

## PRIMARY SUMMER WEEKLY SPORT

**FUTSAL, SLOWPITCH, TOUCH, ULTIMATE FRISBEE, CRICKET TBC, VOLLEYBALL**

STARTING FRIDAY 7 MARCH 2025, FOR 6 WEEKS

Summer Weekly Sport is a weekly competition on a Friday for year 5 & 6 children. This competition is designed to provide these children with the opportunity to participate in a summer sport alongside their peers from across Canterbury. Six sports are offered at North & South Hagley Parks.

### ENTRY OPTIONS

Sporting Code	Grade Options	Venue
Cricket	Open and Girls	South Hagley Park
Futsal	Open & Girls	CNC – Netball Courts
Slowpitch	Mixed	South Hagley Park
Touch	Open, Girls Mixed	North Hagley Park
Volleyball	Mixed	South Hagley Park
Ultimate Frisbee	Mixed	South Hagley Park

### GRADE DEFINITIONS

Open – any gender combination

Girls – only girls teams

Mixed – a defined gender mix. Eg Touch – minimum of 2 boys and 2 girls on the field at all times.

### ENTRY REQUIREMENTS

All teams must be accompanied with a suitable adult, this may be a senior student. They must be able to officiate where required. We will be doing what we can to supply officials.

*If you have additional officials available, eg high school students, please let us know so we can assign them where needed.*

### GENERAL INFORMATION

Each school must have clearly identifiable playing **uniforms**. If known to wear a common colour please come prepared with bibs or an alternative strip.

Teams must come with all **equipment** required to play their sport, unless otherwise stated, eg Futsal equipment is supplied by Mainland Football, but Slow pitch is to be supplied by participant schools

**Results** process – We suggest that one scorecard be used for each game and the first team listed be responsible for supply of this. Cards are available on the PSC website for printing and while the first listed team should be responsible for the supply of this it is advisable for all teams to have a supply of

these. At the completion of each game both teams need to sign off on the score listed on the scorecard. The winning team is then responsible for the input of this score in the online system.

**Scoring** – points will be awarded as follows; win=5, draw=2, loss=1. Results will be kept but not published in case of a need for draw manipulation to ensure the best experience for all.

**First Aid** – all schools are responsible for providing all their teams with suitable ice and first aid gear and the required expertise to administer this. A mobile phone is required in case of severe injury. Please follow the guidance in the PSC Risk Management document as required.

**Combined teams** – all single gender schools are able to combine with another school to make up a mixed team as required. Should a school have limited interest they are able to express an interest to enter a combined team with another school in a similar position but these combined teams will not take the entry position of a single school entry. Please advise of these teams in the 'Additional Info' box within the entry system.

**Playing time** – it is our intention that all squad members of all teams are given equal game time. While we have squad sizes listed it is up to the individual schools to manage this number in the best interests of their students and the opposition they play against.

**Spirit of the Game** – all those associated with this event are expected to understand and align with the PSC Code of Conduct.

**Format** – all codes, except Slow pitch and Cricket (due to length of time needed for each game), will play a double round each Friday. The first game will begin at 1.30pm and the second at 2.00pm. This is to allow for more games against more opposition and to alleviate any potential problems that come from mis matches.

**Supervision** – it is each entrant school's responsibility to have suitable supervision for each of their teams. This supervision should include the ability and willingness to officiate as required.

**Defaults** – these must be avoided at all costs. In the extreme cases that these are unavoidable please ensure you have notified both your opposition and PSC prior to 1pm the day preceding your effected scheduled match. Failure to do so may result in a fine being imposed.

## CRICKET

**PLAYERS:** Open grade playing 6 a side

**FIELD SIZE:** Standard pitch length and field size.

**EQUIPMENT:** Each team is responsible for providing all playing gear, including a hard ball for the open grade, as well as boundary markers and one set of stumps.

**OFFICIATING:** One umpire from each team will umpire the entire game

**TIMINGS:** Specific timings will be finalised once entries have been completed, there is a 20minute time limit for each innings.

### GAME CONDITIONS:

All players are to be dressed appropriately, wearing similar clothing as a team, no denim or bare feet.

### OPEN GRADE:

1. One player remains wicketkeeper throughout each game and does not bowl. The other five players bowl one over each. No underarm bowling.
2. Batting order is the reverse of the bowling order with the keeper batting at any place in that order.
3. Batting order of both teams to be given to the umpire prior to game commencing.
4. Each team bats for 5 overs. There will be a 20-minute time limit for each innings.
5. See below under "points" if innings are not completed in this time frame.
6. For every "wide" bowled, 2 runs are added to the batting team's tally. For every wide bowled in the fifth over, a further ball is to be bowled as well as the 2 extra runs.
7. For every "no ball" bowled, 2 runs are added to the batting team's tally.
8. A batter who reaches 25 runs must retire immediately and may only retire if 25 runs have been attained.
9. Helmets are compulsory when batting.

## FUTSAL

**PLAYERS:** Teams are to play 5 a side futsal and we encourage no more than 8 players in a squad.

**COURT SIZE:** Played on a standard netball court.

**EQUIPMENT:** Balls, goals and vests provided by Mainland Football. Shoes must be worn and shinpads are compulsory.

**OFFICIATING:** Refereeing is to be managed by the participating teams and agreed upon prior to the match starting, eg 1 half each.

**COACHING:** Coaching from the sideline is permitted provided it is friendly and positive. Negative coaching and criticism of players by coaches, umpires or spectators must not be allowed.

**TIMINGS:** Each game will consist of 2x10 minute halves. There will be a 2 minute halftime and 5-7 minutes between games. There will be two rounds each day.

### GAME CONDITIONS:

Normal rules of football shall apply except for the following;

1. No offside.
2. When the ball goes out across either sideline, play is restarted from a kick in (important to encourage the players to place the ball on the line before kicking it in). Opposition players are encouraged to be back 3m to allow the ball to be passed in.
3. When the ball crosses either baseline, play will be restarted with either of the following - goalkeeper's throw in inside the netball (D), or a corner with the ball placed on the line in the corner.
4. A 4-second time limit will apply with kick ins and when the goalkeeper has the ball (encourages players to restart).

## **SLOW PITCH**

**PLAYERS:** Teams will play 10 a side, no more than 6 in field players, with the rest spread in the outfield. We encourage no more than 15 players in a squad and an even gender split on the field of play/in the batting line up at all times.

**DIAMOND SIZE:** 18.3m baseline distance and 11m pitching distance will be used.

**EQUIPMENT:** Teams are responsible for providing all necessary equipment to play, including helmets which are compulsory when batting (at least 2 are required per team), 12" Flexi Balls and base markers.

**OFFICIATING:** Each team is required to supply a capable, willing official.

**COACHING:** Coaching from the sideline is permitted provided it is friendly and positive. Negative coaching and criticism of players by coaches, umpires or spectators must not be allowed.

**TIMINGS:** A single game will be played for 45 minutes.

### **GAME CONDITIONS:**

Basic softball rules apply except for the following.

1. Pitching – The pitcher is to be from the batting team. Pitching is to be slow, arching above head height of the batter in its flight. The pitched ball may not rise higher than 3m above the ground. Normal strike zone applies. A team can use any number of pitchers during an innings. The pitchers must also bat each time it is their turn to bat in the batting order.
2. Batting/Base Running – runners may only advance on a fair hit, no stealing. The only exception is if forced to walk or missed strike 3. No bunting.
3. Team Composition – If a player is out they continue to bat in that innings by staying in the same batting order.
4. Substitutions – you are free to substitute at will.
5. An innings is complete when both teams have completed their turn at bat.
6. At the conclusion of the time limit the game ceases. If the team batting second is ahead, then the result at that point stands. If the team batting second is unable to complete their last turn at bat, then the result is taken from the last completed innings, i.e. when both teams had completed the same number of turns at bat.

## TOUCH

**PLAYERS:** Teams play 6 a side touch and we encourage no more than 12 players in the squad. A mixed team must have at least 2 girls on the field at all times.

**FIELD SIZE:** Standard touch fields will be used.

**EQUIPMENT:** Size 3 ball is to be used. Teams are responsible for providing all equipment required to play. The first listed team is responsible for 'coning' (four corners & each side of halfway) their first field of play and leaving these set up for both rounds each week.

**OFFICIATING:** Refereeing is to be managed by the participating teams and agreed upon prior to the match starting, eg 1 half each.

**TIMINGS:** Each game will consist of 2x10 minute halves. There will be a 2 minute halftime and 5-7 minutes between games. There will be two rounds each day.

### GAME CONDITIONS:

More in-depth rules are available on the Touch Canterbury website; [www.touchcanterbury.co.nz](http://www.touchcanterbury.co.nz).

Change of Possession- If a change of possession, play restarts with a ROLL BALL

1. Ball dropped to ground
2. Dummy Half touched while in possession
3. 6th touch
4. Dummy Half places ball on or over score line
5. Incorrect roll ball or tap
6. Ball on or over boundary

Roll ball - At the roll ball the Referee shall indicate the touch count.

1. Position at the mark where the touch was made
2. Face attacking score line
3. Without delay roll the ball backwards between the legs a distance of not more than 1 metre
4. Dummy Half must pick up the ball cleanly and without delay

Touch -

1. A touch can be affected by either a defending player or by the player in possession
2. A touch counts on the ball, hair, or clothing
3. After 6 touches a change of possession shall take place

Penalty infringements - At a penalty play restarts with a TAP to the non-offending team

1. Forward pass
2. Touch & pass
3. Performing a roll ball prior to being touched
4. Performing a roll ball off the mark
5. Using more than minimum force to affect a touch
6. Claiming a touch when the touch was not affected
7. Defender offside at roll ball – 5 metres
8. Defenders offside at tap – 10 metres
9. Playing more players than the allowable number
10. Incorrect substitution

11. Delaying play
12. Obstruction
13. Misconduct

To perform a tap

1. Ball must be placed on the ground at the mark
2. Ball must be released from both hands
3. Ball is tapped with either foot a distance of no more than 1 metre
4. Ball must be picked up cleanly

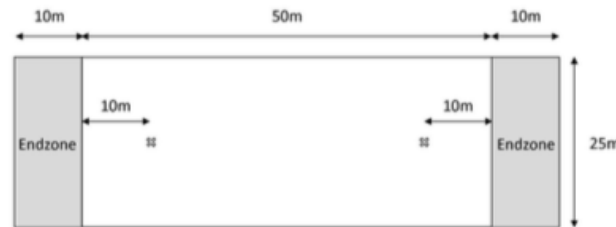
To Score a Touchdown

1. Ball must be placed on or over score line
2. Ball does not have to be released to score a touchdown
3. Dummy Half is not permitted to score touchdowns
4. If a touch is made as the ball is being grounded the touch counts
5. If a touch occurs in the touchdown zone, play restarts 7 metres infield from score line.

## ULTIMATE

**PLAYERS:** Team play 6 a side ultimate with at least 2 girls on the field at all times.

**FIELD SIZE:** 25m wide x 70m long, which includes two 10m endzones.



**EQUIPMENT:** Each team is responsible for providing all playing equipment, including a suitable frisbee. The first listed team is responsible for 'coning' (four corners & four endzone corners) their first field of play and leaving these set up for both rounds each week.

**OFFICIATING:** Players are responsible for their own foul and line calls. Players resolve their own disputes.

**TIMINGS:** Each game will consist of 2x10 minute halves. There will be a 2 minute halftime and 5-7 minutes between games. There will be two rounds each day.

### GAME CONDITIONS:

1. Starting play - each point begins with both teams lining up on their endzones. The defence team throws ("pulls") the disc to the offence. It is not a turnover if the receiver drops it here. Pulls are long throws to give the defence team a chance to get down the field soon enough to stop the advancing offensive team.
2. Scoring – a point is scored when a player catches a pass in the defence's end zone. Play starts again after each score. The teams exchange ends. The team who just scored remains in that end zone and the opposing team takes the opposite end zone.
3. Movement of the disc – the disc may be thrown in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc has ten seconds to throw the disc. The defender guarding the thrower counts out the ten seconds.
4. Change of possession – when a pass is not completed (e.g. out of bounds, drop, block, intercept, stalled – see below) the defence immediately takes possession of the disc and becomes the offence.
5. Substitutions – teams are allowed to substitute players during a point.
6. Non-contact – no physical contact is allowed between players. A foul occurs when contact is made.
7. Fouls – a foul is the result of contact between players. When a foul disrupts possession, the play resumes as if the possession is retained. If the player committing the foul disagrees with the foul call, the play is redone.

### TURNOVERS:

**Throw away** – the thrower misses his target, and the disc falls to the ground

**Drop** – the receiver is not able to catch the disc

**Block** – a defender deflects the disc in mid-flight, causing it to hit the ground

**Interception** – a defender catches a disc thrown by the offense



**Out of bounds** – the disc lands out of bounds, hits an object out of bounds or is caught by a player who lands out of bounds or leaps from outside the playing field

**Stall** – a player on offence does not throw the disc before the defender has counted out ten seconds.



## VOLLEYBALL

**COURT:** Doubles badminton court size. Net height approximately 2.13metres.

**EQUIPMENT:** Schools to provide match balls

**PLAYERS:** Six players on the court with up to 2 subs. No more than 3 boys on the court at any one time in mixed teams.

**RULES/GAME CONDITIONS:** Normal volleyball rules apply apart from the following:

1. **Serve** - Underarm serve from behind baseline. A serve can **NOT** be attacked or blocked. A server may serve overarm; however a server can only serve 3 in a row.
2. **Rotation** - Players rotate clockwise one position **AFTER** winning the right to serve. Players also rotate clockwise one position after three points in a row from serves by the same player.
3. Ideally 21 min (depending on number of games/teams).
1. Best of three sets (play the third even if one team is up 2-0). If the score is tied at the end of a set play continues until one team is ahead by one point.
2. Each set may be 7 mins. Switch ends after each set (straight swap as no time allowed between).

**BALL HANDLING:** There must be a minimum of two contacts, however three team contacts (dig/set/spike) to build an effective attack are encouraged. First contacts that accidentally go over the net are not to be considered a fault.

**HANDLING FAULTS:** Unless a ball is 'caught', don't call handling faults.

**NET & FOOT FAULTS:** Net & Foot faults are called. Penalty- loss of rally.

**SCORING:**

1. Rally point scoring.
2. Each serve/rally is worth a point, regardless of which team is serving.