

Youth Sports Camp

6 – 8th Dec
2019



1 Table of Contents

2	Camp Dates	3
3	Who may attend?	3
4	Numbers	3
5	Cost.....	3
6	Accommodation	4
7	Team Managers	4
8	Devotions	4
9	Information	5
10	Game Rules	7
10.1	Major Codes	7
10.2	Other Codes	15
10.3	Minor Codes	18
11	Points	18
12	General.....	19
13	What to bring with.....	19



Youth Sports Camp

2 Camp Dates

Friday evening Dec 6th sports starting at 9pm to Sunday 8th Dec finishing with a prizegiving around 3pm.

3 Who may attend?

Competitors need not be regular members of your youth group or church fellowship. All competitors, except where special permission has been granted by the Sports Organising Committee, must stay at camp.

It must be understood that though this is a Sports Camp it also has a strong spiritual emphasis and we expect folk, including local Waikato people, to attend the 3 devotion sessions regardless of their commitments. People coming for sports and absenting themselves from devotions will be severely penalized and ineligible from further activities and competition.

Speaker: Stephen Matai'a *word of life church*

4 Numbers

Maximum Team Members – 40 (including Managers)

Minimum Team Members – 30 (at least 12 need to be girls)

Two thirds of your team must be between the ages of 13-19. One third of the team can be 20 or over. No Extra people can register during camp unless their name is on the original list (or are taking someone's place). **No casual meals!** Make sure your church members know this.

We will accept anyone who has just turned 20 to be counted as Youth. If a player has turned 20 from the 1st Oct during the year of sports camp they will be classed as youth.

5 Cost

	13 and over	5 – 12 years	4 & Under
	Teen/adult	child	child
Not tenting	\$125	\$70	FREE
Tenting	\$100	\$70	FREE

One free team manager with a team entry.

One free adult if payment received prior to camp.

There is a cost of \$10 per person for those with special diets gluten, dairy and vegetarian allergies which will be added to the team invoice.



6 Accommodation

Cabins will again be available for the women (they will need to bring linen). Male competitors will need to bring their own tents, mattresses or stretchers. We will allocate team tenting areas for each group.

Caravan power points are available if requested but you will need a caravan lead and current Warrant of Fitness

For groups not able to supply their own accommodation, please contact the Totara Springs office for options available to their team. *We are unable to accommodate all teams asking for assistance. Please seek to find tents for your male members.*

Extra accommodation rooms (with no linen) may be available on request, but these are limited and will need to be requested early. Rooms can sleep between 2 – 5 people so if requested we will need to know for how many. Lodges has shared bathroom facilities with other rooms. Motels have their own bathroom facilities. For the weekend Lodges \$100 per room and Motels \$130 per room.

7 Team Managers

We would request each team has at least one Team Manager (25 years or older) to help in the areas of making sure all team members are at devotions, bedtime behaviour, and communication with sports camp coordinator. This person must come with any team that has team leaders under the age of 21. We anticipate the Team Managers to be mature people, recognised by church leadership, preferably not involved in physical sports. These managers are included in the allocation of 40.

The pool will be closed at midnight and Curfew for everyone at night is 12am. Please ensure your team adheres to this!

8 Devotions

Attendance at all three camp devotions is compulsory for the whole team, Team Managers to ensure that their team adheres to this!!



9 Information

1. We are grateful for the excellent behaviour of all groups over the past years and are confident that such considerate and sporting behaviour will continue.

2. No Smoking please in any buildings, tents and caravan area. There is a smoking area behind the motels. Alcohol and drugs are not permitted on site.

3. Sports are to be played in a two thirds ratio. Numbers below are the minimum number of youth needed: Basketball (3), Bowls (3), Hockey mens (6), Hockey womens (5), Indoor Hockey (3), Indoor Soccer (2), Netball (5), Rugby (5), Soccer (7), Softball (6), Touch mens (4), Touch womens (4), Totara Tag (3), Volleyball (4), Wallball (3).

Any sport that has 2 players: Croquet, Pentaque, Darts, Table tennis, Archery, Shooting and Golf may have 1 youth and 1 adult. Athletics needs 4 males and 4 females of which a team may have 1 adult males and female. Cross country can have 1 adult male and 1 adult female.

4. The following sports have these agreements

- a. Rugby teams are restricted to males and Netball teams to females.
- b. Softball, Wallball and Soccer are mixed teams. Softball and Wallball must have at least 2 women, Totara Tag & Soccer at least 3 women. Athletics needs 4 men and 4 women.
- c. Croquet, Darts, Golf, Petanque and Bowls may be a mixed or single sex team in any ratio.
- d. Volleyball, Basketball, Hockey, Indoor Hockey, Indoor soccer, Table Tennis and Touch Rugby provide competition for separate mens and womens teams.

5. Replacements during games according to rules of that particular code, or by agreement of opposing captains and referee.

6. Referees are not infallible but they guarantee to be quite impartial and you must respect their decisions on the field. However, if you have a complaint you may go to the referee's office within 1 hour of a game and a final decision will be reached by the Sports Organising Committee.

7. Where both men and women are participating, consideration should be shown to women (eg speed of pitching in softball.) Inconsiderate play may be regarded by umpires as an infringement.

Youth Sports Camp

8. Punctuality is essential. Teams must make themselves familiar with draws and playing areas as rostered. Lateness may be penalized, teams will be defaulted if they do not turn up (there will be no changing times). In all games, including semi finals and finals, teams must be ready to play within 5 minutes of the hooter.

9. Because of the large numbers of games, it must be clearly understood that there may be clashes of sports, so teams may have to field an alternative team. Should teams from one group reach semi finals or finals in more than one code drawn to play at the same time, an causing a clash on players time, the organisers will do all that is possible to accommodate that group. If however a change of time cannot be arranged, it is the group's responsibility to field a substitute team rather than default.

10. If in the event of a default in the semis, the next highest qualifier will be invited to play. The defaulted team loses the semi final points.

11. This year will be a 10 team competition. So all codes will have two pools of three teams and one pool of four teams, every team is guaranteed to have two matches per code. For each sport we have a count back system to decide which team goes to the semi final if pool has two or three team tied on points.

12. Teams must be chosen from registered names. Players will not be Eligible to compete in any sports *unless wearing wrist band* (*this will be enforced after breakfast on Sat*).

13. Car Parking - cars *may not* be parked in the tent area. Vans or trucks used for sleeping must have a clear 3 metre space around them (fire regulation).

14. We would like as many groups as possible to pay with one payment – that means you would need to collect everyone's money prior to camp and then make one payment. To make it worth the effort, we will let one Team Leader in **free** if they bring the pay in one lump sum prior to camp!

15. A 10% fee may be charged if there is any overdue balance BY Wednesday after camp.

Please pray for a spiritual impact during this weekend. We are all looking forward to a great weekend

Andrew Lind
Ministry and sports Manager



10 Game Rules

10.1 Major Codes



- **Basketball - Men's and Ladies competition**

Team - 5 players, only 2 adults on the court at any one time.

Game - 8 minute halves. Semi and Final will be 2 halves of 10 minutes.

- All players must have visible numbers that are written on the score sheet before the game is started. (Totara Springs bibs available).
- Running clock game.
- One time out per half, but it cannot be taken in the last minute of the game.
- Rolling subs must be done from halfway.
- Players are allowed 4 fouls during a game, on the 5th foul they are replaced and cannot play for the rest of that game (but can play in future games).
- Only 7 team fouls are allowed in 1 half. Any fouls after that will result in two free throws to the opposing team plus they will get the ball back on half way. The shooting team can choose any player to take the shoots.
- Shooting Fouls – If a player is fouled while shooting & the basket is made, the team will be awarded 3 points, then opposition ball at the baseline. If the player is fouled while shooting and does not make the basket the player will be given the two points and the opposition gets the ball at the baseline.
- If a draw in semis or Final then an additional 2 minutes overtime of play to determine the winner. If still a draw play another 2 minute overtime.

Youth Sports Camp

- **Hockey - Men's and Ladies competition**

Team (Men) - 9 players, only 3 adults on the field at one time. Unlimited subs.

Team (Women) - 7 players, only 2 adults on the field at one time. Unlimited subs.

Game- 8 minute halves. Semi & Final will be 2 halves of 10 minutes.

- No hacking, obstruction or dangerous play. High balls may be penalised.
- No hitting with the back of the stick. The ball cannot hit a players foot.
- A stick cannot be swung above the head near players.
- A goal is counted if it comes off an attacking players stick in the semi circle.
- No Goalie only a kicking back.
- If a penalty is given inside the 20m attacking line a player may not directly hit the ball into the semi circle it must either travel 5m first by being dribbled or passed before going into the semi circle.
- In the round robin if a penalty is given in the semi circle (penalty corner) the ball will be placed on the dotted arc and must either travel 5m first by being dribbled or passed before going into the semi circle.
- In the semis and Finals penalty corners will be played for penalties in the circle. These are used as a count back if the scores are tied.
- If a **draw** in semis and Final then the team that has the most penalty corners will be the winner. If that is a tie then the 1st goal scored will be used to find the winner. If no goals were scored then 1st penalty corner will be used.
- Mouth Guard and Shin pads are recommended.

- **Netball - Ladies only**

Team - 7 players, only 2 adults on the field at one time. Unlimited subs.

Game - 8 minute halves. Semi and Final will be 2 halves of 10 minutes.

- Normal Netball rules apply.
- Bibs will be supplied by Totara Springs but teams can provide their own bibs.
- If a draw in semis or Final there will be additional time of 2 minutes each way overtime. If it is still a draw the game continues and the first team ahead by 2 goals will win.

- **Rugby- Men only**

Team - 7 players per side, only 2 adults on the field at one time.

Unlimited subs.

Game - 8 minute halves. Semi and Final will be 2 halves of 10 minutes.

- Rules as for Sevens Tournament Play.
- Golden oldies scrums - scrums are uncontested.
- Any footwear allowed. Bare feet not permitted.
- Any red cards must be reported to the refs office who will decide if a punishment is needed.
- If a **draw** in semis and Final the first try will determine the winner. If no tries then the first points will determine the winner.
- Mouth Guard Compulsory (can be bought in the office for \$7)

Youth Sports Camp

- **Soccer - mixed competition**

Team - 10 players (must include a minimum of 3 women), only 3 adults on the field at one time. Unlimited subs.

Game - 8 minute halves. Semi and Final will be 2 halves of 10 minutes.

- No off sides otherwise normal soccer rules including NO pass backs.
- If a draw in semi finals the game is decided by 5 penalty kicks per team. This to be held at a time decided by captains of the teams, if no time can be agreed to it will be at the start of Lunch on Sunday. Taken by 5 individuals, one must be a women and only one adult is allowed. The goalie may come from the group of 5 and take a kick. You cannot change the goalie but they do not need to have been in goal during the game. If equal after the 5 kicks the teams go into sudden death so the penalty kicks continue in the same kicking order by the same players.
- If a **draw** in the Final, the first team to score will be the winner. If no team scored and both teams agree there will be a penalty shoot out. If there is no time for a penalty shoot out then it will be a shared trophy.
- Shin pads strongly recommended.

Youth Sports Camp

- **Softball – mixed competition**

Team - 9 players (must include a minimum of 2 women) and only 3 adults on the field at one time.

Game - Innings will cease at the end of the ½ hour hooter. If the team batting 1st is batting when the hooter sounds then there will be a Count-back to last completed innings. If the team batting 2nd is batting when the hooter goes and they are ahead on runs they win, if they are behind or tied then there will be a Count-back to last completed innings.

- 2 out, side out.
- 2 strikes and 3 balls.
- Strikes hit over flags are automatically a homerun.
- If a draw in the semis the Umpire will look back at each completed innings to find the winner. If each innings is tied then we will record and use the bases hit (when a batter hits the ball and make a base that's 1 tally per base, eg base 2 would be 2 tallies etc). It is only recorded for a hit (not a walk or a steal).
- If the base hits tally total is the same both teams will send in 2 male and 1 female for a bat and count how many bases they get around until they are out. The team with the highest total will go to the Final. As the batter runs it will be treated like a forced run. This will happen at an agreed time from both teams and the Umpire.
- If a draw in the Final the Umpire will look back at each completed innings to find the winner. If each innings is tied it will be a shared trophy.



• Touch Rugby

Men's and Ladies Tournament

Team - 6 players. Unlimited subs.

Game - 2 halves of 10 minutes each.



- Normal rules Touch applies.
- Substitutions may take place only when your team is in possession of the ball or after a try is scored. Substitutions must only be made from the halfway line.
- Footwear- Any footwear with moulded soles are permitted. Spikes and screw in studs are not permitted, Bare feet is not permitted.
- All players must remove any loose jewellery.
- Referees may award an advantage play to a team (for example a defending player being offside , but the attacking player has made a break).

Turnover (roll ball):

- Any instance where the ball goes to ground.
- The dummy half is touched while in possession of the ball or scores a try.
- A roll ball is performed incorrectly.
- The sixth touch is made.
- A player is deemed to have run over any of the boundary lines, including the dead ball area.
- The ball goes out of play.
- A tap is performed incorrectly.

Penalties (tap):

- Forward pass.
 - Touch and pass.
 - Roll ball performed off the mark.
 - Performing a roll ball prior to a touch being affected.
 - Players offside.
 - Delaying play.
 - Obstruction
 - Falsely claiming a touch
 - More than six players on the field.
 - Unsportsmanlike conduct (excessive force to make touch, ankle tapping).
-
- If a draw in semis & Final then a player will drop off and both teams will be given a set of 6 touches with the ball. If only one team scores they will be the winner, if it is still a draw (no tries or a try each) then drop another player and continue until a result is found. Drop offs must go in the order of girl then guy then girl. Drop off continues until it is 3 on 3.
 - In a drop off subs are allowed when down to 3 players.

Youth Sports Camp

- **Totara Tag (Rippa rugby) – mixed competition**

Team – 7 players (must include a minimum of 3 women) and only 3 adults on the pitch at one time.

Game - 8 minute halves. Semis and Final will be 2 halves of 10 minutes.

General play

- Belts and tags are supplied. Players may wear their own belts or shorts but must use the Totara springs tags.
- Tags must be visible the whole time.
- The objective of the game is to ground the ball over the try line. There is a one point zone and a two point zone (in the centre 5m long).
- A team gets six tags to try to score.
- A place kick is taken from half way to start & restart play. The receiving team must be at least 10m away.
- After a try the non scoring team restarts the game with a kick.
- If the ball carrier is tagged over the try-line prior to grounding the ball down for a try, they shall play-the-ball 5m out from the try-line.
- An attacking player may not pass the ball in the try-line.
- If an attacking player is tagged behind their own try-line, play will restart with a drop kick from the centre of the try-line.
- A player may spin but not jump so they can't change hip height.
- The ball may be knocked back, if the ball is knocked on advantage will apply, if there is no advantage a free kick is awarded.
- Forward passes are not allowed and a free kick is awarded.
- If the ball carrier comes into contact with the referee whilst trying to evade a "tag", a tag will be counted.
- A player may not run behind another player and obstruct otherwise a penalty is awarded.
- Any penalties awarded results in a tap restart.
- A player must play the roll ball with the foot, otherwise penalty tap.
- Simultaneous tag is play on. The referee judges this pass which is allowed and calls "play on". Advantage to the attacking team.

Semi & final

- If a **draw** in semis and Final then a player will drop off and a 5 min golden point extra time will be played. If still a draw this will continue until a winner is found. No Substitutions may be made during extra time.

Attacking

- A player can dive to score a try, however, if this player touches the ground with the knees or arms before the try line or slides across the line and a defender is within tagging distance a try is disallowed and a tag is counted.
- Dummy half can run with the ball and be tagged.
- The ball carrier must return to the point where the tag was removed, play-the-ball and then replace their tag.
- An attacking player cannot protect their tag or fend off players.

Defending

- Defenders must remove one or both tags to stop attacker's progress. The player then holds up the tag and drops it to the ground, at the point of the tag, marking where the play the ball should occur.
- There is one marker at the play the ball and the rest of the defending team must move back 7m. The marker may move when dummy half has touched the ball.
- A defender cannot hold onto an attacking player or deliberately impeding the progress of the ball carrier, a penalty may be awarded.
- If the defender removes an attacker's tag when they do not have the ball that player may play on without replacing the tag for that play.

Kicking

- If the ball from the kick-off bounces over the touchline, a roll ball will restart the game from where the ball went out 5m from the sideline.
- If the ball from the kick-off bounces over the receiver's try-line, whether touched or not, play will restart with a dropout from the centre of the try-line by the receiving team.
- If the ball is kicked out on the full from the kick-off the attacking team will restart the game on half way with a tap.
- In general play a player can kick as long as no tag has been made, the kick must be below the referees head height (the ball may bounce over this height). No attacking player can be in front of the kicker.
- Charge downs are allowed.
- A kick can be done on any tag. When the kick is made any player can catch the ball or pick it up off the ground.
- A try can be scored by diving on the ball over the try-line, a player cannot dive on the ball in the field of play.
- If the defending team grounds the ball in their try-line area a drop out will be used to restart the game.
- If the ball goes over the try-line and is not touched the other team have a free-pass 10m from the try-line.
- If the ball is kicked and it goes out of the field of play (not on the full) the other team takes a tap 5m in from the touch line to restart the game.

Youth Sports Camp

- If the ball is kicked and it goes out of the field of play on the full, the defending team will receive a changeover at the point where the kick was taken.

- **Volleyball - Men's and Ladies competition**

Men's and Women Tournament

Team - 6 players, only

2 adults on the field at one time. Unlimited subs.

Game – Best of 3 sets to 15 points, must win by 2 points.

Footwear –moulds are permitted. Spikes and screw in studs are not permitted

- Standard Volleyball rules apply:
 - Every serve is a point
 - The line is in
 - No player can touch the net
 - No player can spike a serve
 - Servers must be behind the line to serve
 - A block is not counted as one of the 3 hits.
 - The ball may hit the net and go over at any time
 - The ball can hit a player on any part of the body as long as it's a clean hit
 - A team must rotate one position clockwise when winning back the serve
 - A sub must only come onto serve and must rotate off correctly
 - The ball can be played off the net as long as the 3 hits have not been used up
 - Teams are allowed a 30 second time out in between sets
 - Inside the gym if a ball hits the roof or any attachment like a string outside the court it is a point to the other team. If it hits a string (attached to the roof) inside the court it will be a replay that point.
- Game will cease at the end of a set time period signaled by the hooter. If the 3rd set has started the team with the most points over all three sets is the winner. This also includes semis Finals.
- For outside games if there is a 3rd set and the weather is a factor then the teams must swap every 6 points.
- In the Final the 3rd set will be allowed to be completed.



10.2 Other Codes

• **Bowls (Friday night)**

Team - 4 players, only 1 adult allowed in the team. Subs can only happen between games not during a game.

Game - 4 ends includes semi & Final

- Each player bowls 2 bowls.
- The 4th played is called the skip and they may tell the others where to bowl.
- If a draw in semi finals and Final then an extra end will be played.



• **Croquet**

Team – 2 Players, only 1 adult. Subs can only happen between games

Game – double round. Played to the hooter, or first team to seven points.

- To start the game the two captains hit one shot together at the peg, the person closest to the peg can choose which colour the team is.
- All hoops and the final peg are worth a point.
- First team through the hoop from the correct side gets a point.
- Hitting other balls is allowed but will not give extra shots. You may hit your team to help, or hit the other team to knock them out.
- If a ball is hit out or touches the line the ball is placed back in the field at the end of the mallet.
- Balls must go through the hoop the correct side, a ball can be hit backward through a hoop but must fully go through to be in a position to attack the hoop for a point.
- No ball may go past half way to the next hoop until someone has gone through the correct hoop, if a player does the opposite chooses which side to place the ball on the boundary in line with the peg.
- If a draw in semi Finals and Final then an extra hoop will be played after the hooter.



• **Cross Country (Saturday 10am)**

Team – maximum of 5 men & 5 women, only 1 male & 1 female can be an adult. ALL RUNNERS will need to be numbered in the refs office before breakfast on Saturday.

- Shoes are recommended (Approximately 3 km run).
- First 5 runners home will count towards total team points (must include either 2 women or 2 men).

Youth Sports Camp

- **Darts**

Team – 2 Players any gender. Subs can only happen between games not during a game.

Game – Each player throws three darts per round. A game has five rounds. The game is around the world so each team starts on 1 and when hit the team moves to 2 etc. No extra advantage for a double or triple. If a team reaches 20 they win.

- The Semi & Final is the best of three games, played the same night.
- If a **draw** in semis and Final then one player from each team will throw three more darts to see if they win. If still a draw the other player throws three more darts.

- **Indoor Hockey - Men's & Ladies competition (Friday night)**

Men's and Ladies Tournament

Team - 5 players, only 2 adults on the court at one time. Unlimited subs

Game - length is 4 minutes total (no half time)

- Players must stay on their feet.
- Hockey ball must stay down. Only pushing allowed, no hitting.
- Goals can only be scored in the D
- A kicking back is allowed, they can stop the ball with their foot.
- If a **draw** in semis or Final then a 1 minute drop off rule applies, with golden goal. Drop off keeps going until 2 v 2 then unlimited time until a goal is scored. For 2 v 2 it will be a contestable kick off.

- **Indoor Turf Soccer - Men's & Ladies competition (Friday night)**

Men's and Women Tournament

Team - 5 players, only 2 adults on the court at one time. Unlimited subs

Game - length is 4 minutes total (no half time)

- One Goalie (wears a bib) can leave goalie area. Change of goalies must go through the referee. All players are allowed in the goalie area.
- Goalie cannot throw ball over half way on the full.
- No slide tackles.
- Throw ins - heels against wall, ball must be rolled along ground.
- No height restriction. A goal can be scored from anywhere on the field.
- All kicks are indirect (including a high ball) but if a foul committed by the goal a penalty shot will be taken.
- If a **draw** in semis or Final then a 1 minute drop off rule applies, with golden goal. Drop off keeps going until 2 v 2 then unlimited time until a goal is scored. For 2 v 2 it will be a contestable kick off.

Youth Sports Camp

- **Petanque**

Team – 2 players, only 1 adult allowed. Subs can only happen between games not during a game.

Game - consists of six ends, or if siren sounds, only completed ends will count.

If a draw in semi finals and Final then an extra end will be played.

- **Table Tennis (Fri night Ladies, Sat night Men)**

Men's and Women's Tournament

Team – 2 players, only 1 adult allowed. Subs can only happen between games not during a game.

Game – best of 3 sets to 15 points.

- Normal doubles rules apply which is alternative hits.
- Pool play: Best of 3 games up to 15.
- Semi finals & Final: Best of 3 games to 21.

- **Wallball – mixed competition**

Team - 5 players, (must include a minimum of 2 women) only 2 adults on the court at one time. Unlimited subs

Game - Rally Point scoring, 2 sets to 15 points, with a 3rd set if required.

- No spikes.
- On the line is in.
- No player may step into the area between the wall and the boundary line.
- Servers must be behind line and wait for the whistle. The ball may not hit the wall.
- Once served a team may take up to 3 hits to get the ball over the wall. The ball may hit the wall.
- No player may hit the ball twice in a row, including touching the wall.
- Teams must rotate servers when they win the serve back.
- Normal volleyball rules apply with 3 hits, no carries, if the ball hits the ground, a clean hit off the body is allowed as a hit.
- Game will cease at the end of a set time period signaled by the hooter. If the 3rd set has started the team with the most points over all three sets is the winner. This also includes semis Finals.
- If there is a 3rd set and the weather is a factor then the teams must swap every 6 points.
- If a draw in the Final the 3rd set will be allowed to completed.

10.3 Minor Codes

- **Archery (Sun 9:45am)**

Team – 2 Players any gender

Game - Five shots each. Count best 3.

- Will be in on the rugby field.
- No practice shots.
- If there is a tied total then the 4th score will be used from both shooters. If still a tie then the highest individual score will be used to determine the winner.



- **Shooting (Sun 9:45am)**

Team – 2 Players any gender

Game - Five shots each. Count best 3.

- Will be in on the rugby field.
- No practice shots.
- If there is a tied total then the 4th score will be used from both shooters. If still a tie then the highest individual score will be used to determine the winner.

- **Hole In One Golf (Saturday 10am)**

Team - 2 Players, only 1 adult allowed

Game - five balls each. Three balls nearest hole count per person per team

- 90 metre range.
- If there is a tied total then the 3rd score will be used from both players. If still a tie then the highest individual score will be used to determine the winner.
- Totara Springs will supply clubs and balls, or bring your own clubs.
- Will be at the top of the bowl.

11 Points

Top 4 placings in each code are allocated points, as follows:

Major Codes: Basketball, Hockey, Netball, Rugby, Soccer, Softball, Tag, Touch and Volleyball. 1st 15, 2nd 8, 3rd 4, 4th 3 (or losing semi finalists 3.5 points each).

Other Codes: Athletics, Bowls, Croquet, Cross Country, Darts, Indoor Hockey, Indoor Soccer, Petanque, Table Tennis and Wallball.

1st 10, 2nd 5, 3rd 3, 4th 2 (or losing semi finalists 2.5 points each).

Minor Codes: Archery, Golf Hole in One and Shooting.

1st 4, 2nd 3, 3rd 2, 4th 1 (or losing semi finalists 1.5 point each).

12 General

The winning team of each code will receive a Trophy and a certificate.

Team Spirit Trophy – Presented to the team that best portrays team spirit during camp. In addition, there is an overall Trophy for the team with the highest total of points.

The Sportsmanship Trophy

This trophy is awarded for general team spirit, conduct and general deportment both on and off the field, and includes both competitors and spectators.

Special bonus points may be awarded for outstanding behaviour or points subtracted for bad sportsmanship, if a player is sent off the field, or if spectator involvement is considered unsportsmanlike. Deliberate misconduct automatically forfeits the chance to win this coveted award.

We trust that your team will enjoy a great weekend of sport and fellowship. We look forward to a safe and fun tournament together.

13 What to bring with

- Tents for the boys to sleep in, will may be able to supply some mattresses. (depending on the number at camp)
- Sleeping Bag & Pillow
- Sports shorts & Lots of socks!
- Sports shoes. Indoor and outdoor
- Specialist sports equipment is allowed (e.g. hockey stick, softball mitt, mouth guard, shin guards) but please name
- Shin Pads for hockey & soccer (optional)
- Warm clothing
- A named drink bottle
- Toiletries, sun block and any medication
- Bible (if you have one)
- Plastic bags for wet/dirty clothes
- Mouth Guards for rugby (compulsory) and hockey (optional)
- Togs/towel