

# NIGHT OF CHAMPIONS

Running a multi-sports tournament



# Contents

<b>Introduction to Night of Champions</b>	1
<b>Before your Night of Champions</b>	
Venue	3
Advertising	3
Running Order	4
Roles & Responsibilities	5
Teams	7
Games and Equipment	8
Fixtures	8
<b>During your Night of Champions</b>	
Game Rules	9
Master Score Sheet	9
Score Cards	9
Gospel Talk	10
<b>After your Night of Champions</b>	
Look Back	11
Look Up	11
Look Forward	11
<b>Appendix 1: Games</b>	12
<b>Appendix 2: Fixture Schedules</b>	37
<b>Appendix 3: Score Sheet</b>	42
<b>Appendix 4: Score Cards</b>	43

# Introduction to Night of Champions

Christians in Sport exists to reach the world of sport for Christ. *Night of Champions* has been designed for churches, schools and sports clubs, to provide an opportunity for young sports people to compete in a variety of team sports and hear the good news of Jesus proclaimed.

This manual aims to provide you with a basic outline for running a *Night of Champions*. In order for it to work in your context you will have to adapt these directives and use this manual as a springboard for your own ideas.

*Night of Champions* is an event for young sports people of secondary school age (11-17yrs) to compete in teams at non-conventional sports. Teams can be determined in advance, by encouraging young people to come to the event already in a team, or alternatively they can be determined on the day. The event works particularly well with mixed teams of girls and boys. The running time is between two to four hours, ideally with a gospel message relevant to sportspeople at half time.

The event can be used as an effective challenge for young Christians to invite along friends who aren't Christians. It is also effective as a way of engaging with a group of young people you desire to build a relationship with. As with all good youth work, *Night of Champions* will ideally be placed within an ongoing model to reach and disciple young people, so it is recommended that a strategy for follow up is worked out prior to the event.

## NOTE

This manual can be used to organise a multi-sport tournament for any age and context to be held at any time of day!

# Introduction to Night of Champions

If you deem it suitable, *Night of Champions* presents a wonderful opportunity for a short gospel message that is relevant and applicable. Do consider how you can approach this to enable the good news of Jesus to impact the lives of young people who will attend the event. Be upfront about this slot from the beginning so that young people know what to expect.

We hope this manual is useful for your ongoing work with young sports people.

# Before your Night of Champions

Preparation before the actual event is crucial in order that Night of Champions fulfils its aim and runs according to plan on the day. There are a few key areas which need to be considered in preparation.

## Venue

Night of Champions events are usually held in sports halls but can work equally well outdoors on grass or astro turf pitches. When deciding on a venue it is key to take into consideration the expected size of your event and ensure the venue will be large enough. We recommend booking an extra 30mins both before and after for setting up and clearing away.

## Advertising

It is suggested that you begin to advertise your Night of Champions between three and four weeks prior to the actual event. There are many ways to advertise, including:

- **Flyers and posters** can be distributed to young people and put up in your youth group, church or school.
- **Email** all the young people on your mailing list.
- **Social media**, for example Facebook and Twitter. Although always ensure this is in line with your church/organisation's social media policy.
- **Notice** in your church news sheet.

If you would like to get hold of sample flyers and posters, which can be adapted to meet your specific needs, contact us by emailing [events@christiansinsport.org.uk](mailto:events@christiansinsport.org.uk).

Alternatively you can produce your own flyer.

# Before your Night of Champions

Essential details to include are:

- Event details – date, time, venue
- Contact details of event coordinator – name, email, contact number
- Cost
- Further details – such as what to bring, wear etc
- Tear off consent form to include:
  - Young person’s details
  - Any medical conditions
  - Signed parental consent for those under 18, including permission for photographs to be taken if appropriate.

## Running Order

Below is a possible running order for your Night of Champions. However this can be adapted depending on your specific needs. Your running order should include sufficient time to explain the format of the evening and for referees to explain the rules to the teams between games.

6.30: Set up and pray together as leaders

7.00: Register

7.15: Welcome and warm up

7.30: First half of sports action

8.15: Half time drinks and talk

8.30: Second half of sports action

9.15: Presentation

9.30: Clear up & depart

# Before your Night of Champions

## Roles & Responsibilities

Below are the main roles that will need to be in place for the event to function smoothly, along with the different roles' responsibilities. The number of young people you are expecting will determine the size of the team you will need.

The way you represent Christ is of great importance so it is highly recommended that all leaders are Christians. All leaders should also be DBS checked or PVG Scheme members.

**Referees:** You will need one referee for each game. Their objective is to allow games to be enjoyed and to ensure that the way in which *Night of Champions* is run is of the highest quality. To achieve this they should referee games fairly and stick tightly to the rules.

- Inspect the playing area before each game to ensure that it is a safe arena for sport.
- Ensure that all young people have appropriate footwear and have removed all jewellery.
- Learn the rules for their allocated game and enforce these during play. Be firm and consistent and use a whistle to gain control.
- Encourage positive application and attitude from young people and team leaders.
- Keep the scores clearly for the scorekeeper to collect at the end of each game; remembering to award sportsmanship points as well as game points.

# Before your Night of Champions

**Team Leaders:** Each team should have at least one team leader. Their objective is to organise, lead and encourage the young people in their team.

- Be proactive in getting to know the young people in their team.
- Timings are often tight so they should take the lead in getting their team to the games on time.
- Team leaders will set the tone with respect to energy and application, so they should be enthusiastic and take an interest in their team and the games they're playing.

**Registration:** You should only need one or two registration volunteers. Their objective is to welcome and register the young people in a friendly and professional manner. They may be the first person the young people come into contact with so first impressions are everything.

- Collect any outstanding money and ensure there is a signed consent form for all participating young people.
- Once a full team has arrived record them on the official team sheet.
- Distribute the information pack / fixtures to leaders.

**First Aid:** There should be a first aid kit and someone who is first aid trained close at hand at all times. Their objective is to be fully prepared to deal with any basic first aid needs.

- Have an up to date first aid certificate.
- Be on hand the whole evening without any other duties.
- Check that you have all you need in your first aid kit.

# Before your Night of Champions

**Scorer / Timekeeper:** You only need one scorer/timekeeper. Their objective is to ensure that the games run smoothly, according to time, and that all results are updated correctly on the master score sheet.

- Ensure they have the correct game length to fit in with your structure.
- Time the games centrally, starting and ending with an air-horn to distinguish from the whistles used by referees.
- Ensure that the referees have recorded sportsmanship points as well as game points.
- Collect the scores after each game and add to the main score sheet.
- Keep a check on time and be flexible if the game length needs to be changed.

**General Helper:** The registration team can become the general helpers once their registration duties are complete. Their objective is to attend to all other needs before, during and after the event.

- Ensure there is a good supply of water available at all times.
- If applicable, coordinate the tuck shop or half time snacks.

## Teams

Whilst it will be impossible to know for certain, an estimate of the number of young people who plan to attend is needed in order to plan the number of teams and game schedule. Once you know how many are expected to attend, decide how many teams you are going to have.

# Before your Night of Champions

Having an even number of teams avoids the need for a single team game however at times this is unavoidable. Ideally teams will be no smaller than four and no larger than seven.

## Games and Equipment

For ideas on which sports you could play and what equipment you will need, have a look at the list of games in Appendix 1. When deciding on the games it is important to consider the venue, as some games work better outdoors than in a sports hall, and what equipment you have available.

Once you have decided which games you are going to play make an equipment list of what you will need and ensure you have access to everything.

Along with the specific equipment for each game you will need:

- Pens
- Whistles and hooter
- Stopwatch
- Prizes for the winning team
- Speaker and iPod (for some background music)

## Fixtures

In Appendix 2 there are fixture lists for between three and ten teams. Once you have identified the appropriate schedule, work out the number of different games you will need.

For the games themselves to run smoothly it is useful to print out the game rules, score sheet and score cards.

# During your Night of Champions

## Game Rules

Appendix 1 includes the rules for each game, set-up dimensions and the list of equipment required. Please ensure the referees are familiar with the rules before the event begins.

## Score Sheet

A master score sheet which you can print out and use can be found in Appendix 3.

Adjust the scoring system if you wish; below is a recommended structure.

### **Game Points**

Win = 5

Draw = 3

Loss = 1

### **Sportsmanship Points**

Good = 5

...through to...

Poor = 0

## Score Cards

Appendix 4 is a sheet of individual score cards for the referees to fill in before collection by the scorer/timekeeper. Ensure that the game, team name, game points and sportsmanship points are clearly recorded.

# During your Night of Champions

## Gospel Talk

If you are planning to take the opportunity to deliver a short talk about the good news of Jesus here are a few pointers. The talk should be:

- **Bible based** – use a verse/verses to bring out the truth of the gospel.
- **Short and Simple** – 10mins maximum is a good time to aim for. Don't overcomplicate the simple message.
- **Relevant** – Can the talk have a sporty theme? Make sure you apply the truth to the world of young sportspeople.

Check out the Christians in Sport website for examples of evangelistic talks to young sports people.

# After your Night of Champions

It is important to recognise that the work is not complete when the last young person has left.

There are three main areas to consider post event:

## **Look Back**

Immediately after the event it is worth getting the leaders together and thanking them for their input, while quickly reviewing how the event went. You may wish to have a more systematic feedback session at a later date when leaders have been able to process more effectively what happened.

## **Look Up**

Do ensure you join together as a team to pray for the on-going work of God in the lives of the young people.

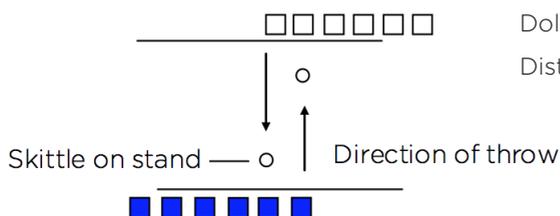
## **Look Forward**

Once you have looked back thoroughly as a team it is worth looking to the future to assess how you can move things to the next level.

We would love to hear your Night of Champions stories. Please email these to [events@christiansinsport.org.uk](mailto:events@christiansinsport.org.uk).

# Appendix 1: Games

## Aunt Sally



### Dimensions

Doll from throwing line = 6 paces

Distance between throwing lines = 8 paces

**Aim:** To score more points than the opposition. 1 points is scored by knocking the skittle off the stand. If the skittle is knocked off, and the bean bag stays lying on the stand, 3 points are scored.

- Teams line up along opposite ends behind their throwing line and form a queue.
- The first 2 members of each team are blindfolded.
- The first blindfolded player from each team throws a bean bag underarm at the skittle on the stand attempting to knock it off.
- Once they have thrown the bean bag they take off their blindfold and hand it to the next player in the queue not wearing a blindfold, before the first player in the opposition throws a bean bag underarm at the opposing skittle.
- Teams continue to throw a bean bag at the opposing skittle while blindfolded, with each player taking it in turns.
- If they knock the skittle off the stand they score 1 point (3 point if the bean bag stays on the stand) and the skittle is placed back on the stand.

### Helpful tips for explanation and refereeing

If you are particularly enthusiastic for this game it makes a real difference to those playing it. Explaining the background for the game (traditional Oxfordshire pub game with full competitive leagues) can help get the teams into it.

# Appendix 1: Games

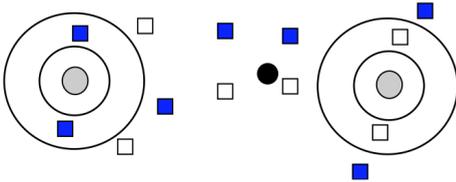
## Binball

### Dimensions

Length = 40 paces between the bins

Ring 1 = 2 paces from the bin

Ring 2 = 5 paces from the bin



**Aim:** The aim of Binball is to score more points than the opposition.

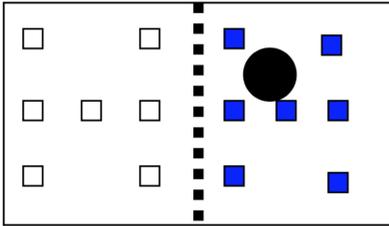
- You score 3 points if you throw the netball into the opposition's bin, and one point if you hit the bin with the ball on the full (i.e. without it touching the ground before hitting the bin).
- You may not run with the netball; the attacking team must pass the ball between their team.
- No contact is allowed, defenders must stay 1m away from the player with possession at all times, and possession changes over whenever there is a breakdown in play (ball touches ground, incomplete pass, including if the defending team knocks a pass to ground - in all cases the defending team gains possession).
- No player is allowed inside the 'inner ring' that surrounds the bin. Only the defending team are allowed inside the 'outer ring' - the attacking team must shoot from outside the 'outer ring'.
- After a point is scored, the team that conceded restarts with possession from the centre of the pitch. Following an unsuccessful shot, the defending team restarts with possession from the edge of their 'outer ring'.

### Helpful tips on explanation and refereeing

Demonstrating where players are and aren't allowed to go during the game can help understanding.

# Appendix 1: Games

## Bolleyball



### Dimensions

Width = 1 pace inside width of net

Length = 10 paces

Girls service line = marked with cones on sideline 3 paces in front of baseline

**Aim:** To score more points than the opposition.

- A player from one team starts the game by serving from behind the baseline of the court (girls may serve from a closer service line), striking the ball with one hand (overarm or underarm) over the net, so that it will land within the court.
- The team receiving the serve must play the ball back over the net, using any part of the body from the waist up, so that it lands in the court.
- The ball must be played over the net using a maximum of three touches, with no single player touching the ball twice in a row.
- The ball is permitted to bounce once within the receiving team's half before it is returned, but must not touch the ground outside of the court.
- The rally continues under these rules until there is a fault and the point goes to the non-offending team (a point can be scored in every rally), and they will then serve the next point.
- The ball can be played off the net, including on serve, and the ball counts as 'in' if it lands on the line. Players may not catch or scoop the ball. The game is played with a large ball, normally an exercise ball.

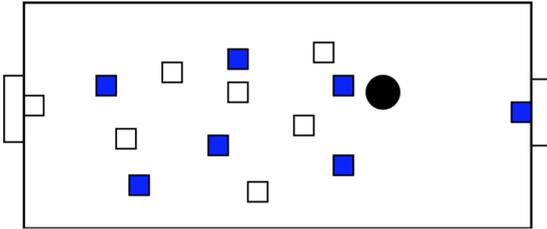
# Appendix 1: Games

## Football

### Dimensions

Width = 30 paces

Length = 50 paces

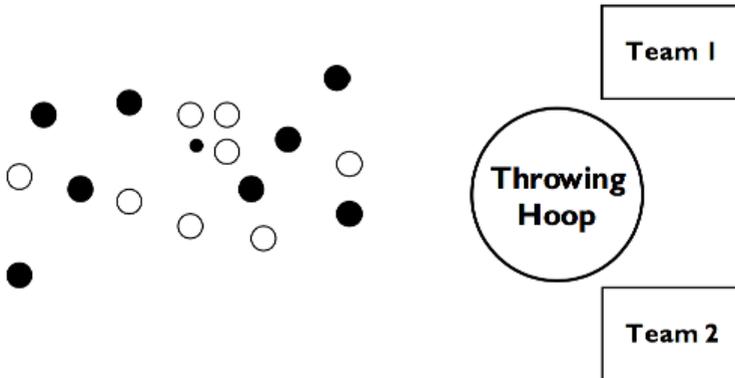


**Aim:** to score more goals than the opposition.

- 2 teams of equal numbers aim to score by getting the exercise ball, or similar, into the opposition goal under football rules, except with a few variations.
- When the ball goes out of play on the sidelines, the game restarts with a roll-in.
- No sliding tackles are allowed.
- No offside rule.
- If large goals are being used, goalkeepers may use their hands, except when a boys' team plays a girls' team - in this case the boys' goalkeeper may not use their hands.
- When small goals are being used, no goalkeepers may use their hands except when a boys' team plays against a girls' team - in this case the girls' goalkeeper may use their hands.

# Appendix 1: Games

## Boules



**Aim:** to score more points than the opposition by getting the closest boule(s) to the jack.

- The referee will throw the jack (small ball) to a distance of their choice. Each team takes it in turns for one player to step from their safety zone to the throwing hoop to the throw one ball (1st player from team A throws, then 1st from team B, then 2nd from team A, 2nd from team B etc.) until all the boules have been thrown.
- The team that has the closest boule gains a point, and if they have any other boules closer to the jack than the opposition, they gain one point per boule. Therefore if team A has the 3 closest boules to the jack, they score 3 points.
- Once the referee has scored the round, the players may retrieve their boules and return to their safety zone to play the next round.
- Boules must be thrown from inside the throwing hoop and each team must throw equal numbers of boules.

### **Helpful tips on explanation and refereeing**

If you are unsure whether you will be able to fit a round in before the hooter, tell the teams you are playing 'speed-boules' and say they must throw each boule within 5 seconds

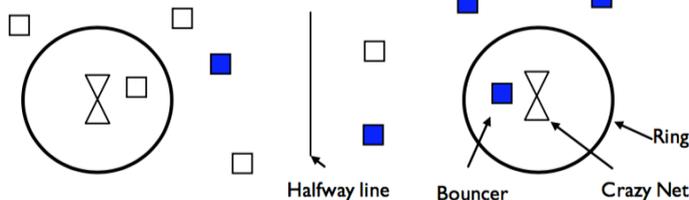
# Appendix 1: Games

## Crazy Catch

### Dimensions

Centre of Rings = 43 paces apart

■ Diameter of rings = 8 paces



**Aim:** to score more points than the opposition. Points are scored by catching the ball on the full after it rebounds off the crazy net.

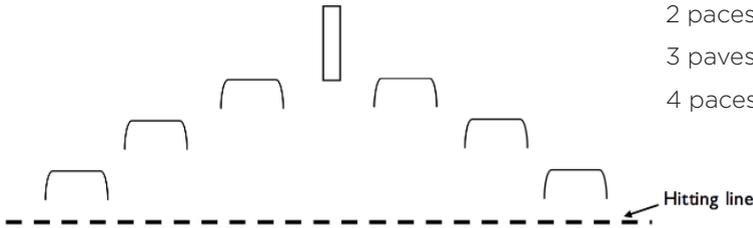
- 1 player from each team acts as the 'bouncer', standing inside the ring at the end their team is playing towards. The attacking team passes the ball up the field to pass it to the 'bouncer'. The ball may only be passed to the bouncer from inside the opposition half.
- When the 'bouncer' receives the ball they have 3 seconds to bounce the ball off either side of the crazy net for a team-mate to attempt to catch it on the full outside the ring. If they are successful the team scores 3 points. If a defending player catches the ball before it bounces, their team scores 1 point.
- Players may not run with the ball and no contact is allowed; defending players must stay 1m from the player with the ball.
- Players may go anywhere around the ring but only the 'bouncer' is allowed inside the ring, including when attempting a catch.
- If there is any breakdown in play (interception, incomplete pass even if it is knocked down by the defending player) possession changes to the team not in possession previously.
- The game starts with a tip-off in the centre of the pitch, and the team who have just conceded re-starts from the edge of their ring following a 3-pointer being scored. When a defending team scores 1 point, play continues from where they caught the ball.

# Appendix 1: Games

## Crazy Croquet

### Dimensions

- 1 pace to first hoop
- 2 paces to second hoop
- 3 paces to third hoop
- 4 paces to the pin



**Aim:** to score more points than the opposition. Points are scored by striking the ball through the three hoops, in order, and hitting the king pin before the opposition, or by making the most progress towards the pin in 40 seconds.

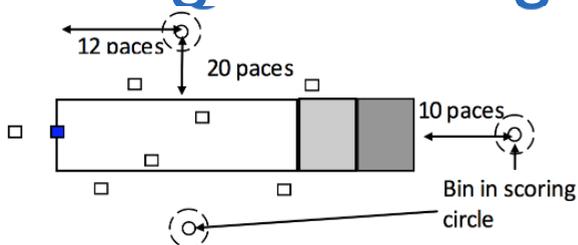
- One player from each team starts by trying to hit the ball through the 1st hoop with the mallet from behind the hitting line.
- If they are successful they move onto hitting the ball through the 2nd hoop from behind the line, then the 3rd hoop, and then they may attempt to hit the pin. If they do not hit the ball through the hoop, the ball is replaced behind the hitting line, and they must try again.
- If a player hits the pin within 40 seconds they score 2 points, and their opponent scores 0. If within 40 seconds neither player has hit the king pin, the player who has progressed furthest scores 1 point for their team and their opponent 0. If they are both at the same stage, they both score 1 point.
- The next player from each team then is the hitter. While a player is hitting the ball another team member may return the ball and another may place the ball, while all others must stay in the safety zone.
- Each round starts when the referee says, "Tally-ho, let's go!"

### Helpful tips for explanation and refereeing

Putting on a posh accent and instructing teams to behave appropriately for a croquet lawn can add to the entertainment.

# Appendix 1: Games

## Dangerish Longball



### Dimensions

Width = 8 Paces

Length to start of zone 1 = 24 paces

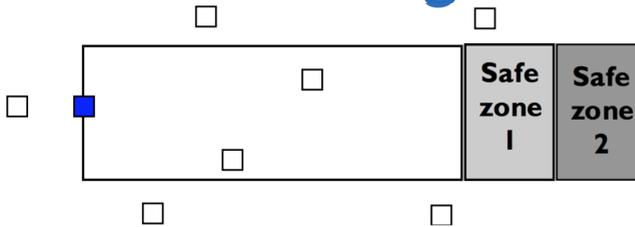
Length to start of zone 2 = 28

**Aim:** to score more points than the opposition. Points are scored by running to the endzone and back after striking the ball, without getting out. 2 points are scored for running to the endzone and returning immediately, and 1 point if the player running stays in the endzone and returns on a later turn. Boys have to run to the far endzone, girls run to the near endzone. If a batter hits the ball so that it hits the ground within the scoring circle of a bin, the batter's team scores a bonus 3 points on completion of the run, or 10 points on completion if the ball lands in the bin.

- One team bats while the other fields and half way through the game the teams swap roles (allow time for the changeover).
- The referee will bowl (underarm) for both sides and players bat one at a time. Each batter has 2 attempts to hit the ball in a turn, and when they hit the ball they must run. If they miss the ball on their second attempt the batter must run.
- If the ball is hit behind, batters may only run to the endzone and not return. Players in the endzone cannot return on a hit behind.
- Batters are out if the ball is caught by a fielder before it touches the ground, if they are touched or struck with the ball from the shoulders downwards while between endzones, if a fielder places the ball in a bin while any batting players are running to or from the endzone, or if they run outside the channel. When girls play boys, boys can't get girls out by placing the ball in the bin.
- When a player is out they join the back of the batting queue and can bat again.
- Fielders can run with or throw/kick the ball in order to strike a member of the batting team while they are outside of the endzone. If the fielding team delays the game, deliberately or by returning the ball slowly, a second ball may be used while the first is being returned.

# Appendix 1: Games

## Danish Longball



### Dimensions

Width = 8 Paces

Length to start of zone 1 =

20 paces

Length to start of zone 2 =

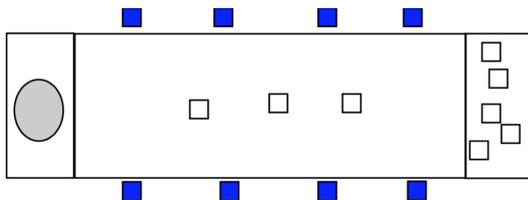
28 paces

**Aim:** to score more points than the opposition. Points are scored by running to the endzone and back after striking the ball, without getting out. 2 points are scored for running to the endzone and returning immediately, and 1 point if the player running returns on a later turn. Boys have to run to the far endzone, girls run to the near endzone.

- One team bats while the other fields, and half way through the game the teams swap roles, allow time for the changeover to occur.
- The referee will bowl (underarm) for both sides and players bat one at a time. Each batter has 2 attempts to hit the ball in a turn, and when they hit the ball they must run. If they miss the ball on their second attempt the batter must run.
- If the ball is hit behind, batters may only run to the endzone and not return. Players in the endzone cannot return on a hit behind.
- Batters are out if the ball is caught by a fielder before it touches the ground, if they are touched or struck with the ball from the shoulders downwards while running to or from the endzone or if they run outside the sidelines of the channel.
- When a player is out they join the back of the batting queue and can bat again when it is their turn.
- Fielders can run with or throw/kick the ball in order to strike a member of the batting team while they are outside of the endzone. If the fielding team delays the game, deliberately or by returning the ball slowly, a second ball may be used while the first is being returned.

# Appendix 1: Games

## Energyball



### Dimensions

Width = 10 paces

Length = 25 paces

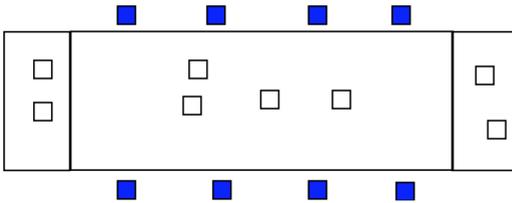
Safe zone = 5 paces

**Aim:** to score more points than the opposition.

- The defending team start outside the sidelines of the energyball channel and the attacking team start in the safe zone at one end. The attacking team pick up one coloured tennis ball each, making known the colour to the defenders (by wearing the cap of the same colour if available).
- When the referee says “Go”, the attacking team attempt to run from the safe zone to the safe zone at the other end without being hit by a handball below the neck.
- The defending team attempt to hit the attacking players as they run between the safe zones by throwing the balls from outside the channel (boys must throw underarm only).
- If an attacking player runs successfully from one safe zone to the other they should place the ball they were carrying in the bucket in the safe zone. Unsuccessful players should leave the channel immediately.
- The team scores points according to the colour and number of the tennis balls in the bucket. The attacking team between them carry 1 blue ball (worth 3 points), 2 red balls (2 points) and 1 yellow ball for each other attacker (1 point)
- The attacking team have 4 runs before the teams swap roles for another set of 4 runs. All players take part in every run.
- Defending players may only retrieve handballs from the channel between runs, not during them. The defending team start with 8 handballs.

# Appendix 1: Games

## Gauntlet



### Dimensions

Width = 10 paces

Length = 25 paces

Safe zone = 5 paces

**Aim:** To score as many points as possible (each player completing a gauntlet run scores 1 point).

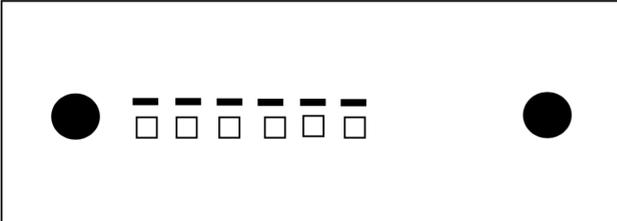
- The attacking team start in the safe zone at one end of the gauntlet channel and the defensive team start standing outside the sidelines of the channel.
- The attacking side aim to score points by running from the safe zone at one end of the gauntlet channel, when the referee calls “Gauntlet”, to the safe zone at the other end, without being hit on or below the waist by balls thrown by the defending team.
- The defending team throw balls at the attacking team from outside the channel, and only enter the channel to retrieve balls between runs. Boys may only throw balls underarm – girls can throw under or overarm.
- If an attacker runs from one end to the other without being hit on or below the waist, they score 1 point for their team, but if they are hit they are out for the remainder of that innings.
- The attacking team has 4 gauntlet runs in their innings, and then the other team has their first innings. After this, both teams have a second innings.
- The defending team start with 8 balls to throw.

# Appendix 1: Games

## Gutterball

### Dimensions

Distance between buckets = 15 paces



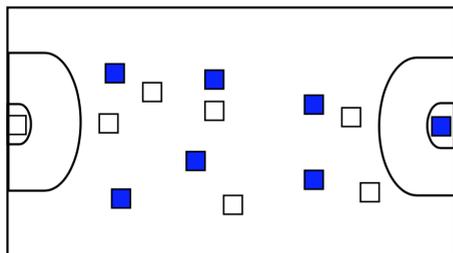
**Aim:** To transfer the 5 snooker balls from one bucket to the other in the quickest possible time.

- Each team member has a piece of gutter and must keep both hands on it at all times. (If there are not enough pieces of gutter then players can pass their piece of gutter to another player when there are no balls in their gutter).
- The first ball is placed by the referee or a team leader in the first piece of gutter, adjacent to the bucket in which the balls start, and then the ball must be transferred to the other bucket using only the pieces of gutter.
- Players are not allowed to move their feet when they have a ball in their piece of gutter, but may move otherwise.
- Once the first ball has been tipped into the second bucket the process starts again and continues until all 5 balls have been transferred.
- If a ball hits the floor or any part of a player's body, that ball is replaced in the first bucket and they must start again.
- To make it more difficult add obstacles to go over/under/around/avoid, or introduce a rule saying that the ball can never roll backwards, and if it does that run must be restarted.

**Two team alternative:** if a second team are added then Gutterball can become a race, or a series of races depending on how long one race takes.

# Appendix 1: Games

## Halo



### Dimensions

Width = 20 paces

Length = 35 paces

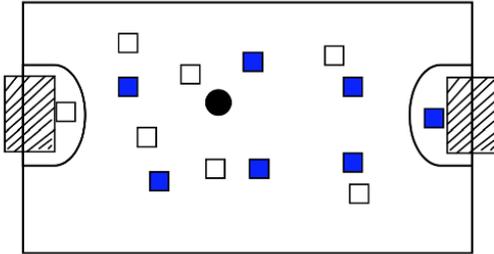
D = 5 paces from the  
centre point of base line

**Aim:** To score more points than the opposition. A point is scored by throwing the quoit over the end of the hockey stick, held by a team-mate standing in the hula-hoop at one end of the pitch.

- 1 player from each team must stand within one of the hula-hoops; one at each end of the pitch. This player must stay inside the hoop at all times and attempt to catch the quoit over the hockey stick. The player standing in the hoop may be changed at an appropriate moment.
- If this player steps outside of the hoop while making a catch, no point is awarded to the attacking team. All other players must stay outside of the 'D' at both ends at all times.
- If an attacking player enters the 'D' possession is handed over to the defending team, and if a defending team enters the 'D' the attacking team are awarded a 'free shot' from the edge of the 'D'.
- Players can't move with the quoit; it is moved up the pitch by passing.
- Any breakdown in play means that possession is turned over to the other team not previously in possession, including an incomplete pass or if the defending team knock the attacking team pass or shot to the ground.
- The game starts with a 'tip-off' at the centre and after a score the conceding team start with possession from the edge of their 'D'. It is a non-contact game - defending players must stay an arm's length away from the player with the quoit.

# Appendix 1: Games

## Handball



### Dimensions

Width = 25 paces wide

Length = 35 paces

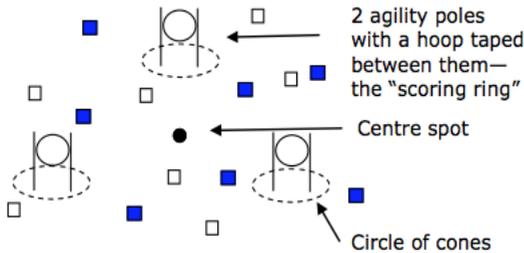
Goalkeepers D = 5 paces out from centre of goal

**Aim:** To score more goals than the opposition.

- Goals are scored by throwing the handball into the opposition's goal from outside of the 'D'. Boys must shoot underarm only; girls may shoot overarm.
- Each team must assign a goalkeeper who can block the ball with all parts of their body. They must stay in the 'D' and no other player is allowed in the 'D'. If a defending player enters the 'D' the attacking team are awarded a penalty, and if an attacking player enters the 'D' the defending team gain possession.
- Players can't move with the ball; the ball is moved up the pitch by passing between players. All players can pass over and underarm.
- It is a non-contact sport and every time there is a breakdown in play possession turns over to the other team. This includes any incomplete pass, even if a defending player touches the ball before it touches the ground.
- Defenders must stay an arm's length away from a player with the ball, and the player in possession has 3 seconds to play the ball.
- If the goalkeeper makes a save and the ball goes to ground play restarts with the 'keeper in possession, but if the ball is gathered by a player before bouncing the game continues.

# Appendix 1: Games

## Hoopla



### Dimensions:

Centre spot to each "scoring ring" = 18 paces

Circle of cones = 4 paces diameter

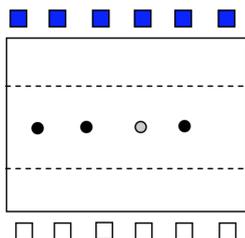
Dimensions may need to be decreased for Junior games

**Aim:** To score more points than the opposition. A point is scored by one player throwing the quoit through the scoring ring and a team-mate catching it on the full on the other side.

- No player is allowed inside the cone circles at any point and no one can move when in position of the quoit, apart from pivoting.
- The game starts with a tip-off at the centre spot. The team in possession move the quoit by passing it between each other.
- Any breakdown in play leads to a turnover of possession from the point off the breakdown. That includes a dropped quoit, a quoit slapped down or a failed scoring attempt.
- After a point is scored the team that has just conceded start with possession from the point of the scoring catch.
- Following a score, a total of 3 passes must be made before a scoring attempt from either team.
- No contact is allowed and players can not stand closer than an arms length from an opposition player in an attempt to block a pass/shot.
- If a player in possession of the quoit is stalling, the referee can give them a 3 second countdown to move the quoit on to avoid a turnover.

# Appendix 1: Games

## Minesweep



### Dimensions

#### Seniors

Pitch = 12 x 12 paces

4 paces between throwing line and base line

4 paces between two base lines

#### Juniors

Pitch = 9 x 9 paces

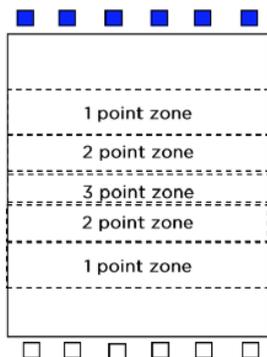
3 paces between throwing line and base line

3 paces between two base lines

**Aim:** To score more points than the opposition. Points are scored by striking the mines (pink lightweight volleyballs) out of no-man's land across the opposition's base line (1 point). 3 points are scored if the 'gold mine' (different coloured ball) is struck across the opposition's base line.

- Players must stay behind their throwing line and throw the tennis balls at the mines, in order to knock them out of no-man's land.
- Boys must throw underarm and girls can throw overarm if they would like to.
- The referee(s) will replace the mines to the centre of no-man's land while play continues.
- If a mine is knocked out of no-man's land through the side of the arena, no points are scored and the referee will replace the ball.
- Team leaders (if available, if not assign one player) will retrieve any tennis balls from within the playing arena and feed them back to their team.
- If a player steps over the throwing line at any point, one point will be deducted from their score.
- 3 mines, 1 gold mine and 10-12 tennis balls are recommended for teams of 6-8.

## Mission Impossiboule



### Dimensions

6 paces x 17 paces

Throwing line to 1 pt zone = 3 paces

Length of 1 pt zone = 3 paces

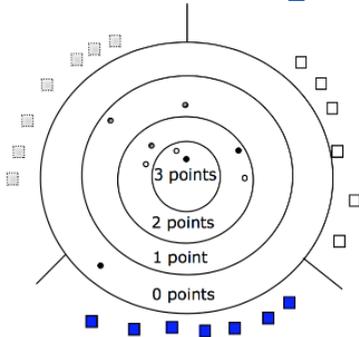
Length of 2 pt zone = 2 paces

Length of 3 pt zone = 1 pace

**Aim:** To score more points than the opposition.

- Teams alternate in throwing a boule at a time from behind their throwing line, until each player has thrown one boule/all boules have been thrown. A player must throw within 5 seconds of the previous throw.
- Points are scored according to where the boules lie after all boules have been thrown.
- If Team A throws a boule and it hits a boule belonging to Team B, Team B's boule is swapped for a boule of Team A's colour. Any balls struck by a ricochet from either ball also turn to Team A's colour.
- However, if the first boule that Team A's boule strikes belongs to their own team, both boules and any struck by subsequent ricochets are replaced by a boule of Team B's colour.
- Therefore if you throw a boule and it hits one of your own boules first, all boules with any contact in that throw become the colour of the opposition's boules. If you throw a boule and it hits an opposition boule first, all boules struck in that throw become the colour of your boules.
- When all boules are thrown, points are added up and another round is played. The team with the highest total across rounds wins. If a boule is on the line, score it as the higher score.
- If you at the end of a round all boules are your colour, you have completed Mission Impossiboule and you automatically win!

## Mission Impossiboule 3



### Dimensions

- 3 point ring = 1 pace from centre
- 2 point ring = 3 paces from centre
- 1 point ring = 6 paces from centre
- Outer ring = 9 paces from centre
- Circle divisions in thirds

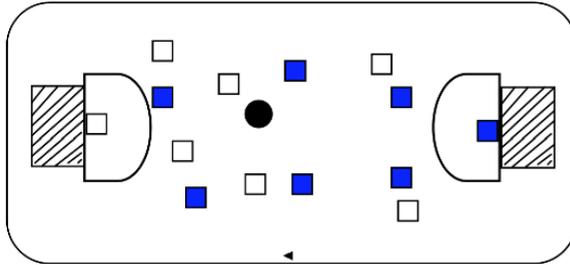
**Aim:** To score more points than the opposition.

- Teams alternate in throwing a boule at a time from behind their throwing line, until each player has thrown one boule/all boules have been thrown. A player must throw within 5 seconds of the previous throw.
- Points are scored according to where the boules lie after all boules have been thrown.
- If Team A throws a boule and it hits a boule belonging to Team B or C, that boule is swapped for a boule of Team A's colour. Any balls struck by a ricochet from either ball also turn to Team A's colour.
- However, if the first boule that Team A's boule strikes belongs to their own team, one boule becomes the colour of Team B and the other colour of Team C, ensuring that if one moves into a different point category from the other ball it is placed adjacent to the other ball. Ricochets follow the same principle, unless it results in an odd number of boules being changed to the colours of the two non-offending teams—in that case remove the excess boule and change the remaining boules
- When all boules are thrown, points are added up and another round is played. The team with the highest total across rounds wins. If a boule is on the line, score it as the higher score.
- If you at the end of a round all boules are your colour, you have completed Mission Impossiboule and you automatically win!

**Game points:** 1st = 5, 2nd = 3, 3rd = 1. If 2 teams are tied, they are awarded 2 or 4 points depending on the other team. If all teams are tied, they are given 3 points each.

# Appendix 1: Games

## Scoopla



### Dimensions

Width = 35 paces wide

Length = 60 paces

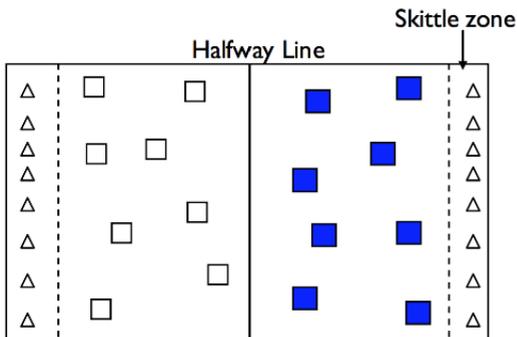
Goalkeepers D = 5 paces out from centre of goal

Back of goal from end of pitch = 5 paces

**Aim:** To score more goals than the opposition.

- The game starts with a jump-off. Each player has a scoop and attempts to score in the opposition's goal.
- Players can run with the ball in their scoop but must pass or shoot within 3 seconds of gaining possession.
- If the ball is dropped any player can attempt to scoop up the ball to run with it, pass it or roll it to another player, but players may not try and hit the ball along the ground - they must attempt to scoop it up.
- No contact is allowed and the ball may only be touched using the scoop. Defenders can't attempt to knock the ball out of an attacking players scoop, but defenders can gain possession through interceptions or attacking team infringements.
- Any infringement leads to a turnover of possession.
- If a ball goes out of play the team that didn't touch the ball last restart play. Play carries on behind the goals within the area.
- No player can go inside the areas around the goal except the goalkeepers.
- However the goalkeepers can leave the areas, and within their own area goalkeepers can use any part of their body to block the ball.

# Skittleball 1



## Dimensions

Width = 12 paces

Length = 18 paces + 3 paces

at either end for skittle zone

2 paces between skittles and  
front of skittle zone

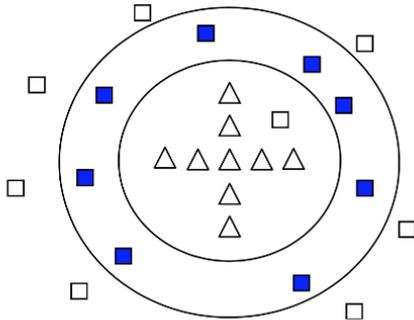
**Aim:** To knock down all the opposition's skittles before they knock over yours, by throwing the handballs from inside your own half.

- The game begins with the 10 handballs on the halfway line. On the ref's whistle, players run out and grab the balls, but they must be brought back to the edge of the skittle zone before they can be thrown,
- Players must stay in their half of the pitch at all times
- Boys can only throw underarm whereas girls may throw the balls in any way they wish.
- Players can block the opposition's throws with any part of the body, but must not step into the skittle zone to block a shot, and they may only enter the skittle zone to retrieve a stationary ball, being careful not to block any opposition shot.
- Team leaders should retrieve balls from outside the playing area and return them to the players.
- In a 7-minute team challenge game, there are 3 rounds of 2 minutes with 30 second changeovers.
- The team that knock over all the opposition's skittles first, or the team with the most skittles standing after 2 mins win the round.

**Indoor variation:** 3 aside with 5 skittles each. Rebounds off the walls count.

# Appendix 1: Games

## Skittleball 2



### Dimensions

Between skittles = 1 pace

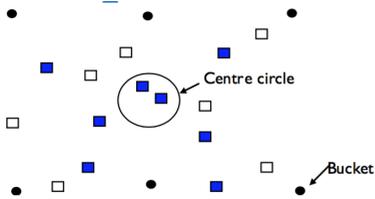
Outer skittle to inner ring = 3 paces

Inner ring to outer ring = 2 paces

**Aim:** To knock down all the skittles in a faster time than the opposition team by throwing the handballs from outside the outer ring. Boys can only throw underarm; girls can throw the balls in any way they wish.

- The attacking team attempts to knock down all the skittles while the other team defends; before swapping roles.
- The attacking players must stay outside of the outer ring at all times. The defenders must stay between the inner ring and the outer ring, and attempt to block the throws of the attacking team with any part of their body.
- The attacking team should nominate one player to be the “skittle-runner”. The skittle-runner may go anywhere in the playing area and return balls to the attacking team but cannot knock over any skittles.
- If a ball rebounds off the skittle-runner and knocks over a skittle that skittle should be stood up again.
- If after 3 minutes some skittles remain standing the teams swap roles. If neither team knocks down the skittles in 3 minutes the winner is the team that knocks down the most skittles.
- If there is time remaining, the teams may have a 2nd/3rd etc attempt, but their times only count if both teams have had an extra attempt.

# Speedball



## Dimensions

Centre circle diameter = 6 paces

Straight buckets = 15 paces from centre of circle

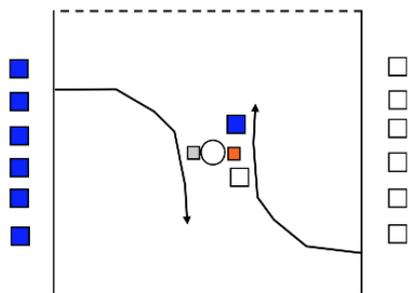
Diagonal buckets = 25 paces from centre of circle

**Aim:** to score more points than the opposition. Points are scored by the attacking team moving balls from the centre circle to the buckets. Any ball in a straight bucket is worth 1 point, a tennis ball in a diagonal bucket is worth 2 points, a handball in a diagonal bucket is worth 3 points and getting the golden ball in the diagonal bucket is worth 5 points. There are 8 handballs, 1 golden handball and 15 tennis balls.

- 1 team attacks for half the time while the other defends, before swapping.
- The attacking team wear tag rugby belts with 1 tag on each hip and start in the centre circle, with all the balls. The defenders start anywhere outside the centre circle. Attacking players can leave the circle carrying a maximum of 1 ball. They may pass balls between them outside of the circle, but can never have more than one ball at a time. If a ball touches the ground at any point, including if it bounces out of a bucket, it must be returned to the centre circle.
- If a defender removes a tag of any attacker that player must return to the circle and return their ball, if carrying one, before leaving again. They cannot be tagged for a second time until they've got back to the centre circle. The defender drops the tag and it is left on the ground until the teams swap.
- If an attacking player loses their second tag they have to remain static wherever they have been tagged, but they can still catch, pass balls and drop them into the buckets. Defenders may not block the top of the buckets.
- No contact is allowed, defenders can only grab tags, and attackers can not protect the tags using their hands and arms. If the whole belt is ripped off, and a tag is then taken off, the attacker returns to the centre circle and replaces the belt, and the tag that was removed.
- Defenders may not enter the centre circle.

# Appendix 1: Games

## Take the Flag

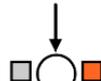


### Dimensions

Width = 10 paces

Length = 18 paces

### Referee

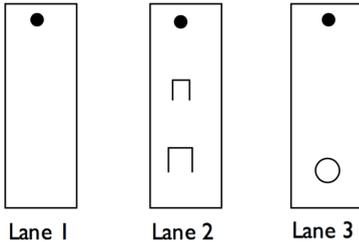


### Flags

**Aim:** To score more points than the opposition. Points are scored by taking the flag and carrying it over your target-line without being tagged from the shoulders downwards by your opposite number (3 points) or if you tag an opposition player in possession of the flag before they cross their target-line, or the opposition player in possession of the flag runs outside the sidelines (both 1 point).

- Each team starts lined up along opposite sidelines and the players on each team are numbered from 1 upwards. If a team has less players a player can have multiple numbers.
- The referee will call out a number and a colour of a flag. The players with that number run out and attempt to grab the flag of that colour and carry it across their target line (always to their right when they enter the rectangle) without being touched by the opposition, and while staying within the sidelines.
- Once a player has taken the flag they can't release it until the play is over.
- If neither player grabs the flag, the referee will start a countdown from 10 and if no one grabs the flag within that time the play is over and no points are awarded.
- The game may be developed by using two different coloured flags simultaneously (so 2 pairs of players are in play), or by the referee moving the flags (e.g. rotating on the spot while holding the flags at arm's length).

# Take your Pick



## Dimensions

Length of lane = 15 paces

Width of lanes = 3 paces

Lane 2 contains a large hurdle and a small hurdle

Lane 3 contains a hula hoop

**Aim:** To score as many points as possible. Points from 1-5 are awarded for the successful transfer of balls from one end of a lane to the other depending on the lane chosen.

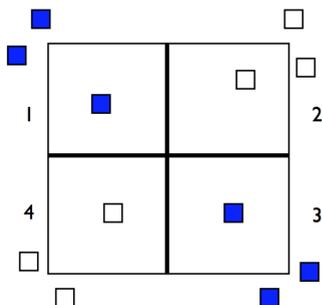
- Each team member has a piece of gutter, and must keep both hands on their piece of gutter at all times. If there are not enough pieces of gutter then players can pass their piece of gutter to another player when there are no balls in their gutter.
- The team informs the referee of which lane they'd like to use. They must continue attempting that lane until completion or until time is up.
- The first ball is placed by the referee or a team leader in the first piece of gutter adjacent to the starting point of the balls, and then the ball must be transferred to the bucket at the end of the lane using only the pieces of gutter. After successfully transferring the ball the team can choose another lane to attempt.
- Players are not allowed to move their feet when they have a ball in their piece of gutter, but may move otherwise.
- If a ball is dropped or illegally transferred the ball returns to the start.
- Lane 1 = 1 point, Lane 2 = 3 points (ball must go under both hurdles), Lane 3 = 5 points (all team members must go through the hula hoop while in possession of the ball i.e. while they have the ball in their gutter the hoop must pass over them.)

# Appendix 1: Games

## The Quad

### Dimensions

Each section = one bamboo stick length by one bamboo stick length



**Aim:** to score more points than the opposition. 1 point is scored when the opposition commit a fault,

- Each team splits as evenly as possible in 2 and starts in opposite sections of the Quad (one team in sections 1 and 3, the other in 2 and 4).
- 1 player starts in their section, with the remaining players outside of the section, rotating after every shot. The team in section 1 serves underarm from the centre point of their section using their hand over the net into any section of the Quad.
- The player receiving the ball must let it bounce once and only once before attempting to return it with their hand to another section over the net.
- The rally continues in this way, with players within a section continuing to rotate after each shot, until the ball is not returned successfully (ball bouncing twice in a section, ball bouncing outside of the Quad, ball not clearing the net, player hitting the ball twice).
- The team not at fault scores a point and serves the next point; with different halves of the team taking turns in serving when their team has the opportunity . After the ball is served, the rally continues as before.
- If the ball lands on the line, it is OUT.

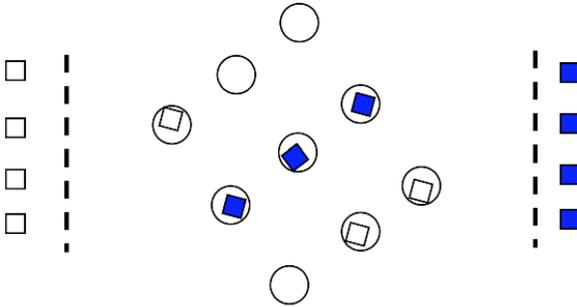
# Appendix 1: Games

## X's & O's

### Dimensions

Each spot is 3 paces horizontally and vertically from the next spot.

The safety line is at least 5 paces from the end of the grid.



**Aim:** To score more points than the opposition. A point is scored by making a line of 3 people on the spots/grid-squares before the opposition do so.

- The 2 teams stand behind the safety lines at either end and each player is given a number .
- The referee will call out 3 numbers (altogether or separately) and when a player hears their number they come out into the grid. With the other 2 players on their team they attempt to form a line of 3 in any direction (including diagonals) before the opposition form a line of 3.
- If 2 players from opposing teams reach a spot/square at the same time, the referee will point to that spot/square and shout change.
- The players must move to another spot/square before they are allowed to return to that spot/square.
- If 2 teams form lines at the same time, the referee will shout “all change” and all players must move to a new spot/square.
- When a point is scored, the players return to behind their safety line and the referee calls out another 3 numbers.

# Appendix 1: Games

## Equipment

Game	Equipment
<b>Aunt Sally</b>	1 set of disc cones / 2 small skittles / 2 stands / 4 bean bags / 4 blindfolds / some blu-tac
<b>Binball</b>	2 bins / 1 netball / 2 sets of disc cones
<b>Bolleyball</b>	Net / 2 set of disc cones / exercise ball
<b>Bootball</b>	2 big goals / exercise ball / 1 set of disc cones
<b>Boules</b>	2 sets of boules (1 per player / 1 jack / 2 sets of disc cones / 1 hula hoop
<b>Crazy Catch</b>	2 crazy nets / crazy ball or handball / 2 sets of disc cones
<b>Crazy Croquet</b>	Croquet set / 4 x 4 colours of disc cones / 2 sets of disc cones
<b>Dangerish Longball</b>	1 baseball bat / 2 handballs / 3 sets of disc cones / 3 bins
<b>Danish Longball</b>	1 baseball bat / 2 handballs / 3 sets of disc cones
<b>Energyball</b>	2 sets of disc cones / 8 handballs / 9 tennis balls (1 blue, 2 red, 6 yellow)
<b>Gauntlet</b>	10 handballs / 2 sets of disc cones
<b>Gutterball</b>	8 pieces of gutter / 5 pool balls / 1 set of disc cones / 2 buckets
<b>Halo</b>	2 hockey sticks / 2 hoops / 1 quoit / 2 sets of disc cones
<b>Handball</b>	2 small goals / 1 handball / 2 sets of disc cones

# Appendix 1: Games

## Equipment

Game	Equipment
<b>Hoopla</b>	6 agility poles / 3 hoops / tape / 1 set of disc cones / 1 rubber spot / 1 quoit
<b>Minesweep</b>	16 tennis balls / 3 pink volleyballs / 1 golden handball / 3 sets of disc cones
<b>Mission Impossiboule</b>	36 boules (18 x 2 colours) / 20 flat markers / 2 sets of disc cones / 1 bucket
<b>Mission Impossiboule 3</b>	54 boules (18 x 3 colours) ideally / 4 sets of disc cones / 1 bucket
<b>Scoopla</b>	1 handball / 2 small samba goals / 1 scoop per player / 2 sets of disc cones
<b>Skittleball 1</b>	16 skittles / 10 handballs / 3 sets of disc cones
<b>Skittleball 2</b>	9 skittles / 2 sets of disc cones / 8 handballs
<b>Speedball</b>	15 tennis balls / 8 handballs / 1 golden handball / 6 buckets / 8 tag rugby belts & 24 tags / 1 set of disc cones
<b>Take the Flag</b>	1 set of disc cones / 2 different colour flags/bibs
<b>Take your Pick</b>	Gutter / 5 snooker balls / 2 sets of disc cones / agility hurdle / hula hoop / 3 buckets / unihoc stick and 2 traffic cones
<b>The Quad</b>	4 sets of disc cones / volleyball / 5 traffic cones / 4 bamboo canes
<b>X's &amp; O's</b>	1 set of disc cones / 1 set of spots

# Appendix 2: Fixture Schedules

## 3 Team Schedule

Game	Sport 1	Challenge 1
<b>1</b>	1 v 2	3
<b>2</b>	1 v 3	2
<b>3</b>	2 v 3	1
Game	Sport 2	Challenge 2
<b>4</b>	1 v 2	3
<b>5</b>	1 v 3	2
<b>6</b>	2 v 3	1
Half Time Team Talk		
Game	Sport 3	Challenge 3
<b>7</b>	1 v 2	3
<b>8</b>	1 v 3	2
<b>9</b>	2 v 3	1

## 4 Team Schedule

Game	Sport 1	Sport 2
<b>1</b>	1 v 2	3 v 4
<b>2</b>	1 v 3	2 v 4
<b>3</b>	2 v 4	1 v 3
<b>4</b>	1 v 4	2 v 3
<b>5</b>	3 v 4	1 v 2
Half Time Team Talk		
Game	Sport 3	Sport 4
<b>6</b>	1 v 2	3 v 4
<b>7</b>	1 v 3	2 v 4
<b>8</b>	3 v 4	1 v 2
<b>9</b>	1 v 4	2 v 3
<b>10</b>	2 v 3	1 v 4

# Appendix 2: Fixture Schedules

## 5 Team Schedule

Game	Sport 1	Sport 2	Challenge 1
<b>1</b>	1 v 2	3 v 4	5
<b>2</b>	3 v 5	1 v 4	2
<b>3</b>	1 v 3	2 v 5	4
<b>4</b>	2 v 4	1 v 5	3
<b>5</b>	4 v 5	2 v 3	1
Half Time Team Talk			
Game	Sport 3	Sport 4	Challenge 2
<b>6</b>	1 v 2	3 v 4	5
<b>7</b>	3 v 5	1 v 4	2
<b>8</b>	1 v 3	2 v 5	4
<b>9</b>	2 v 4	1 v 5	3
<b>10</b>	4 v 5	2 v 3	1

## 6 Team Schedule

Game	Sport 1	Sport 2	Sport 3
<b>1</b>	2 v 5	1 v 4	3 v 6
<b>2</b>	1 v 6	2 v 3	4 v 5
<b>3</b>	3 v 5	4 v 6	1 v 2
<b>4</b>	1 v 4	2 v 6	3 v 5
<b>5</b>	3 v 6	1 v 5	2 v 4
Half Time Team Talk			
<b>6</b>	1 v 2	3 v 4	5 v 6
<b>7</b>	4 v 6	2 v 5	1 v 3
<b>8</b>	4 v 5	1 v 3	2 v 6
<b>9</b>	2 v 3	5 v 6	1 v 4

# Appendix 2: Fixture Schedules

## 7 Team Schedule

Game	Sport 1	Sport 2	Sport 3	Challenge 1
<b>1</b>	1 v 2	3 v 4	5 v 6	7
<b>2</b>	3 v 7	1 v 6	2 v 4	5
<b>3</b>	4 v 6	2 v 7	5 v 1	3
<b>4</b>	5 v 1	7 v 4	3 v 6	2
Half Time Team Talk				
<b>5</b>	2 v 4	3 v 5	1 v 7	6
<b>6</b>	3 v 5	2 v 6	4 v 7	1
<b>7</b>	6 v 7	5 v 1	2 v 3	4

## 8 Team Schedule

Game	Sport 1	Sport 2	Sport 3	Sport 4
<b>1</b>	3 v 4	5 v 6	1 v 2	7 v 8
<b>2</b>	2 v 5	4 v 8	6 v 7	1 v 3
<b>3</b>	6 v 8	1 v 7	2 v 3	4 v 5
<b>4</b>	1 v 4	3 v 7	5 v 8	2 v 6
Half Time Team Talk				
<b>5</b>	3 v 8	2 v 6	4 v 7	5 v 1
<b>6</b>	5 v 7	1 v 4	3 v 6	8 v 2
<b>7</b>	1 v 6	2 v 8	4 v 5	3 v 7
<b>8</b>	2 v 7	3 v 5	1 v 8	6 v 4

# Appendix 2: Fixture Schedules

## 9 Team Schedule

Game	Sport 1	Sport 2	Sport 3	Sport 4	Challenge
<b>1</b>	2 v 3	4 v 5	6 v 7	1 v 9	8
<b>2</b>	2 v 4	6 v 9	1 v 5	7 v 8	3
<b>3</b>	7 v 8	1 v 2	3 v 9	4 v 6	5
<b>4</b>	5 v 7	1 v 4	3 v 6	2 v 8	9
<b>5</b>	3 v 4	2 v 6	1 v 8	5 v 9	7
Half Time Team Talk					
<b>6</b>	5 v 8	3 v 7	2 v 9	1 v 4	6
<b>7</b>	1 v 6	8 v 9	2 v 5	3 v 7	4
<b>8</b>	1 v 9	3 v 8	4 v 7	5 v 6	2
<b>9</b>	6 v 9	5 v 7	4 v 8	2 v 3	1

## 10 Team Schedule

Game	Sport 1	Sport 2	Sport 3	Sport 4	Sport 5
<b>1</b>	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10
<b>2</b>	8 v 9	1 v 10	2 v 3	4 v 5	6 v 7
<b>3</b>	5 v 7	6 v 9	8 v 10	1 v 3	2 v 4
<b>4</b>	3 v 6	2 v 7	1 v 4	9 v 10	5 v 8
<b>5</b>	4 v 10	1 v 5	7 v 9	2 v 6	3 v 8
Half Time Team Talk					
<b>6</b>	3 v 9	8 v 10	4 v 7	2 v 5	1 v 6
<b>7</b>	1 v 7	3 v 9	5 v 10	6 v 8	2 v 4
<b>8</b>	2 v 10	4 v 6	1 v 8	3 v 7	5 v 9
<b>9</b>	3 v 5	2 v 8	6 v 9	4 v 10	1 v 7

# Appendix 2: Fixture Schedules

## **Grand Final**

You could finish *Night of Champions* with a grand final which can be a great show piece and provides a climax to the sporting element of the event. If you wish to do this then simply work out which are the top two teams after all the games have been played and then hold a final in one of the sports. Encourage the rest of the teams to support the finalists and create a good atmosphere.

# Appendix 3: Score Sheet Appendix

Team	Game 1		Game 2		Game 3		Game 4		Game 5		Game 6		Game 7		Game 8		Game 9		Total Score
	Game Points	Sportsman Points																	
1.																			
2.																			
3.																			
4.																			
5.																			
6.																			
7.																			
8.																			
9.																			
10.																			

**Game Points** Win = 5  
 Draw = 3  
 Loss = 1

**Sportsmanship Points** Good Attitude = 5  
 ...through to...  
 Poor Attitude = 0

# Appendix 4: Score Cards

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total

Sport:	Scoring box:		
Teams	Game Points W=5, D=3, L=1	Sportsmanship Points (0-5)	Total



## About Christians in Sport

Our mission is to reach the world of sport for Christ. Formed in 1980, Christians in Sport has more than 30 years of experience supporting Christians in the world of sport and helping sportspeople explore the Christian message. For more information on who we are and how we can help you, please get in touch on the details below.



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