

# VIRTUAL PRIMARY RUGBY LEAGUE (Y56)



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## ENTRY DATES & HOW TO ENTER

Document Version: 1

<b>Intention to Enter:</b>	Friday 15 <sup>th</sup> January 2021	i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.
<b>Submit Entry:</b>	Friday 26 <sup>th</sup> March 2021	i. Deadline for School Games Organisers to submit their school and relevant competition score.
<b>LYG Publish Results:</b>	Friday 23 <sup>rd</sup> April 2021	i. This date is when LYG will publish the London-wide results.

For schools competitions the School Games Organiser will co-ordinate entries. Entries are submitted online.

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## TEAM INFORMATION

<b>Age:</b>	Primary	<b>Likely School Year:</b>	Y56
<b>Gender:</b>	Mixed		
<b>Team Size:</b>	Minimum: 10 (top 10 scores for each school to be submitted to your SGO).		

Although only 10 scores are submitted to LYG, we encourage as many young people to take part in the Rugby League Activities as possible.

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## COMPETITION INFORMATION

<b>Competition Intent:</b>	To develop physical skills
<b>Competition Format:</b>	Each school will participate in 10 activity stations and record their scores. The top 10 scoring pupils will be recorded and an average for each school will be formed.
<b>Final Positions:</b>	SGO's will submit their top scoring school (based on their average) onto the London Youth Games. LYG will then form a London-wide leader board.
<b>Medals:</b>	Top 10 pupils for the top 3 schools across London will receive Gold, Silver & Bronze

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## SUGGESTED SPACE, KIT & EQUIPMENT

We appreciate schools have varied provision, therefore the details of equipment and space below are suggestions. Schools are encouraged to use alternative resources if those listed below are unavailable to them.



# VIRTUAL PRIMARY RUGBY LEAGUE (Y5&6)



- Space:** These activity stations can be completed indoors or outdoors.
- Kit & Equipment:** Ensure all participants are wearing suitable footwear and clothing to complete physical activity. If completing the activities outdoors, please ensure you wear extra layers where needed.
- Kit & Equipment:** Suggested equipment for stations:
- Coloured Cones
  - Rugby Balls and/or a Round Ball (e.g. Football or Netball)
  - Beanbag
  - Hoop
  - Stopwatch/Timer

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## SPORT SPECIFIC RULES

### SET UP AND STATION ACTIVITIES

1. Schools will need to complete a series of RFL skills challenges. For the London-wide competition you need to complete all 10 challenges across 5 stages.
2. You can find clear diagrams [here](#) for setting up your challenges and the equipment needed for each stage.
3. All students taking part will need to have their score/time recorded by another student or teacher.
4. Students will be required to complete the following challenges to contribute to the London-wide competition.
5. Please find the information for all challenges and scoring on the RFL resource document [here](#).

#### Stage One:

- Activity 1: Pick Up Put Down Challenge**  
Scoring – Complete a sequence of 10 cones and record the time.
- Activity 2: Score a Try**  
Scoring - Each pupil has 40 seconds on the activity to score as many points as they can.

#### Stage Two:

- Activity 1: Raise the Level**  
Scoring - Record the time taken to complete the sequence.
- Activity 2: Slalom Carry**  
Scoring – Record the time.

#### Stage Three:

- Activity 1: Colour/Number Reaction (Sequence)**  
Scoring - Points awarded according to the number of correct sequences they complete.
- Activity 2: Collect Your Rebound**  
Scoring - Each pupil has 6 attempts. Record score for each successfully collected rebound.



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## Stage Four:

**Activity 1: Counter Balance Pick-Up**

Scoring - Record the maximum distance achieved as the result.

**Activity 2: Passing to Target**

Scoring - Complete the activity for 40 seconds. Record the score accordingly for each completed pass AND catch.

## Stage Five:

**Activity 1: Loose Ball Pick Up and Ground**

Scoring - Record the time taken to complete.

**Activity 2: Kicking to Target**

Scoring - Each pupil has 5 kick attempts. Record the score accordingly for each successful kick between the targets.

## SCORING

1. Scoring instructions for each station can be found on the RFL resource document and outlined above.
2. Schools must use the [Scoring Spreadsheet](#) to collate their top 10 students scores. The spreadsheet will work out an average score overall for each school.
3. The top 10 students will contribute to their schools total score. SGO's will then form a borough wide leader board and the winning school and their spreadsheet will be submitted to LYG.
4. Schools will also be required to submit an [Participation Spreadsheet](#) to their SGO's to record all students that took part.
5. SGO's will be then required to submit an Overall Borough Participation to LYG by the deadline.
6. The winning school from each borough will then form a London-wide leader board which will then produce a 2021 LYG Virtual Primary Rugby League Champion. GOOD LUCK!

