



WINTER GAMES

SCHOOL GAMES

GREATER MANCHESTER SCHOOL GAMES 2017

Participants in this competition can be from the same or different schools in the borough

UNDER 16 MLD & UNDER 19 SLD TAG RUGBY COMPETITIONS

Tuesday 21ST March 2017

Broughton Park (Opening Ceremony in Outdoor Arena first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (Level 3) that will showcase the very best of competitive sport across the County.

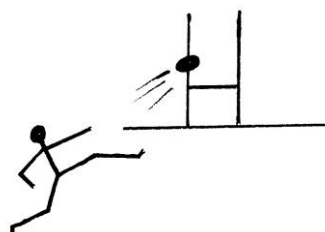
Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Winter Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





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COMPETITION PATHWAY:

In partnership with the Rugby Football Union, the Greater Manchester Local Organising Committee proudly presents the Under 16 MLD & Under 19 SLD Tag Rugby Competitions.

It is hoped that this event will encourage more young disabled people to play and enjoy competitive Rugby and be used as a catalyst for ongoing participation and development.

Tag rugby will be adopted. This is a non-contact variant of the real game, which replaces full contact, tackles with the removal of a ribbon attached by velcro on a belt worn by all players. It is played by a reduced number of players on a smaller pitch for a reduced time, allowing participants to focus on the basic core skills of handling and running.

The competition will be organised in partnership with the Rugby Football Union and will comprise of the winning school teams from across Greater Manchester (one per borough).

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Team Requirements

- Squads of 10, any seven of which may be on the pitch at any one time.
- Ideally both the MLD and SLD events will have mixed teams, but if schools can only get boys to take part then this is Ok.

SLD

These pupils with special education needs who are on the whole working below level 1 of the national curriculum their attainment generally being based on P level attainment targets (Severe Learning Difficulties).

MLD

These are pupils with special education needs who are on the whole working above level 1 of the national curriculum (Moderate Learning Difficulties).

Playing the Game

Rules

- TAG RUGBY will be played in all events.
- Teams will play on a round robin basis in pools initially leading to a knock out or appropriate final in the later stages.
- Games will last for a straight 10 minutes, with no half time. Games will start and end on a fog horn.
- Substitutions can be made at any time with the consent of the referee.
- Any player sent off for foul play will take no further part in the tournament.





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1 Method of Scoring

A try is worth 1 point. To score a try a player must carry the ball over the opponent's goal line and press the ball down on the ground.

Players are not allowed to dive over the try line. (Penalty – Free Pass to the non offending team 5 metres out). After a try has been scored the game's restarts from the centre of the field with a free pass by the non-scoring team.

2 Passing

No forward passes are allowed. A forward pass is any pass where the ball travels in the direction of the opponent's goal line.

A forward pass is penalised by a free pass being given to the non-offending team.

3 The Tag Tackle

Only the ball carrier can be tagged. A tag is simply the removal by a defender of 1 of the 2 ribbons from the ball carriers belt. The defending player who makes the tag must hold the tag above their head and shout 'tag' and along with the rest of their team, stand back on their own side allowing the attacker to pass. When the pass has been made the defender must give the tag back to the tackled player before rejoining the game.

No player can take any further part in the game without both tags being properly in place on the belt. Once tackled the ball carrier must pass within 3 seconds, and take no more than 3 strides. Failure to pass in time or within the required 3 strides will result in a free pass being awarded to the opposition.

4 Free Pass

A free pass is used to start the game from the centre of the field. At a free pass the ball is held in two hands and on the instruction 'play' by the referee, the player passes the ball to a team mate. The player taking the free pass must pass the ball and not just pick it up and run themselves.

The ball must be passed through the air and not taken from the hands of the first player. At a free pass the opposition cannot start moving forward until the payer has passed the ball.

At a free pass the opposition must be 7 metres back. A free pass will be awarded for any infringement i.e. ball in touch and will be taken from where the infringement occurred.

Following a Free pass at least 2 passes must be made before a try can be scored.

5 There are No Scrums, Lineout's or Kicking in Tag Rugby.

6 Referees

Referees will all be experienced coaches and to the best of their ability will work with teams to ensure players have an enjoyable experience.

The Referee's decision shall be final and will be upheld by the tournament organiser.





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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 & SAFETY:

Before any matches take place, the following **MUST** be read and adhered to:

- Players will not be permitted to compete in bare feet or unsuitable footwear.
- No jewellery should be worn.
- Long hair must be tied back.
- All loose clothing must be tucked in and shoelaces tied.
- No chewing gum/sweets allowed.
- It is recommended players bring plenty of liquid refreshment with them.
- All players are advised to warm up appropriately before each match.
- When not competing, players are reminded to remain off the pitch and do not get in the way or distract the officials at any time.
- Medical supplies that players may need i.e. asthma inhalers should be brought with them on the day.
- All team teachers must ensure their pupils are under adult supervision at all times, even when playing. During this time players can watch and encourage their fellow team members.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

DEADLINE FOR ENTRY: FRIDAY 3rd MARCH 2017*

***please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.**

