A picture containing chart

Description automatically generated

Girls Football

**DATE 4th November 2021**

**1pm-3.30pm**



**VALUES**

**During School Sport Partnership experiences pupils are challenged to demonstrate the School Games values.**

Target Audience

These events are for pupils who enjoy friendly competition but don’t want to solely focus on winning and losing, instead they include a focus on the School Games Values.

Year groups

Year 7-8

venue

Long Stratton Leisure Centre, 3G pitches.

Intent

To develop character and life skills.

Reframing Competition

Pupils will use spiriting scoring to mark other schools whilst playing friendly matches.

Leadership Opportunities

**Engage Primary leaders by:**

* Using leaders to act as ‘Spirit Captains’ to lead discussions with young people.
* Using leaders to lead your event (warm up/cool down).
* Using leaders to demonstrate tasks in pre-event practice.
* Using leaders to record match day results.
* Using leaders to take photographs for use on social media to celebrate school involvement in the School Games.

How to Enter

This is an open entry event open to all schools in South Norfolk SSP. Please enter via the SSP website [www.southnorfolkssp.co.uk](http://www.southnorfolkssp.co.uk) or contact L Goodswen [l.goodswen@fehs.set.education](mailto:l.goodswen@fehs.set.education)

**Determination –** Determination is about the journey you go on to achieve your goals.

**Passion-** Giving it 100%, putting your heart and soul into the game and never giving up.

**Respect-** For the referee, for the opposition, for your teammates and for yourself.  Treating others politely and with understanding.

**Honesty-** Honesty with others and with yourself.  Having the courage to do the right thing what you know is right.

**Self-Belief-** Have the self-belief and confidence in yourself to succeed and reach your personal best.

**Teamwork-** Treating everyone equally, supporting each other and working together to have fun and achieve at your very best level.





Event information

* Teams playing against each other in a round robin format.
* The teams finishing in the same position in each group will play off for the overall position.
* Good sportsmanship will be expected from all players, staff and spectators.
* **Unfortunately, we are unable to accommodate parent spectators at this event.**

Match information

* All matches will be refereed by volunteers. The referee’s decision is final.
* All matches will be 8 continuous minutes (no half time).
* It is suggested that team mangers rotate players around different positions and give players equal playing time.
* Roll on roll off substitutes can be made when the ball is dead (e.g. In the goalkeepers arms) with the referees permission.
* Sliding tackles are not permitted (a free kick will be awarded to the opposition).
* There are no overhead height restrictions.
* Goalkeepers must not leave the goal area and outfield players must not enter it. If a goalkeeper leaves the area or an outfield player enters the area and deliberately affects play, then a penalty will be awarded.
* Pass backs to goalkeepers are allowed.
* Goalkeepers can only roll the ball out below waist height (no kicking from hands, drop kicks or volleys).

Scoring

* Teams are awarded the following points depending on the outcome of the match (Win= 3 points, draw= 2 points, lose= 1 point).
* Additional Match Spirit Scoring- Teams will rate their opponent on all six spirit of the games values. Each value has been given a score from 0-5 with the ‘most spirited’ (highest scoring) team being announced at the end of the event. Remember a score of 3 is considered a good score. A score of 5 means they did something exceptionally well.
* At the end of the group stage if there is a draw on points, goal difference will be used to separate teams followed by total goals scored and then the head-to-head result between the teams.
* Final placing matches- in the event of a draw at the end of full time then 2 minutes of golden goal extra time will be played, if there is still no outcome then the best of 5 penalties will determine the winner. A coin will be tossed to decide who take the 1st penalty. Penalties will be taken alternatively by each team. If there is no clear winner once each team has taken 5 penalties, then sudden death penalties will be taken. Only players on the pitch at the end of extra time will be eligible to take penalties including sudden death.

Team Size

* Squads of 10 with 7 players to start each match.
* Schools may enter a maximum of 2 teams from year 7-8.
* More may be allowed if numbers are low.

Equipment

Schools must bring their own

* Football.
* Bibs
* Players must wear shin pads covered by socks.
* Players should wear trainers, Astro trainers or boots with moulded studs- No studded boots or metal blades.
* Hair should be tied back, and jewellery removed.

Certificates

All schools will be sent a participation certificate for each pupil that has taken part in the girl’s football event. Schools will also be provided with sportsmanship award certificates for pupils who have demonstrated any of the **School Games Values.**

The winning team will receive medals and certificates and the second and third placed teams will receive certificates. The team who is most spirited will be announced at the end of the event these pupils will be awarded South Norfolk SSP School Games T-shirts.

Spirit Scoring

The spirit scoring is designed to be used alongside the competition. The recommendation is that young people lead the process of scoring their opposition. Once a team has competed in a match/ game, it is recommended that the team discuss their opponents spirit using the scorecard and descriptors.

Each value has a score 0-5 and the young people should decide what score their opposition should receive for each of the School Games values. On completion, the scorecard is given to the leaders who will keep a tally of the scores and announce the winner alongside the competition winner at the end of the day.

The School Games values can be used to focus on the process of the competition (the learning opportunities) and not just the outcome (result). By introducing spirit scoring to our event, we hope it results in greater learning opportunities for young people. A template scorecard can be found below.

A picture containing timeline

Description automatically generated