>	Mixed
<u>Number of Pupils</u>	Maximum of 10 pupils per school, any number of boys/girls. If you wish to bring more children please contact nwlssp@castlerocksch.uk and if possible we will attempt to accommodate this request.
<u>Intent:</u>	To engage new audiences

Target Group: Strictly for pupils who have not represented their school at (level 2) inter school competition and that you would not consider bringing to a competitive dodgeball competition.

Format

- Children will be mixed up with other schools and play against each other in a round robin format.
- Games will be played on a badminton size court.
- Matches will finish when the first team legally eliminates all opposing players. A 2 minute time limit applies to games and if neither team has been eliminated by the end of the match, the team with the greater number of players remaining will be the winners.

Rules:

The object of the game is to eliminate all opposing players by getting them OUT. This may be done by;

- Hitting the opposing player with a LIVE thrown ball below the shoulders – no head shots allowed.
- Catching a LIVE ball thrown by the opposition before it touches the ground.
- If a player is out they can return to live play if a member of their team catches a live ball.

'Live' definition

- A ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.).

Boundaries

- During play all players must remain within the boundary lines. Players may leave and enter the boundaries through their end line only to retrieve balls.

Opening Rush

- 3 balls are placed along the centre line. Players start behind the end line, touching the wall and on the official's start they 'rush' in and collect any of the balls. They must then ensure that they pass the ball backwards to a member of their team before they are allowed to strike the opposition.

Equipment: NWLSSP will provide appropriate balls for the competition.

All students must wear PE kit with all jewellery removed and long hair tied back.



DODGEBALL DEVELOPMENT COMPETITION

[Development Event- Refer to page 1 for more information](#)

<u>Dates, Times & Venues:</u>	Tuesday 23 rd November 2021 @ Ibstock College: 3:30pm–5:30pm Wednesday 24 th November 2021 @ Castle Rock: 3:30pm – 5:30pm
<u>Age Group:</u>	Year 5/6
<u>Gender:</u>	Mixed: 4 girls & 4 boys
<u>Number of Pupils:</u>	6 players on court at any one time, 8 players in a team. 2 girls and 2 boys to be on court to start a match. Maximum of 1 team per school.

Target Group: **Strictly for pupils who you would not bring to a performance event. This event is targeted at pupils who are above festival standard but are not performance standard.**

Format

- Schools will play against each other in a round robin format.
- Games will be played on a badminton size court.
- Matches will finish when the first team legally eliminates all opposing players. A 2 minute time limit applies to games and if neither team has been eliminated by the end of the match, the team with the greater number of players remaining will be the winners.
- Schools will each have three “power play” cards to use throughout the competition, these cards may say things like “start with all the balls” or “defend the bib” and can only be used once in the tournament. Only one school can use a power play at a time, if two schools both want to use a power play in the same match then the teams will decide who gets to use it by playing rock, paper, scissors.

Rules:

The object of the game is to eliminate all opposing players by getting them OUT. This may be done by;

- Hitting the opposing player with a LIVE thrown ball below the shoulders – no head shots allowed.
- Catching a LIVE ball thrown by the opposition before it touches the ground.
- If a player is out they can return to live play if a member of their team catches a live ball.

‘Live’ definition

- A ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.).

Boundaries

- During play all players must remain within the boundary lines. Players may leave and enter the boundaries through their end line only to retrieve balls.

Opening Rush

- 3 balls are placed along the centre line. Players start behind the end line, touching the wall and on the official’s start they ‘rush’ in and collect any of the balls. They must then ensure that they pass the ball backwards to a member of their team before they are allowed to strike the opposition.

Equipment:

NWLSSP will provide appropriate balls for the competition. All students must wear PE kit with all jewellery removed and long hair tied back.



DODGEBALL PERFORMANCE COMPETITION

[Performance Event- Refer to page 1 for more information](#)

Dates, Times & Venues: Monday 29th November 2021 @ Ibstock CC – 3.30pm - 5.30pm
Tuesday 30th November 2021 @ Ibstock CC - 3:30pm – 5:30pm
Wednesday 1st December 2021 @ Castle Rock – 3:30pm – 5:30pm
Final – Thursday 9th December 2021 @ Ibstock CC – 3.15pm-4pm.

Age Group: Year 5/6

Gender: Mixed: 4 girls & 4 boys

Number of Pupils: 6 players on court at any one time, 8 players in a squad. 3 girls and 3 boys to start each game. **Please note that squad sizes and gender split may be different at the County Finals.**

Maximum of 1 team per school.

Format

- Schools will play against each other in a round robin format.
- Games will be played on a badminton size court.
- Matches will finish when the first team legally eliminates all opposing players. A 2 minute time limit applies to games and if neither team has been eliminated by the end of the match, the team with the greater number of players remaining will be the winners.
- Schools will each have three “power play” cards to use throughout the competition, these cards may say things like “start with all the balls” or “defend the bib” and can only be used once in the tournament. Only one school can use a power play at a time, if two schools both want to use a power play in the same match then the teams will decide who gets to use it by playing rock, paper, scissors.

Rules:

The object of the game is to eliminate all opposing players by getting them OUT. This may be done by;

- Hitting the opposing player with a LIVE thrown ball below the shoulders – No head shots allowed.
- Catching a LIVE ball thrown by the opposition before it touches the ground.
- If a player is out they can return to live play if a member of their team catches a live ball.

‘Live’ definition

- A ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

Boundaries

- During play all players must remain within the boundary lines. Players may leave and enter the boundaries through their end line only to retrieve balls.

Opening Rush

- 3 balls are placed along the centre line. Players start behind the end line, touching the wall and on the official’s start they ‘rush’ in and collect any of the balls. They must then ensure that they pass the ball backwards to a member of their team before they are allowed to strike the opposition.

Equipment:

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Progression: TBC