

ENTRY DATES

Document Version: 2

Team closing date: Thursday 14 March 2019

i Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry.

Publish team entries: Friday 15 February 2019

i This date is when London Youth Games publishes which Boroughs are entered in the competition and the school team representing.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Tuesday 26 March 2019
Redbridge Sports Centre, IG6 3HD

Registration: 10:00 to 10:30

Competition: 10:45 to 14:30

TEAM INFORMATION

Any Licence, minimum grade or standard required?

This competition is for SEND players only.

This is an entry level event, aimed at beginners and player new to the game, rather than an opportunity for advanced players already competing regularly outside of school.

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 4

Maximum: 6

Event

Likely School Year

New Age Kurling Y34

Year 3 & 4

HOW TO ENTER

Competition Type: Primary Schools

How to enter: For schools competitions the SGO will coordinate entries. Teams are submitted online.

KIT AND EQUIPMENT

Kit & Equipment:

- New Age Kurling Stones (standard or superior) will be provided.
- Ramps are not provided.
- The game is played down half a length of a badminton court (approx. 6 metres)

Team Manager Notes:

- Team Managers can make up to 2 substitutions per match after completion of an end, substitutions cannot be made for a tie break.
- Teams are encouraged to include at least 1 male and 1 female player. Note: Single sex schools will be expected to play against mixed teams.

ABOUT THE COMPETITION

Competition Format	<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.• Each game consists of three ends (dependent on time this may be four).• An end is completed when all eight stones have been played.• A team score one point for each stone that is closer to the centre than any opposition stone.• At the completion of three/four ends, the points scored on each end are added together.• The team with the highest total score wins.• Points awarded for a win = 3 for a draw =1, loss = 0.• Groups are decided on: most games won, highest points (teams stones for), points difference (teams stones for minus other teams stones against).
Draw Format	Round robin groups of 3-4 teams. The winners of each group the best runners-up (eight teams) will progress to knockout.
Seeding	None
Final Positions	Points allocated based on final positions (all teams achieving given group position e.g. 3rd in group awarded equal points).
Medals	GOLD: winners. SILVER: runners-up. BRONZE: 3rd place

SPORT SPECIFIC RULES

1. The game will start with a coin toss where the person winning the toss will have the option of deciding either who will play the first stone or which colour stone they wish to play with.
- 2.. Once it has been decided who will go first in the first end, the player will alternate at the start of each subsequent end. During an end all players will take it in turns to deliver their stones until all stones have been played.
3. The stones may be played by the use of a pushed, by had or by use of ramp. Any form of pusher may be used but must not exceed 125cm in length when fully extended. Ramps can be used assist the delivery of the stone for participants who are unable to push the stone unaided.
4. The target has concentric circles in red, white and blue - this is the scoring zone. The outer white sections of the target are not included in the scoring zone.
5. The stone which is within the scoring zone and closest to the centre of the target is deemed to be 'scoring'. Other stones of the same colour as the closest stone will score if they are also in the scoring zone and are closer to the centre than any of the opponent's stone. (Scores possible in a single game for any one end are: 0-0, 1-0, 2-0, 3-0 or 4-0).
6. 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. Teams take it in turns to deliver the first stone of an end.
7. A stone is ruled dead and taken out of play if:
 - It goes beyond the target mat area.
 - It lands upside down.
 - It lands under the target.
 - It rebounds from an object outside of the court.
 - It is delivered before an opponent's stone comes to rest
 - The player commits a foot fault.
- 7.The Competition Director reserves the right to suspend/cancel the event where required by unsafe conditions.