

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Selection Process:	Schools Competition with Qualifiers – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition. The London Main Draw will include a qualifiers stage on the dates specified. 10 teams will qualify for the finals.		
17 th Feb- Closing date 2 nd March – Publish draw 29 th March – Competition	Crystal Palace NSC, SE19 2BB – Indoor Arena www.londonyouthgames.org/crystalpalace	Registration: 10.15-10.45 Start: 11.00 Finish: 15.00				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	9-15 male + 9-15 females		
COMPETITION FORMAT			License required	None		
Draw Format			Kit / equipment	All provided		
Seeding	None		Team managers notes	Any use of an athlete not part of the original team at registration will invalidate scoring in the event		
Match Format						
Final Positions	Teams are placed in order of total points		Events	School Year	Age	Competitor standard
Medals Awarded	1 st , 2 nd , 3 rd placed teams are awarded medals.		Athletics – Sportshall	Years 5 & 6	01/09/00 – 31/08/02	No minimum or maximum
SPORTS RULES			QUALIFIER COMPETITION DATES 29 th February – West London Finals, Osterley Leisure Centre 2 nd March – South London Finals, Canons Leisure Centre 8 th March – Central London Finals, Brixton Rec Centre 13 th March – North London Finals, Edmonton Leisure Centre 14 th March – East London Finals, Newham Leisure Centre For any queries on these competitions please contact Graeme Allan at Graeme@sportshall.org			
TRACK	FIELD	RELAY (2M + 2F)				
1 + 1 lap	Standing Long Jump	4x1 lap				
2 + 2 laps	Standing Triple Jump	4x1 lap over/under				
6 lap Paarlauf	Vertical Jump	4x1 lap obstacle				
	Chest Push					
	Soft Javelin Throw					
	Speed Bounce					
<ol style="list-style-type: none"> The competition will be run in accordance with the rules laid down by the Sportshall Athletics Association. http://www.sportshall.org/VTL/Downloads.aspx No athlete is permitted in more than 2 track, and 2 field events. In all instances, the decision of the Competition Director is final. 						
Programme and Team Declaration sheet: http://www.sportshall.org/cstm/upload/documents/downloads/Primary0910/Aviva_Sportshall_Primary_School_Pack.pdf						
Competition and Event Rules: http://www.sportshall.org/cstm/upload/documents/downloads/Primary0910/Aviva_Sportshall_Primary_Rules.pdf						
<ol style="list-style-type: none"> The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions 						

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13 th May – Closing date	Crystal Palace NSC SE19 2BB – Athletics Track	Opening Ceremony: 09.15				
22 nd June – Publish draw	www.londonyouthgames.org/crystalpalace	Registration: 09.45-10.15				
28 th June – Competition		End: 15.15	Selection Process:			
<i>If you are running late for registration contact: 07944 414 192</i>						
COMPETITION FORMAT			Squad on the day			
Draw Format	8 Round Robin groups of 3-5 teams. Group winners progress to knockout.		3 on court at all times (minimum 1F+1M). Max 6.			
Seeding	Random		License required			
Match Format	Each match is 1x10 min running clock (1 X 30 SEC timeout per teams). Neutral Court Officials will be appointed. Teams have option to provide a court monitor to record scores.		None			
Final Positions			Kit / equipment			
Medals Awarded	GOLD-Winning Team, SILVER-finalist, BRONZE-Semi- finalist Teams		Warm up basketballs not provided. Set of numbered playing bibs not provided. Match ball used: Molten/ size 5, BGR 5			
SPORTS RULES			Team managers notes			
Playing 1. Games will be played on half a court that is into one basket. 2. Only three players from each team are allowed to be on court at any one time. 3. The first team to reach 15 points with at least a two-point margin e.g.15-13 or 19-17 shall win the game. However, the maximum time for any game shall be 10 minutes running clock and the leading team at that time shall be the winner. 4. The Game Clock shall be a running clock and shall only be stopped for charged time-outs. 5. Each team is allowed one 30-second time-out per game. 6. Coaches are permitted a rolling substitution for either team & this should be as quickly as possible. 7. The maximum time for any game is therefore 11:00 minutes (10 minutes plus two 30-second time outs). An additional one minute injury time if required. 8. In the case of obvious injury a special 1 minute INJURY TIME-OUT shall be allowed. The injured player MUST be substituted & cannot re-enter that particular game at any time. 9. There are no jump balls. 10. The game starts by a ball throwing in from top of the key. For all subsequent jump ball situations the ball shall be awarded to the defensive team. The toss of a coin between the captains determines which team receives the first ball to start the game. 11. The ball will change possession after a successful field goal. 12. Whenever a ball is brought into play this shall be done from the top of the key. 13. Taking the ball back: - should a change in possession occur during play (steal, pass interception, gaining a defensive rebound, etc.) then the ball must be 'taken back' to the top of the key in front of the basket. 14. Should a team score a basket after failing to 'take the ball back' then the basket will not count & possession of the ball shall go over to the opposition, who will "take the ball back". 15. Whenever the ball is taken to the top of the key, 1 player from each team MUST check the ball. 16. There is no defence whilst the ball is being taken back to the top of the key. 17. In the event of a tie for pool position, game result between both teams will be considered first, if still a tie, then accumulate point's difference in that pool will be considered.			Events			
			Basketball (3 on 3)			
			Years 5 & 6	01/09/00 – 31/08/02	No min or max	
			Fouls			
			1. On all fouls, except a shooting foul, the team not committing the foul will be rewarded the ball from the top of the key. 2. Unsportmanlike fouls shall be penalised by one free throw plus possession of the ball whether or not the free throw is scored.			
			Shooting fouls shall be penalised as follows:			
			<ul style="list-style-type: none"> • If the basket is made, one additional free throw is awarded to the shooter. Whether this free throw is made or missed, possession goes to the defensive team who will 'take the ball back'. • If the basket is missed one free throw is only one free throw is awarded. • If the free throw scores—the ball is awarded to the defence who will 'take the ball back'. • If the free throw misses—the ball is retained by the attacking team who will 'take the ball back'. 			
			3. There is no line up for any free throws.			
			4. Teams will forfeit the game in the following circumstances:			
			<ul style="list-style-type: none"> • If they have less than three players at the start of the game. • Only have one player remaining on court during the game. • If they are persistent in unsportmanlike fouls or gross misconduct. 			
			5. A successful shot is worth two points. All successful free throws are worth 1 point.			
			6. Additional rules particularly for London Youth Games:			
			<ul style="list-style-type: none"> • No dunking permitted on portable equipment. • The score is announced after each score. • The schedule & match length is liable to change to ensure completion of the event. 			
			In case of dispute, have one player from each team shoot free throws until one player fails to score. Their team loses the dispute. This method can also be used as an alternative to a toss of a coin at the start of the game.			
			The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions			

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Selection Process:	Schools Competition – Demonstration Competition Each Borough is entitled to send their Champion Asda Kwik Cricket team in Mixed and Girls to their County Finals run by Middlesex, Kent, Essex and Surrey. 4 Teams in each competition will be selected to compete at the London Demonstration Competition.		
See County– Closing date 15 th Mar – Publish draw 28 th June – Demonstration Competition	Crystal Palace NSC, SE19 2BB (www.londonyouthgames.org/crystalpalace)	Registration: 10:15 Start: 10:30 Finish: 15:15				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	TBC		
COMPETITION FORMAT			License required	None		
Draw Format	Round Robin Group of 4.		Kit / equipment			
Seeding	None		Team managers notes			
Match Format	TBC					
Final Positions			Events	School Year	Age	Competitor standard
Medals Awarded	1 st , 2 nd , 3 rd placed teams are awarded medals.		Mixed Girls	Yr5&6	01/09/00 – 31/08/02	
SPORTS RULES						
<p>1. In Kwik Cricket winning Borough teams progress to the County finals local to their area.</p> <p>County Finals Middlesex – 20th June Surrey – 20th June Kent - 28th June/4th July (Mixed/Girls) Essex - TBC</p> <p>For 2012 LYG will stage a demonstration competition on 28th June inviting Counties to nominate a team to compete at Crystal Palace.</p>						

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9 th March– Closing date 23 rd March– Publish draw 28 th March– Competition	Crystal Palace NSC SE19 2BB 3G pitches www.londonyouthgames.org/crystalpalace	Registration 10.15-10.30 Competition from 10.30 End 15.00 Medals 15.30				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on day	6 players on pitch. Max 12 players.		
COMPETITION FORMAT			License required	None		
Draw Format	Round Robin groups (AM), top two teams in each group progress to medal competition. The remaining teams play-off for ranking.		Team Manager notes	Each team must bring a change of kit in case of colour clash. The second named team to change kit.		
Seeding	Random draw					
Match Format	Points awarded are: 3 for a win, 1 for a draw Each match will be six minutes , there is no half time. There will be two minutes between group matches.		Kit / Equipment	Shin pads compulsory. Trainers or astro boots are the only permitted footwear. No studs, bladed boots or moulded studs to be worn. Players without the correct footwear will not be permitted to play. Jewellery removed or taped to the satisfaction of the referee. Team should provide contrasting colour kit in case of clash. Match ball used: Molten, size 4 Model 171		
Final Positions	Group positions determined: points accrued, goal difference, number of goals scored, record between the two teams, sudden death penalty shootout. Teams allocated points according to their group positions (PM) if they do not reach the Knock-Out stages and final placings once they reach the Finals.					
Medals Awarded	GOLD-1 st , SILVER-2 nd , BRONZE-Semi finalists		Events	School Year	Age	Standard
SPORTS RULES			Football – Boys / Mixed	Year 5 & 6	01/09/00 – 31/08/02	No minimum or maximum
<ol style="list-style-type: none"> There are no gender restrictions in this competition. A team may be comprised of all boys, all girls or a mixed gender team. The competition will be played on the north Astroturf pitches. 2 pitches will be indoor & 2 pitches will be outdoor. Pitch allocation/ group draws for the AM competition will be done on a random basis. The start and end of matches will be controlled by a match referee's whistle. There will be no injury time. Teams must be ready to play two minutes before scheduled kick off time. The first named team will choose a goal. The second named team will kick off the match. Teams not ready to play at the scheduled time may forfeit the match, and their opponents would be awarded a 3-0 score. If a player receives a yellow card, s/he will miss the next match. If a player receives a red card, s/he shall take no further part in the competition. The decision of the Sport Organiser present, on the application of these rules, will be final. The 'roll-on-roll-off' rule applies to substitutions. Up to four substitutions can be made at any time during any match from the remaining four players, providing there are always three boys and three girls playing in the team. Substitutions can only be made during stoppages in play with the approval of the referee. Substitutions must wear a different colour top when not playing. After a goal is scored there will be a restart with a centre kick by the team who did not score. All free kicks are direct, as soon as the ball is stationary. Free kicks must be taken where the offence was committed and opponents must be two metres from the ball. Opposition players must be 2m away from where corners and under arm throw -ins are taken 			<ol style="list-style-type: none"> A one-handed underarm throw and under knee height in a horizontal or downward motion must be used to re-introduce the ball into play from throw-ins, corners, and from goalkeepers. Goalkeepers are not allowed to kick the ball from their hands to introduce the ball into play. In normal play the back pass rule applies Outfield players are permitted in the goal area. The goalkeeper may leave the goal area, however a penalty kick will be awarded against the keeper if they handle the ball outside this area. An outfield player who has received a throw from a goalkeeper cannot pass the ball directly to the goalkeeper (the ball must be touched by a second outfield player). Such action would result in the award of a direct kick two metres outside the penalty area in line with the position of the infringement. The ball is allowed overhead height. Goalkeepers are not allowed to take penalties, except during sudden death penalty shoot-outs. In the event of a sudden death penalty shootout, a coin will be tossed and the winner of the toss will decide whether to take the first penalty or take the second. The taking of a penalty will be by the 'one step rule' Foul or abusive language will be penalised by the referee at their discretion by awarding a direct free kick. The opposing team must be two metres from the ball. Sliding tackles are not permitted <p>The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions</p>			

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9 th March– Closing date 23 rd March– Publish draw 29 th March– Competition	Crystal Palace NSC SE19 2BB 3G pitches londonyouthgames.org/crystalpalace	Registration 10.15-10.30 Competition from 10.30 End 15.00 Medals 15.30				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on day	6 players on pitch. Max 12 players.		
COMPETITION FORMAT			License required	None		
Draw Format	Round Robin groups (AM), top two teams in each group progress to medal competition. The remaining teams play-off for ranking.		Team Manager notes	Each team must bring a change of kit in case of colour clash. The second named team to change kit.		
Seeding	Random draw					
Match Format	Points awarded are: 3 for a win, 1 for a draw Each match will be six minutes , there is no half time. There will be two minutes between group matches.		Kit / Equipment	Shin pads compulsory. Trainers or astro boots are the only permitted footwear. No studs, bladed boots or moulded studs to be worn. Players without the correct footwear will not be permitted to play. Jewellery removed or taped to the satisfaction of the referee. Team should provide contrasting colour kit in case of clash. Match ball used: Molten, size 4 Model 171		
Final Positions	Group positions determined: points accrued, goal difference, number of goals scored, record between the two teams, sudden death penalty shoot out. Teams allocated points according to their group positions (PM) if they do not reach the Knock-Out stages and final placings once they reach the Finals.					
Medals Awarded	GOLD-1 st , SILVER-2 nd , BRONZE-Semi finalists		Events	School Year	Age	Standard
SPORTS RULES			Football – Female	Year 5 & 6	01/09/00 – 31/08/02	No minimum or maximum
<ol style="list-style-type: none"> The competition will be played on the north Astroturf pitches. 2 pitches will be indoor & 2 pitches will be outdoor. Pitch allocation/ group draws for the AM competition will be done on a random basis. The start and end of matches will be controlled by a match referee's whistle. There will be no injury time. Teams must be ready to play two minutes before scheduled kick off time. The first named team will choose a goal. The second named team will kick off the match. Teams not ready to play at the scheduled time may forfeit the match, and their opponents would be awarded a 3-0 score. If a player receives a yellow card, she will miss the next match. If a player receives a red card, she shall take no further part in the competition. The decision of the Sport Organiser present, on the application of these rules, will be final. The 'roll-on-roll-off' rule applies to substitutions. Up to four substitutions can be made at any time during any match from the remaining four players, providing there are always 6 playing in the team. Substitutions can only be made during stoppages in play with the approval of the referee. Substitutions must wear a different colour top when not playing. After a goal is scored there will be a restart with a centre kick by the team who did not score. All free kicks are direct, as soon as the ball is stationary. Free kicks must be taken where the offence was committed and opponents must be two metres from the ball. Opposition players must be 2m away from where corners and under arm throw -ins are taken 			<ol style="list-style-type: none"> A one-handed underarm throw and under knee height in a horizontal or downward motion must be used to re-introduce the ball into play from throw-ins, corners, and from goalkeepers. Goalkeepers are not allowed to kick the ball from their hands to introduce the ball into play. In normal play the back pass rule applies Outfield players are permitted in the goal area. The goalkeeper may leave the goal area, however a penalty kick will be awarded against the keeper if they handle the ball outside this area. An outfield player who has received a throw from a goalkeeper cannot pass the ball directly to the goalkeeper (the ball must be touched by a second outfield player). Such action would result in the award of a direct kick two metres outside the penalty area in line with the position of the infringement. The ball is allowed overhead height. Goalkeepers are not allowed to take penalties, except during sudden death penalty shoot-outs. In the event of a sudden death penalty shootout, a coin will be tossed and the winner of the toss will decide whether to take the first penalty or take the second. The taking of a penalty will be by the 'one step rule' Foul or abusive language will be penalised by the referee at their discretion by awarding a direct free kick. The opposing team must be two metres from the ball. Sliding tackles are not permitted <p>The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions</p>			

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13 th June- Closing date 22 nd June- Publish schedule 28 th June- Competition	Crystal Palace NSC SE19 2BB – Borough Village londonyouthgames.org/crystalpalace	Opening Ceremony: 9.15 Registration: various from 9.45 Start Time: various from 10 Medals: 15:15				
<i>If you are running late for registration contact: 07944 414 192</i>						
COMPETITION FORMAT			Squad on the day	10 (5 male + 5 female)		
Draw Format	Primary Tri-Golf - 8 stations. Each team rotates to each station. NB: The rotations may include non-scoring stations, depending on entries.		License required	None		
Seeding	Random draw		Team Manager notes	Competitors and Team Managers must remain in the safety zone during the competition.		
Match Format	Each station: 2 minutes practice before 5 minutes play. Each team split into 2 teams of 5 so 1 team on each tee per station. Final placings decided by: Each team of 10 players will accumulate a score for each game and a total score. The team with the highest total score wins the competition. If teams are tied: the team with the greatest stations ranked first, then second, then third.		Kit / Equipment	Provided		
Final Positions	All competitors will receive certificates 1 st place: gold, 2 nd place: silver, 3 rd place: bronze		Events	School Year	Age	Competitor standard
Medals Awarded	Primary Tri-Golf - 8 stations. Each team rotates to each station.		Golf – Tri	Year 5 & 6	01/09/00 – 31/08/02	No minimum or maximum
SPORTS RULES						
<ol style="list-style-type: none"> 1. The Competition Director's decision is FINAL. 2. For more information and specific event format etc download from the Golf page on the website www.londonyouthgames.org/golf 3. A young leader will explain the game to each team in the 2 minute practice round and keep score during the 5 minute playing round 4. Each team of 10 will be split into 2 teams of 5. These 2 teams of 5 will tee of different tees in the same station. 5. The following games will be played: <ol style="list-style-type: none"> a. Bullseye b. Dominoes c. Drive for show d. Finders keepers e. Grand National f. Tunnel g. Zone ball h. Down the middle <p>The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions</p>						

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13 th June– Closing date 22 nd June– Publish schedule 28 th June– Competition	Crystal Palace NSC SE19 2BB – North Balcony londonyouthgames.org/crystalpalace	Opening Ceremony: 9.15 Registration: various from 9.45 Start Time: various from 10.00 Finish Time: latest 15.30				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	4-6 competitors (2 male + 2 female must compete)		
COMPETITION FORMAT			License required	None		
Draw Format	The coach/teacher will nominate any four gymnasts to compete on each apparatus; 2 Male and 2 Female		Team Manager notes	Teams must provide a judge for the competition - see notes below. Each team must be accompanied throughout the competitions by a minimum of one and a maximum of two coaches / teachers. The adults are responsible for the safety and behaviour of their borough team at all times. Coaches/teachers must wear full length tracksuit bottoms and suitable footwear.		
Seeding	-			Kit / Equipment	Gymnasts should be uniformly dressed in matching Borough t-shirts and shorts or leotards and tight fitting shorts. A 2.0 mark penalty will apply to teams not following this rule. <u>No</u> jewellery may be worn by coaches/ teachers or gymnasts, (coaches / teachers may wear one flat band ring the competition arena). Long hair must be securely fastened. Gymnasts have the option of wearing gymnastics slippers	
Match Format	The event will consist of a Key Steps 2 competition complete with all 3 sections: Body Management, Vault and Floor. On vault, gymnasts may perform their vault twice with the best counting toward team total. Participants must complete the routines as per the English Gymnastics Key Steps pack. All deductions, penalties, coaching points can be found within the Key Steps pack. All the marks received by team members on each piece of apparatus will count to the team score.		Events		School Year	Age
Final Positions	All the marks received by team members on each piece of apparatus will count to the team score.		Key Steps 2	Year 3 & 4	01/09/02-31/08/04	No gymnast with Silver BG membership or who competes at Main Games can compete
Medals Awarded	Gold, Silver and Bronze awarded to overall team, overall boy, overall girl, highest scoring boy vault, boy floor, boy BM, girl vault, girl floor and girl BM.					
SPORTS RULES						
<ol style="list-style-type: none"> It is the responsibility of the borough coach to ensure that when competing, the correct gymnasts are presented to the judges in the correct order. Gymnasts must not leave the competition arena during the competition, nor will spectators be allowed into the competition arena, without the permission of the head judge or the competition organiser. Failure to comply will mean the disqualification of that gymnast. Late arrivals at competition: Entry to compete will be at the discretion of the Competition Organiser. If allowed to compete, teams that arrive after their registration time will be deducted 2 points unless previous notification has been given to the Competition Organiser. <i>Failure to comply with the above rules may result in the whole team being disqualified.</i> Injury – It is the competition Organiser/welfare officer's duty not to let gymnasts continue to compete if they are showing an injury. Licenses – Gymnasts will not need to be members of British Gymnastics to participate BUT schools should ensure that adequate insurance is in place to allow their pupils to participate in this school competition. Any gymnast with Silver level British Gymnastics membership is ineligible to compete. Schools must register their school with the British Gymnastics Schools Online registration scheme to be eligible to take part. This is free of charge. Further details can be found on www.british-gymnastics.org Eligibility – Any team fielding an ineligible competitor will be disqualified. Judges – one judge per borough (min 14 years old) – must hold an Introductory Judging or Level 1 Floor & Vault judging qualification – contact info@londonyouthgames.org to train any individuals. Important Note: If Team Managers / coaches have any queries regarding a Gymnast's eligibility please contact : Mini Games Key Steps Coordinator Jessica Capelli on 07739 512 165 or jessica.capelli@british-gymnastics.org Copies of Key Steps packs can be purchased from 0845 1297 129 options 4 – Gel Gymnastics, Ltd. Unit 1 Lilleshall Hall Farm, Newport, Shropshire. TF10 9AS or at: www.british-gymnastics.org The Competition Director reserves the right to suspend/cancel the event where required by unsafe conditions. 						

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<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	4-6 competitors (2 male + 2 female must compete)		
COMPETITION FORMAT			License required	None		
Draw Format	The coach/teacher will nominate any four gymnasts to compete on each apparatus; 2 Male and 2 Female		Team Manager notes	Teams must provide a judge for the competition - see notes below. Each team must be accompanied throughout the competitions by a minimum of one and a maximum of two coaches / teachers. The adults are responsible for the safety and behaviour of their borough team at all times. Coaches/teachers must wear full length tracksuit bottoms and suitable footwear.		
Seeding	-		Kit / Equipment	Gymnasts should be uniformly dressed in matching Borough t-shirts and shorts or leotards and tight fitting shorts. A 2.0 mark penalty will apply to teams not following this rule. <u>No</u> jewellery may be worn by coaches/ teachers or gymnasts, (coaches / teachers may wear one flat band ring the competition arena). Long hair must be securely fastened. Gymnasts have the option of wearing gymnastics slippers		
Match Format	The event will consist of a Key Steps 3 competition complete with all 3 sections: Body Management, Vault and Floor. On vault, gymnasts may perform their vault twice with the best counting toward team total. Participants must complete the routines as per the English Gymnastics Key Steps pack. All deductions, penalties, coaching points can be found within the Key Steps pack. All the marks received by team members on each piece of apparatus will count to the team score.		Events	School Year	Age	Competitor Standard
Final Positions	All the marks received by team members on each piece of apparatus will count to the team score.		Key Steps 3	Year 5 & 6	01/09/00-31/08/02	No gymnast with Silver BG membership or who competes at Main Games can compete
Medals Awarded	Gold, Silver and Bronze awarded to overall team, overall boy, overall girl, highest scoring boy vault, boy floor, boy BM, girl vault, girl floor and girl BM.					
SPORTS RULES						
<ol style="list-style-type: none"> It is the responsibility of the borough coach to ensure that when competing, the correct gymnasts are presented to the judges in the correct order. Gymnasts must not leave the competition arena during the competition, nor will spectators be allowed into the competition arena, without the permission of the head judge or the competition organiser. Failure to comply will mean the disqualification of that gymnast. Late arrivals at competition: Entry to compete will be at the discretion of the Competition Organiser. If allowed to compete, teams that arrive after their registration time will be deducted 2 points unless previous notification has been given to the Competition Organiser. <i>Failure to comply with the above rules may result in the whole team being disqualified.</i> Injury – It is the competition Organiser/welfare officer's duty not to let gymnasts continue to compete if they are showing an injury. Licenses – Gymnasts will not need to be members of British Gymnastics to participate BUT schools should ensure that adequate insurance is in place to allow their pupils to participate in this school competition. Any gymnast with Silver level British Gymnastics membership is ineligible to compete. Schools must register their school with the British Gymnastics Schools Online registration scheme to be eligible to take part. This is free of charge. Further details can be found on www.british-gymnastics.org Eligibility – Any team fielding an ineligible competitor will be disqualified. Judges – one judge per borough (min 14 years old) – must hold an Introductory Judging or Level 1 Floor & Vault judging qualification – contact info@londonyouthgames.org to train any individuals. Important Note: If Team Managers / coaches have any queries regarding a Gymnast's eligibility please contact : Mini Games Key Steps Coordinator Jessica Capelli on 07739 512 165 or jessica.capelli@british-gymnastics.org Copies of Key Steps packs can be purchased from 0845 1297 129 options 4 – Gel Gymnastics, Ltd. Unit 1 Lilleshall Hall Farm, Newport, Shropshire. TF10 9AS or at: www.british-gymnastics.org The Competition Director reserves the right to suspend/cancel the event where required by unsafe conditions 						

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Selection Process:	Schools Competition – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition.		
9 th Mar – Closing date 15 th Mar – Publish draw 29 th Mar – Competition	Crystal Palace NSC, SE19 2BB – Astro londonyouthgames.org/crystalpalace	Registration:10:15 Start: 10:30 Finish: 15:15				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	6-8 (4 on the pitch at any time (2M and 2F))		
Draw Format	Round Robin Groups. Winners at groups stage progress to knock out		License required	None		
Seeding	None		Kit / equipment	Shin-protectors and mouth-guards are recommended Players of the same team should wear the same colour tops/bibs. No jewellery, baseball caps etc. It is advised that if eyewear is essential, it should be made from plastic rather than glass.		
Match Format	Match Duration will be dependent on entries and determined at the time of the draw. Points awarded are: 5 for a win, 3 for a score draw, 2 for a no score draw, 1 for loss if team has scored half as many goals as the winner, 0 for a loss.		Team managers notes	Equipment: All Equipment MUST be supplied by the teams themselves including a quicksticks ball for use in matches and a set of bibs or alternative coloured shirts. In the event of a colour clash the second name team will change		
Final Positions	Group placing determined by: points, goal difference, goals for, result of the game between the two teams, penalty strokes Positions will be determined by knock-out results or finishing position in the groups					
Medals Awarded	1 st , 2 nd , 3 rd placed teams are awarded medals.		Events	School Year	Age	Competitor standard
SPORTS RULES			Hockey Quicksticks	Year 5 & 6	01/09/00 – 31/08/02	
<ol style="list-style-type: none"> The competition shall be played according to the Rules of Quicksticks (ECB) www.playquicksticks.co.uk, unless otherwise stated. There is no goalkeeper in Quicksticks Ball – A quicksticks ball will be used Local rules, interpretations and guidance on any rules shall be provided by the Competition Director. The decisions of the Competition Director shall be final. The Match Officials have overall responsibility to ensure safety and should stop the game at once if any dangerous situation occurs. They will also exercise the overall role of assisting and developing players and officials and ensuring fair play When playing Quicksticks, all participants should adhere to the England Hockey Code of Ethics and Behaviour. A copy of this can be downloaded from the England Hockey website at www.englishockey.co.uk/respect Penalty Runs – In knock-out stages Penalty Runs will be used if Games are drawn at full time. (The rules for Penalty Runs will be as given in the Quicksticks Advisory Guidelines available at www.playquicksticks.co.uk) The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions 						

COMPETITION SCHEDULE			SQUAD INFORMATION												
Dates for Diary:		Venue:	Timings:		Schools Competition – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition.										
9 th Mar– Closing date	Crystal Palace NSC SE19 2BB –	Opening Ceremony : 9.15													
23 rd Mar– Publish draw	Netball courts	Registration: 9.45-10.15													
29 th Mar– Competition	londonyouthgames.org/crystalpalace	Start Time: 10.15		Squad on the day											
<i>If you are running late for registration contact: 07944 414 192</i>															
COMPETITION FORMAT			License required		None										
Draw Format	Round robin groups. Squad member's positions must be rotated after each game according to the rotation sheet submitted. Rotation patterns will be spot checked through the tournament.		Team Manager notes		Any team with more than 3 boys will not be able to proceed to the knock-out stages. Please note that as teams do not have to include boys within their squad all girls' teams will be expected to play against mixed teams. TM must bring 2 copies of their rotation sheet (see rule 2).										
Seeding	-		Kit / Equipment		No Jewellery or hair adornments may be worn, fingernails must be cut short and shoe laces securely tied. Set of bibs, with positions initialled front and back. Each team must provide a clearly-marked size 4 match netball. Match ball used: Molten, size 4, Model: International										
Match Format	Games will be 6 minutes one way with two minutes between rounds Points awarded for: 5 for a win, 3 for a draw, 2 for a loss if the team gains more than 50% of their opponents score and 1 for a loss. In event of a tie, groups decided by: goal difference, then goal average. In event of a tie in semi-final or final: straight turnaround and teams play for a further 2 minutes. If still level after 2 minutes the team who scores the first goal will be deemed the winners.		Events		<table border="1"> <thead> <tr> <th>School Year</th> <th>Age</th> <th>Competitor Standard</th> </tr> </thead> <tbody> <tr> <td>Netball – Hi5 (Mini)</td> <td>Years 5 & 6</td> <td>01/09/00 – 31/08/02</td> </tr> <tr> <td></td> <td></td> <td>No minimum or maximum standard</td> </tr> </tbody> </table>		School Year	Age	Competitor Standard	Netball – Hi5 (Mini)	Years 5 & 6	01/09/00 – 31/08/02			No minimum or maximum standard
School Year	Age	Competitor Standard													
Netball – Hi5 (Mini)	Years 5 & 6	01/09/00 – 31/08/02													
		No minimum or maximum standard													
Final Positions	GOLD-1 st , SILVER-2 nd , BRONZE- semi-finalists		Medals Awarded		Round robin groups. Squad member's positions must be rotated after each game according to the rotation sheet submitted.										
SPORTS RULES															
At A Glance Hi-5 Netball:															
5-a-side – normal court markings	7-9 players in a squad	2,74m (9ft) post	Size 4 Ball												
	Player Rotation	Pass or shoot within 4 seconds													
Rules															
<ol style="list-style-type: none"> All matches shall be played to the England Netball High Five Rules of the Game currently in force at the time of the Tournament, except where specific Tournament Regulations apply. Team Managers must bring 2 copies of their rotation sheet. One must be submitted to the registration desk, and the other must be used by the Team Manager on the day to ensure that players rotate correctly. The rotation pattern means that only a maximum of 2 boys are on court during a game. NB Teams with squads of 7 should not use Rotation 6 to prevent 3 boys from being on court. Any team found to have submitted an incorrect rotation sheet, whether accidentally or deliberately, cannot progress to the top half of the draw and may be disqualified from the competition. Teams must rotate positions for every new match. Rotation will continue on from the morning rounds to the afternoon rounds, semi-finals and final. No variation on the rotation will be permitted. Any team found not to be following the correct rotation will be penalised. Each match will start and finish on the umpires whistle, which will be blown immediately after the sounding of a central bell/hooter. Captains must toss prior to the start of the game and inform the umpires of the outcome. Late arriving players may not enter the game while play is in progress but, after notifying the umpires, may take the court after a goal has been scored. The player must play in a vacant position. Coaches and squad players must not move along the sidelines whilst play is underway. A match cannot be extended due to injury or illness. If a player is injured or ill, they must withdraw from the match immediately and a substitution made in order that the game may continue. If in the opinion of the Umpire the injured player should not be moved, the Tournament Organisers should be notified immediately in order that a decision on the outcome of the match be made. The Tournament Organisers reserve the right to alter, or amend the playing schedule if necessary and may make decisions on any matters arising during the tournament, including any matter not covered by the tournament regulations. The Tournament Organiser/Referees decision will be final on disputed matters. Squad Rotation Sheets available online at www.londonyouthgames.org/netball The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions 															

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Selection Process:	Schools Competition – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition.		
9 th Mar– Closing date 23 rd Mar– Publish schedule 29 th Mar – Competition	Crystal Palace NSC SE19 2BB – Stadium londonyouthgames.org/crystalpalace	Registration: 10:15-10:30 Start Time: 10:30 End Time: 14:45 Medals: 15:00				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	Min 7 Max 10 - 7 playing at any one time (Min 3M+Min3F)		
Draw Format	6 Round Robin groups of 4-6 teams (AM), group winners and the two best runners-up (8 teams) contest to knockout quarter, semi and finals. Remaining teams will contest playoffs.		License required	-		
Seeding	Random		Team Manager notes	Team Managers must sign results cards after each match. Any dispute must be raised prior to signing these.		
Match Format	Each match will consist of two halves of 5 minutes in a pool of four, 4 minutes in a pool of five with a 1 minute half time. Points awarded for: 5 for a win, 3 for a draw, 1 for a loss. If tied, a winner is decided by: average points per game, most tries scored, then coin toss will decide winner.		Kit / Equipment	Trainers only. No studded footwear of any kind		
Final Positions	Points allocated based on final positions (all teams achieving given group position e.g. 3 rd in group awarded equal points)		Events	School Year	Age	Competitor standard
Medals Awarded	1 st – gold, 2 nd – silver, semi-finalists – bronze		Rugby Tag – Mini	Year 5 & 6	01/09/00-31/08/02	No min or max standard
SPORTS RULES						
<p>The event will run in accordance with the rules of Tag Rugby published by the Rugby Football Union. This includes the following:</p> <ol style="list-style-type: none"> The Competition Director's decision is FINAL. When playing Tag Rugby all players wear a tag belt, which has two ribbons (tags), attached with Velcro. The belt is worn around the waist and on the outside of the clothing. Shirts should be tucked in. The tags are positioned on either side of the hips and teams are distinguished by the colour of the tags they wear. The object of the game is to score a try by placing the ball with downward pressure on or behind the opponents' 'goal line'. Please note that diving is NOT permitted over the try line. <p>The 'Tackle' (Tag):</p> <ol style="list-style-type: none"> Only the player with the ball can be 'tackled' (tagged), and a tag is simply the removal by a defender of one of the two ribbons from the ball carrier. Ball carriers can run or dodge potential taggers but cannot fend them off or guard or shield their tags in any way. The defender then holds the tag above their head and shouts "tag" for all to hear. Defenders are not allowed to snatch the ball from the player's hands. Once tagged the player in possession of the ball must attempt to stop as soon as possible and pass the ball within 3 strides of being tagged. Even at full pace the ball carrier will be expected to stop in 3 strides. Players are however, only allowed one step to score a try after being tagged. Note: players can pass the in the act of stopping. Immediately after the pass has been made the defender must then present the tag back to the tackled player. The defender can take no further part in the game until they have returned the tag. No player can take any further part in the games without both tags properly in place on their belt. There should be no tags on the floor at any time. Players are permitted to 'spin' away from a defender, but are NOT permitted to continuously spin (i.e. more than once in a movement) to hinder the defenders. <p>Offside:</p> <ol style="list-style-type: none"> Once a tag has been made all defenders must make an effort to get back on their side of the ball and not deliberately stand offside blocking the pass or waiting for the interception. Offside is penalised by awarding a free pass to the non-offending team. The first pass after a tag cannot be intercepted and must go to the attacking team. <p>Kicking:</p> <ol style="list-style-type: none"> There will be no kicking allowed and no conversions. <p>Substitutions</p> <ol style="list-style-type: none"> Roll on substitutions can be made. <p>The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe condition</p>						

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Selection Process:	Schools Competition – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition.		
13th June – Closing date 22nd June – Publish draw 28th June – Competition	Crystal Palace NSC SE19 2BB – Tennis Courts londonyouthgames.org/crystalpalace	Opening Ceremony 9.15 Registration 10.15-10.30 Start Time 10.30 Finish Time TBC				
<i>If you are running late for registration contact: 07944 414 192</i>			Team on the day	4 (2 boys + 2 girls)		
COMPETITION FORMAT			License required	None		
Draw Format	Round Robin Box Leagues followed by Medal knock-outs		Team Manager notes:	Team Managers are asked to bring appropriate Mini Tennis rackets with them – although spares will be available on the day. All other equipment (Mini Tennis balls and Mini Tennis nets) will be provided.		
Seeding	None		Kit / Equipment	Rackets no longer than 23" in length should be used. Mini Tennis Red felt balls will be used outdoors and Mini Tennis Red Sponge balls indoors.		
Match Format	Matches will be timed, lasting approximately 7 - 10 minutes (depending on time available and the number of entries)		Events	School Year	Probable Age	Standard
Final Positions	Teams will be allocated final positions depending on knockout and round robin position.		Tennis - Mini	Year 3 & 4	01/09/02 - 31/08/04	Players with a Mini Tennis rating of Red 1 or Orange 1 are not eligible
Medals Awarded	GOLD-1 st , SILVER-2 nd , BRONZE-3 rd		SPORTS RULES			
Competition Overview	The Year 3 & 4 Mini Tennis Red LYG/Tennis Foundation London Finals will be contested between the top 33 teams who qualify through local School Games level 2 competitions. To find out about the local competitions, contact your local School Games Organiser or if you are unsure who this is please contact info@londonyouthgames.org		Sport Rules continued...			
Standard / Eligibility	The Year 3&4 Mini Tennis Red Schools Competition is an entry level event, aimed at beginners and players new to the game, rather than an opportunity for advanced players already competing regularly outside of school. To ensure that players taking part in the competition are of an appropriate standard for the purpose / level of competition, restrictions are in place for players that have an LTA Mini Tennis Rating. Players who have a Mini Tennis Rating of 'Red 1' / 'Orange 1' or better on the date of their first event are not eligible to play in this particular competition. If you are unsure if your players could have a Mini Tennis Rating of 'Red 1' / 'Orange 1' or better please contact your local Tennis Development Manager www.lta.org.uk/in-your-area who will be happy to help you.		<ol style="list-style-type: none"> 5. Players are allowed a second serve if the first is not successful. 6. Simple numbered scoring is used i.e. 1, 2, 3, 4 etc (instead of traditional tennis scoring (15, 30, 40 etc)) 7. Players play each rubber for a set period of time, until the whistle blows. Timed Tennis is used in the majority of Mini Tennis Schools Competition whereby players play each match for a set period of time, until the whistle blows. The length of matches depends on time available and amount of entries, although it will normally be around 7 – 10 minutes per match. 8. At the end of each rubber the final score entered onto the 'Mini Tennis Match Card' and then the 'Round Robin Box Sheet' would either be; 4-0, 3-1, or 2-2 – taking into account the individual results from each of the 4 rubbers. 9. If the rubber is a draw when the whistle blows a further deciding point is to be played. 10. Box League winners will be calculated by total rubbers won. In the event of a tie in Box league positions the following will decide the positions: total points won (all matches), points difference, (i.e. subtracting total points against from total points scored) and finally result of the match between the two teams tied. 11. Mini Tennis Red is played on badminton sized courts, however, Mini Tennis courts can also be marked out on standard tennis courts, both inside and outside. 12. Rackets no longer than 23" in length should be used. 13. Mini Tennis Red felt balls will be used outdoors and Mini Tennis Red Sponge balls indoors. 14. Young leaders and officials will assist the players to score matches 15. The 'Schools Games Tennis Toolkit' is an interactive CD-Rom, which contains 40 resources and templates to assist the delivery of schools competitions. Resources can be downloaded and full copies can be ordered from: www.schoolstennis.org. 			
Sport Rules	<ol style="list-style-type: none"> 1. Each team consists of 4 players – two boys and two girls from Years 3 and / or 4. Players should be numbered 1 and 2 – with your higher ability player number 1. 2. Once the team has commenced playing a rubber there may be no substitution even in the case of injury. However a reserve can be fielded for subsequent matches in the place of an injured or ill player. 3. Each match consists of 4 separate rubbers: Boy 1 v Boy 1 Singles Boy 2 v Boy 2 Singles Girl 1 v Girl 1 Singles Girl 2 v Girl 2 Singles 4. The serve is decided by a 'toss' at the start of the rubber. The nominated person serves for the first point, it then alternates every 2 points. When serving, players should stand behind the baseline – the ball must not be bounced before being hit. The serve can be hit over or under arm. Serves should be hit diagonally, landing in the diagonally opposite service box. 		<p>The Competition Director's decision is final and reserves the right to suspend/cancel the event where required by weather/unsafe conditions.</p>			