

NORTHAMPTONSHIRE SCHOOL GAMES RULES 2019 / 2020

KS2 INCLUSIVE: New Age Kurling – Competition rules and guidelines

Competition Format	
School Games County Finals:	Winter – February 2020
Squad Information	
Minimum Squad Size:	4 (with a minimum of 2 SEND pupils)
Maximum Squad Size:	4 (with a minimum of 2 SEND pupils)
Competition Representation	
<p>Development Competition – Sports that are designated as ‘Development’ are aimed at engaging new participants into that sport. They will be of a competitive nature. These would be different children to those who are chosen by the school to be part of the ‘Performance Competition’ competition teams or it could be a child who has not tried the development sport before but might take up the sport if given the opportunity to access it. They will not already be members of community sports clubs*, nor will they be receiving coaching (from a qualified coach) outside of school in this sport in that sport but can be members of an extra-curricular school based club. Eligibility criteria is set to engage new participants into the sport. If required extra criteria will be set on a ‘sport by sport’ basis. The events are competitive and winning will be celebrated and/or rewarded.</p> <p><i>*before September 2019. Community Club is defined as a club delivered by an external organisation. A community club may run from a school site or a community venue. A Community Club would accept members from the community as opposed to a School Club where the membership would solely be from pupils in that school.</i></p>	
Year Groups	Gender
KS2– Inclusive (Min 2 SEND pupils)	Mixed (no gender ratios)
Competition Rules	
<ul style="list-style-type: none"> • Each player delivers stones corresponding to their team colour, red or blue, towards the target at the opposite end of the court. • Stones can be propelled using any part of the body or using a pusher, providing that the player is behind the delivery line on releasing the stone. • Individuals/teams take it in turns to deliver the first stone of an end. The individual/team going first in the first end should be determined by a toss of a coin. • Each game consists of either four or six ends. An end is completed when all eight stones have been played. • A team scores one point for each stone that is closer to the centre than any opposition stone. • At the completion of four/six ends, the points scored on each end are added together. The individual/team with the highest total score wins. 	
Scoring	
<p>If the scores are level following completion of 3 ends a Tie Break is played to determine the winner.</p> <p>Win = 5 points Draw = 3 points Loss = 1 point</p>	

First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own First Aid. The Competition Organiser will brief all teachers/staff prior to the start of the competition, and will provide information about emergency procedures.

Withdrawing from a Competition

In the event your school has to withdraw from the Competition, a minimum of 48 hour's notice is required. The Competition Organiser must be contacted at the earliest opportunity. An awful lot of time and effort goes into planning and preparing competitions and therefore it is only courteous to provide as much cancellation notice as possible. Head Teachers will be notified of schools withdrawing from the competition.

Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.