



**Eastern Community
Sport and Recreation
Incorporated**

Sports Cluster

June - August 2024

Eastern Sports Cluster

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Eastern Sports Cluster

Primary Schools Weekly Winter Sport

General Information

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Contact Details: kate@easterncommunity.co.nz
www.easterncommunity.co.nz

- Weekly sport will be played at Rawhiti Domain/ Thomson Park/ Eastern Hub/ Roy Stokes Hall /Rawhiti School and Youth Alive Trust Church with the first round commencing by 12.30pm.
- **Competition Dates:**
Competition begins on Friday 7 June and will conclude 23 August which allows for eight playing weeks.
Term 2: 7,14, 21 June & 5 July
Term 3: 26 July, 2, 9, 23 August
- **Cluster Format:**
 - Each team/school registered to attend the cluster will have a bus allocated to dropping and picking them up from Rawhiti Domain (except those schools within walking distance).
 - All Schools will be picked up by bus at 12pm Friday to start the first round by 12:45pm. Teams/schools will then depart back to school at 2:15pm. Schools are required to be at their pickup zones 5 minutes prior to departure.
 - Each team registered needs to be accompanied by a parent/helper/coach that are responsible to take on any umpiring/refereeing, scoring, behaviour management during game time.
 - On game day an information stand will be allocated by the bus drop off/ pick up area where you can ask for any information regarding the draw/ score cards/ additional equipment/ map of ground.
 - ECSR will be providing most of the gear for the games.
 - The draw will be listed on the ECSR website each week by Thursday morning.
 - Score Cards will be sent out to schools prior to competition for teams to print off prior to competition day. Spare cards will be available as you arrive if need be. Score cards are to be returned in a box in the bus drop off/pick up zone prior to departure.
- **First Aid:**
The Cluster Coordinator will have First Aid supplies on all sport sites but it is still the responsibility of teams to ensure they have sufficient supplies on them. When there is an emergency call 111.
- **Teacher in Charge of Sport/ Supervision:**
Each School will be responsible for their teams playing on the day. The person assigned to the team/sport will make sure all teams are supervised, have arrived/started on time, teams have sufficient helpers and let the Cluster Coordinator know of any issues etc.
In case of emergency, the teacher in charge of team/sport will follow the emergency procedures, acting as the emergency warden for their team/sport and reporting back to the cluster coordinator/their schools. See emergency plan pages 32-38.
- **Refereeing/Umpiring**
Each team is to supply an umpire/referee each week. For netball all umpiring is dual control. All other sports one referee is required per game – this can be a different umpire per half if teams agree beforehand.

- **Uniform:**

Teams should be in a school sports uniform, promoting pride in the school. Bibs will also be available from the information point if clashes in uniform colours occur. Please ensure all have shoes to play in.

Plastic cleats on boots are allowed for Capture the Flag, Football and Touch Rugby.

Shin pads for football are required.

Please encourage children to bring additional warm clothing to the event.

- **Cancellation:**

The Cluster Coordinator is to make a decision regarding cancellation before 11.00am. Schools will be **emailed and text** by 11.15am and the cancellation will also be posted on our website www.easterncommunity.co.nz.

If under extraordinary circumstances such as a sudden unexpected deterioration of weather then cancellation may occur right up to the final moment before buses leave for schools, if this is the case ECSR will contact buses directly. **No school is to take responsibility for the decision not to play. This is very unfair on the opposition team.** Schools will be fined if defaults and withdrawals do not comply with our rules. **Please do not phone the ECSR Cluster coordinators for updates. An email/text update will be sent out (to the sports coordinator as indicated) and the Eastern Community website will also be updated.**

- **Defaults:**

- Must be avoided except for **genuine and serious reasons**. When they are unavoidable the Cluster Coordinator must also be informed immediately.
- The latest acceptable time to advise of a default is 1pm on the day before play.
- \$50.00 fine will occur to the team that defaults within this timeframe.
- A \$100.00 fine will occur to teams that are a no show.

- **Results:**

Score cards will be available at the information point. Each game only needs one score card. Please deliver the score card back to the information point. The Cluster Coordinator will enter all results onto the website on the next available day. If scorecards have not been handed in the score will not be recorded.

- **Game Competition:**

Points will be awarded as 10 for a win, 5 for a draw, 2 for a "bonus" loss of less than 5 points for netball or a loss of less than 3 points for football and 0 for a loss of more than 5 or 3 points. Participation certificates will be awarded to all attendees.

- **Field Set up:**

Majority of fields/courts will be set out ready for play, extra cones or other markers maybe needed to be set out by teams.

Teams are required to gather all cones/markers/flags/pads on their field/court of play at the end of the last round of play and then bring into the information point or nearest building – Canopy or Eastern Hub.

- **Timing of Games:**

- Teams are to take full control of timing their games.
- Please ensure you start on time and keep to the timeslot allocations to ensure all games are finished on time for bus departure.

Sport Outlines

Netball

Venues:

- Rawhiti Domain Court and Canopy Courts and Rawhiti School courts

Buses will collect the Rawhiti School Netball players and return them to the domain after play. Please let the Cluster coordinator and bus driver know if your team is intending to walk to your venue.

Please note the toilets at Rawhiti are in the School Hall.

Game Duration:

- 7aside: Games will be 4 x 10 minutes with 1 minute quarter and 2 minute half time breaks.
- 6aside: Games will be 4 x 10 minutes with 1 minute quarter and 2 minute half time breaks.

7 aside - Year 7 and 8 Teams

Team and Game Conditions:

Court Size:

Full Netball Court.

Teams:

- Teams shall have a maximum of 12 players.
- Teams can be mixed.
- No more than 3 boys to be on court at any one time with one in each area – i.e. one in the defence circle, one in the attack circle, one in mid court.

Equipment:

- All teams must wear regulation bibs – i.e. positions named.
- Size 5 Ball required.

Umpiring:

- **Each team** is to provide an umpire to dual control the game with the umpire from the other team.
- All umpires umpire to their right.
- All umpires to supply own whistle.

Rules:

Please remind players:

- No jewellery – this includes NO taped earrings.
- No cycle pants.
- Short nails.
- Correct footwear.
- International rules apply.

6 aside – Year 5 and 6 Teams

Team and Game Conditions:

Court Size:

Full length courts (some modified).

Teams:

- Teams shall have a maximum of 10 players (8 is preferable).
- Mixed teams: maximum of 2 males on court at any one time.
- Only 6 players on court at any one time: 2x centre, 2 x defence, 2 x attack (the bibs shall have A, C and D).

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Equipment:

- All teams must wear regulation bibs – A x2/Cx2/D x2
- Size 4 Ball.

Umpiring:

- **Each team** is to provide an umpire to dual control the game with the umpire from the other team.
- All umpires umpire to their right.
- All umpires to supply own whistle.

Rules:

Scoring:

1. Shots at goal maybe taken anywhere within the teams goal circle by the 2 attacks.

Centre Pass:

1. Paper/Scissors/Rock to determine which teams has the first pass at each quarter start.
2. After a goal is scored the non-scoring team shall have the centre pass.
3. One centre in possession of the ball shall stand wholly within the centre circle and the opposing centre standing within the centre third. The other two centres stand on the side-line in the centre third. These two centres can enter the court once the first pass has been made and they can enter anywhere they like. The centres in each team take alternative centre passes.

Throw in:

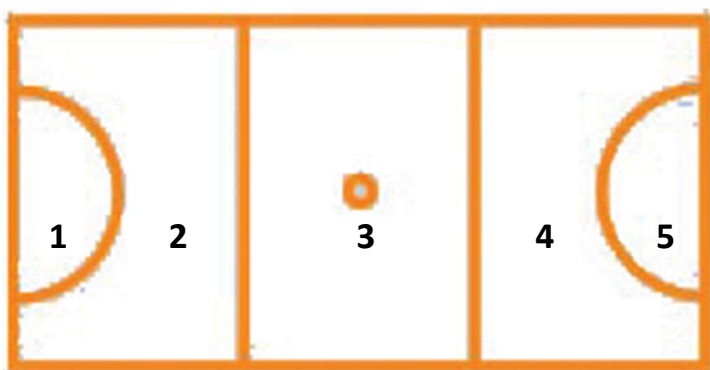
Players take turns- e.g. if it is a defence throw in- in the goal third- one defender throws in and the other defender takes the next throw in.

All other international rules apply.

Please remind players:

- No jewellery – this includes NO taped earrings.
- No cycle pants.
- Short nails.
- Correct footwear.

Positional areas:



Position	Playing Areas				
Attack (2)	1	2	3		
Centre (2)		2	3	4	
Defence (2)			3	4	5

Venue:

Rawhiti Lower Fields

Game duration:

2x 12 minute halves. No half time break- 1 minute change ends over at half time.
Each team will have two games per week.

Team and Game Conditions:

Field Size:

7 a-side (years 5 & 6):

- Pitches shall be marked and presented with appropriate size goals wherever possible.
- Where pitches are required to be marked out with cones, the following sizes apply: Minimum size 45m x 30m, maximum size 55m x 35m.

9 a-side (years 7 & 8):

- Pitches will be marked and presented with appropriate sized goals wherever possible.
- Where pitches are required to be marked out with cones, the following sizes apply: Minimum size 64m x 45m, maximum size 70m x 50m.

Teams:

7 & 9 a-side:

- Teams may be mixed.
- There is no requirement regarding the number of any one gender.

Equipment:

- Each team must provide a match ball.
- Balls – size 4 for years 5, 6, 7 & 8.
- **Shinpads are compulsory.**

Referees:

- Each team must provide a referee who will referee half the game each unless mutually agreed otherwise.
- All umpires to supply own whistle.

Rules:

1. Players not involved in the game must wear a top or jersey over their team shirt so as not to confuse teams on the field or the referee.

All the normal rules of football shall apply *except* for the following:

1. Deliberate offside will be penalised.
2. The coach can be on the field to assist or referee (not both).
3. Teams shall contain 1 goal keeper who may kick from the ground at goal kicks from the edge of penalty box or from their hands when play is still live, and 6 outfield players on the field at any one time.
4. Players may interchange provided the referee is notified and the ball is out of play.
5. Rolling subs may be used.

9 a-side (years 7 & 8):

FIFA rules, plus rolling subs.

Venue:

Rawhiti Lower Fields

Game duration:

2x 10 minute halves. No half time break- quick change over at half time.

Each team will have two games per week.

Team and Game Conditions:

Field Size:

6 a-side

- Pitches shall be marked and presented with cones at halfway, try line corners.
- The field will be modified to suit the playing area and marked with halfway and try line corners. Substitution boxes are situated on each side of the field at halfway. The Touchdown Zone is the area beyond the score line.

Teams:

- A team may consist of up to 14 players. A maximum of six (6) players are permitted on the field at any one time. A minimum of four (4) players per team are required for the match to be played.
- There is no set ratio of boys and girls that have to be on the field or in the team. However, if a team does have three or more girls on the field at one time and a girl scores a try it is worth 2 points.
- There is no requirement regarding the number of any one gender.

Equipment:

- Each team must provide a match ball.
- Balls – size 5
- **Cleats can be worn but no sprigged boots.**

Referees:

- Each team must provide a referee who will referee half the game each unless mutually agreed otherwise.
- All umpires to supply own whistle.

Rules:

ECSR follows the Touch New Zealand rules but has some modifications.

- **Dummy Half Rules**

The Dummy Half **must** pass, the defence rushes upon the Dummy Half.

- **Scoring:** A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one (1) point (see rule 16 for exceptions). The Dummy Half is not permitted to score touchdowns.
- **Substitution Box:** Substitute players must remain in their Substitution Box. Teams may interchange players at any time. Substitute players going on to the field may not leave the substitution box until the player being replaced has come off and reached the substitution box.
- **Possession of the Ball:**
A Change of possession shall occur when:
 - The ball is dropped to ground.
 - The Dummy Half is touched while in possession.
 - The sixth (6th) Touch occurs.
 - The Dummy Half places the ball on or over the score line.
 - A roll ball is performed incorrectly.
 - A tap is performed incorrectly.
 - The player in possession steps on or over the boundary of the field of play. At a change of possession play is restarted with a roll ball.

- **Passing:**
A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.
- **The Tap:**
the Tap is taken by placing the ball on the ground at the mark, releasing the ball from both hands, tapping the ball with either foot a distance of not more than one (1) metre and picking up the ball cleanly. Any player from the attacking team may take the tap.
- **The Penalty:**
When a player/team is penalised the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten (10) metres from the mark until the ball has been tapped. Play restarts with a tap when the following infringements occur:
 - Forward Pass
 - Touch and Pass
 - Performing a roll ball prior to a touch being made.
 - Performing a roll ball off the mark.
 - Using more than the minimum force to affect a touch.
 - Claiming a touch when the touch was not affected.
 - Defenders offside at the roll ball (7 metres).
 - Defenders offside at the Tap (10 metres).
 - Incorrect substitution
 - Falsely claiming a touch
 - Using more than the minimum force to make a touch
 - Misconduct
 - Playing more than the allowable number of players
 - Deliberately delaying play
 - Obstruction
- **Rollball:**
A method of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one (1) metre. Players must not delay performing the roll ball. The player who performs the roll ball is not permitted to pick the ball up.
- **The Touch:**
Players from both teams are permitted to affect the touch. A touch is contact with any part of the body, ball, clothing or hair. Minimum force is to be used at all times when affecting a touch. The team in possession is entitled to six (6) touches.
- **Touch and Pass:**
A player is not to pass the ball after a touch has been made.
- **The Dummy Half:**
The Dummy Half is the person who picks up the ball after a team-mate has performed a roll ball.
- **Sideline:**
If the player with the ball touches or crosses the side-line s/he is deemed to be out of play and a change of possession occurs. Play restarts with a roll ball seven (7) metres in from where the player went out. If a touch is made before the player goes out, the touch counts.
- **Obstruction:**
Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

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- **The Field of Play**

The field will be modified to suit the playing area and marked with halfway and try line corners. Substitution boxes are situated on each side of the field at halfway. The Touchdown Zone is the area beyond the score line.

- **The Toss:**

The captain winning the toss shall receive possession of the ball, a choice of direction and choice of substitution box for the first half. The team that loses the toss shall recommence play after the half time break. The Coaches shall supervise the toss.

- **Duration:**

A match shall be approximately (10) minutes each way with no half time.

- **Player Attire:**

All team members must be correctly attired in team uniforms ie. Same coloured shirts. Bare feet, spikes and footwear with metal studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.

- **The Referee:**

The Referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The Referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the Referee. Referees can either be provided by ECSR or by each team as agreed by the two coaches before the match.

- **Foul Play will NOT be tolerated:**

Any foul play (the Referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.

Table Tennis

Venue:

Youth Alive Trust

Buses will collect the Table Tennis students from Rawhiti Domain and return them to the domain at the end of play.

Team and Game Conditions:

Teams:

- Teams of two.
- Gender is non-specific.
- Doubles matches only.

Games/Rules:

1. Teams will play best of 3 sets for a win. Sets up to 11 points per set. At 10 points all winners must win by 2 clear points (limited to 20 minutes in total- a bell/whistle will sound at the end of 20 minutes).
2. Players will change ends after each set. Change of service every 2 points except at 10 all when service changes every point.
3. For all doubles, players need to have alternative hits on their side of the table and serve to opposite sides of the table from the right hand half of the table. Serves must be completed behind the baseline of the table – no reaching over the table during service. The hand must be above the table, with the ball thrown up a minimum of 16cm after leaving the palm.
4. Net ball means the point gets played again.

If your game finishes within the 20 minute allocated time, please feel free to hand in your score card and then continue to play in a friendly/practice manner.

Equipment:

ECSR will supply bats and balls for each game. Students can bring their own bats/balls if preferred.

Referees:

Students will umpire when not playing.

Postponements:

- Will be made by the Cluster Coordinator as set out in the overall winter sport instructions.
- Even though these games are indoors, they will be postponed when the outdoor sports are postponed.

Gardening - Propagating Young Gardeners

Venue:

New Brighton Community Garden.

Programme:

Students will arrive at the New Brighton Community Garden on a weekly basis and undergo the following activities/ programme:

- **Grow:** Learn how to organically prepare soil, sow seeds, transplant seedlings and identify your favorite vegetable or fruit. Make seed bombs and take your potted-up seedlings home to plant and harvest later. Finish off with a scavenger hunt through our gardens and nibble on a carrot or pea along the way..
- **Waste management:** Learn the difference between circular and linear economy and how you can help by making your own mini compost and T-shirt bag. Learn how many times you have to reuse a paper bag to be more „eco“ than a plastic bag
- **Bugs in the Gardens:** Join Canterbury Museum to learn about mini beasts lurking in the New Brighton Community Gardens. Get hands-on with their collection of insect rays, take part in a directed bio-blitz of the gardens and examine mini beasts under the microscope to get a better understanding of these amazing creatures and the Mahi they do for us and our planet.
- **Cook:** Find & use produce from our gardens and learn how to source organic produce locally. Make a Honey spiced Pumpkin Muffin and a Balsamic, Rosemary & Carrot Rose. Reduce food miles to the number of steps to our herb and vegetable patch.
- **Knife skills are life skills:** Learn MasterChef knife skills and use a variety, of tools and gadgets" safely." Make and taste test our famous Coconut, Orange and carrot soup. Learn what flowers are edible and decorate your soup like a pro.
- **DIY Beauty:** Learn about different approaches to reducing packaging and be part of the solution by making and decorating your own Calendula Hand scrub using salt, sugar and coffee grounds and design your unique scent using essential oils
- **Sustainability:** What's in the bag? Identify and discover day-to-day products and how & why to swap them for sustainable products. Take home an Ethique concentrate to start your journey.
- **Buzzing around:** Ever wondered how a Bee hive works and who is really in charge? How much honey does a Bee produce in a lifetime? Get up and close with our Bees and taste some different kinds of honey along the way. Learn how to and make Apple cider vinegar and find out how it protects our bees.

- Students to bring own gumboots and jacket.

Students are to be accompanied by an adult down to Gardening Club. It is important for Schools to inform the adult attending the gardening club if students are not there on the day.

Postponements:

- Will be made by the Cluster Coordinator as set out in the overall winter sport instructions.
- They will be postponed when the outdoor sports are postponed.

Circus Club

Venue: Christchurch Circus Trust, Roy Stokes Hall.

Buses will collect the Circus students/adults from Rawhiti Domain and return them to the domain at the end of the day. Please let the coordinator know if your group is intending to walk.

Programme:

This 8 week circus programme will give children the opportunity to try out and develop skills in a variety of circus disciplines. We will focus on 3-4 circus areas each week. We will repeat these areas the following week to enable students to develop confidence and build on these skills learnt. There will be an aim for students to select and focus on particular skill areas.

June 7: Week 1: Gymnastics, rola-bola and tightwire,hula.

June 14: Week 2: Aerial Trapeze, partner acrobatics,hula.

June 21: Week 3: Aerial lyra, balancing globe,juggling.

July 5: week 4: Aerial Hammock, partner acrobatics, juggling.

July 26: Week 5: Gymnastics, rola-bola and tightwire, diabolo.

Aug 2: Week 6: Aerial Trapeze, partner acrobatics, diabolo.

Aug 9: Week 7: Aerial Lyra, balancing globe, flower sticks

Aug 23: Week 8: Aerial hammock, balancing globe, flower sticks.

Postponements:

- Will be made by the Cluster Coordinator as set out in the overall winter sport instructions.
- They will be postponed when the outdoor sports are postponed.

Archery

Venue: Archery Range, Rawhiti Domain behind Canopy
Archers will assemble and then walk over the range in one group.

Programme:

Participants will be briefed on the specific skills required for a successful shot as well as safe practices for arrow retrieval and movement out on the range. This activity is only for Year 7 & 8 students.

Over the weeks, the archers will progress through the skills and then into some competitive rounds as the skills improve and progress.

Archery will increase self-confidence by being supported by trained instructors.

Disability athletes will be welcome to participate.

INITIAL INTRODUCTION AND PARTICIPANT BRIEFING

Archery can be a very dangerous activity when not conducted properly. Participants need to be made aware of the risks of inappropriate behaviour and failing to listen to instructions. Depending on the group's size you may want to have the group pair off and have the participants shoot in two rounds. No Participant is permitted to cross the shooting line without permission from the instructor!! It is advisable to have seating for participants so that they can sit down when they finish shooting. This will enable the instructor to be able to see what is going on far easier. Participants should be briefed on the specific skills required for a successful shot as well as safe practices for arrow retrieval and movement out on the range.

SAFETY AND INSTRUCTIONS

Due to the potentially dangerous nature of the activity, instructors must be vigilant and group control maintained. It is best to keep the equipment behind the shooting line and have the participants wait a few paces behind the shooting line also. When it is time for the participants to take their turn, they can then step up to the shooting line on the instructors prompting and take their shots at the target.

Postponements:

- Will be made by the Cluster Coordinator as set out in the overall winter sport instructions.
- They will be postponed when the outdoor sports are postponed.

Capture the Flag

Venue: Thomson Park fields

Both year groups will play on 30m x 50m field approximately.

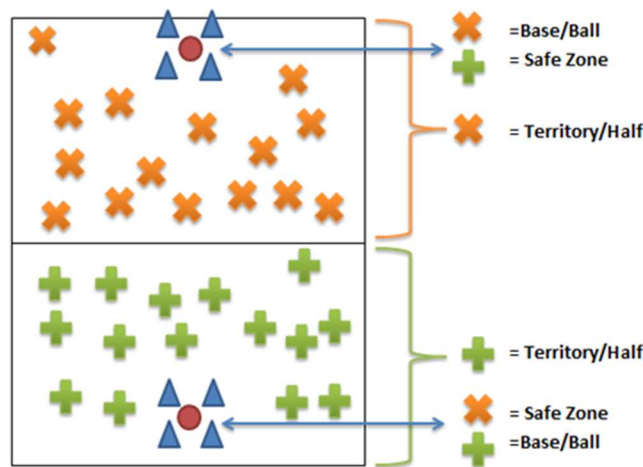
Game duration:

2 x 10minute halves. No half time break- quick change over at half time.

Each team will have two games per week.

Teams:

- Mixed teams with a minimum of 2 girls on the field at one time.
- If teams do not meet the minimum ratio, points will be deducted from overall score (e.g. 1 point for each girl missing).
- 15 players a side.
- Rolling subs allowed, as long as substituting for a player in their own half (e.g. hasn't been ripped) and is at least 10m back from the half way point.



Equipment

- Soft balls at each end of field in base/safe zone, supplied by ECSR.
- 4 Cones at each end in a square signaling the 'base/safe zone'.
- Ripper tags to be supplied by each school

Referee

- Each team is to supply a referee to ensure the game is run smoothly.
- All referees to supply own whistle.

Rules

The aim of the game is to retrieve the ball from your opposition's base and bring it back to your teams own base without being ripped.

A point is scored when a team brings the opposition's ball back to their own base. Once a point is scored play is restarted, all players back on their half and balls back to each base.

1. Your own team's half (territory) of the field is safe for your team (unless you are the player that has the ball- see rule 4 below).
2. If a player is ripped in the oppositions half they must sit down until rescued. The sitting player can be rescued by another teammate who hasn't been ripped, by linking arms with the player and retreating back to their team's own half. Once the two players have linked arms, they are safe to retreat (and cannot be ripped) and once back in the half they can both begin playing again.
3. If player is ripped with the ball, the player sits down and the ball goes back to the base.
4. Players can be ripped in their own half, ONLY if they have the ball (e.g. running back to base to score).

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5. If the ball touches the ground (dropped, not caught on the fall), the ball goes back to base.
6. Players can move (throw, kick) the ball to a team mate in their own half but if dropped the ball goes back to the start.
7. Players cannot directly kick the ball from their safe zone (base) into their own half.
8. Players who have made it to the opposition's base to collect the ball are in a 'safe zone' and will be safe from taggers until they choose to move out of the zone (with or without the ball).
9. Defending players cannot 'goose guard' the base/safe zone, they must be 2 meters away from the safe zone.
10. Defending players (both teams) cannot 'goose guard' the half way point, players must be 2 meters away from the half way line (unless making a move).

Venue: Rawhiti Junior Cricket Oval

No requirements for teams as they will be made up on the day with the attendees.

Game duration:

Will depend on the sport being played that week.

7 & 14 June: Canterbury Cricket Smash Play

21 June & 5 July: Volleyball with free play games & skill challenges

26 July & 2 August: Ultimate Frisbee

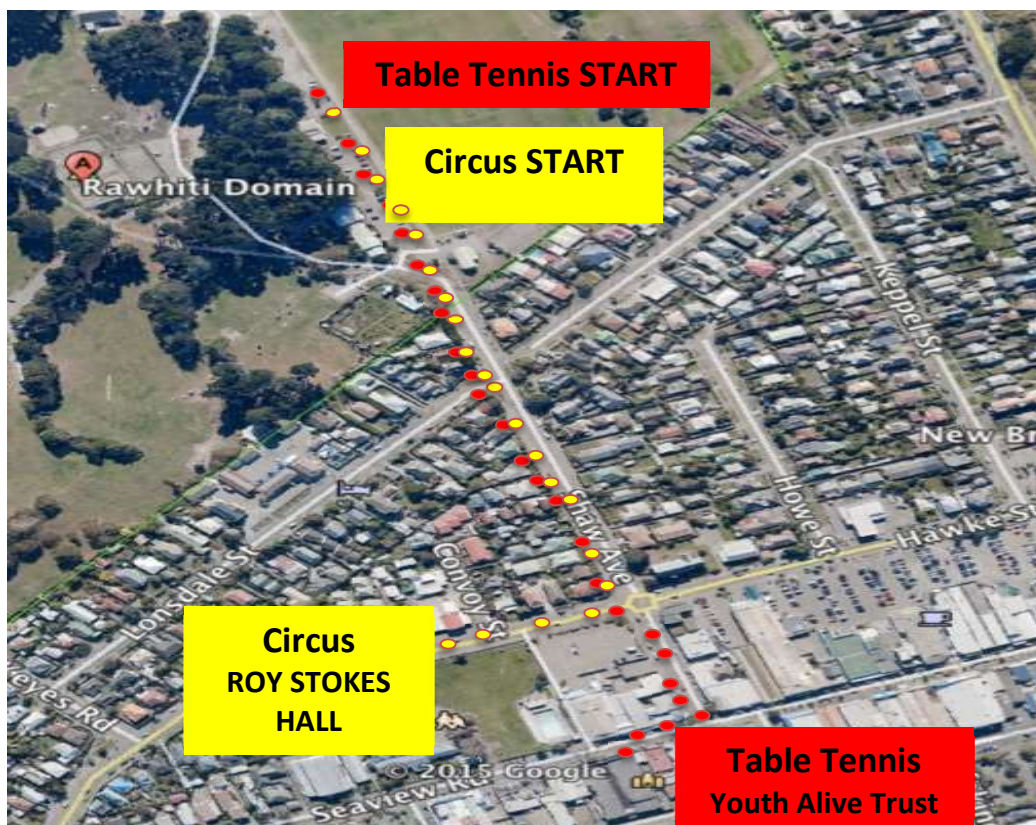
9 & 23 August: Ki O Rahi

Equipment

- All equipment will be provided.

Coaches/Referees

Will be provided by our External facilitators and ESCR.



Rawhiti Domain



Circus: Shaw Ave, Right onto Hawke Street.
Table Tennis: Shaw Ave, Right onto Seaview Road.
Netball (Rawhiti): Shaw Ave (pathway), cross Bowhill Road, left and cross Leaver Terrace.

Thomson Park



Rawhiti Domain & surrounding area



Rawhiti Top Field



Rawhiti Bottom Field



All Venues Overview Map



Sport Locator:

Archery: 28 Archery Range near Canopy

Capture The Flag: 5,6,7,8 – Rawhiti Top field

Touch Rugby: 9, 10 – Rawhiti Bottom

Football: 11, 12, 13, 14, 15, 15a – Rawhiti Bottom

Netball: 16, 17, 18, 19, 20, 25, 26, 27 – Rawhiti Domain Canopy courts & Astro outdoor court, Rawhiti School

Multisports: 21 – Rawhiti Domain (Near NBC School)

Gardening: 22 – Rawhiti Domain

Circus: 23 – Roy Stokes Hall

Table Tennis: 24 (A, B, C, D, E, F, G) – Youth Alive Trust (Seaview Rd)

Spare – 1, 2, 3, 4 Thomson in case of field closures

Sports Timeline

Please note in 2024 we are continuing modified game times for Capture the Flag, Football and Touch Rugby. Each team will play two games per week.

Sport	Duration	Players - Min	Players - Max	Start Time	Finish Time
5/6 Netball - 6 aside	44mins	6	10	12.45pm	1.20pm
				1.25pm	2.05pm
7/8 Netball -7 aside	44mins	7	12	12.45pm	1.20pm
				1.25pm	2.05pm
5/6 Football -7 aside	30mins	7	10	12.45pm	1.15pm
				1.30pm	1.55pm
7/8 Football - 9 aside	25mins	7	10	12.45pm	1.15pm
				1.30pm	1.55pm
Table Tennis	20mins max	2	2	12.45pm	1.05pm
				1.05pm	1.25pm
				1.25pm	1.45pm
				1.45pm	2.05pm
Gardening Club	90mins	0	80	12.45pm	2.00pm
Multisports	90 mins	0	40	12:45pm	2.00pm
Touch Rugby	20mins	4	12	12.45pm	1.05pm
				1.05pm	1.25pm
				1.25pm	1.45pm
				1.45pm	2.05pm
Circus	90mins	0	20	12.45pm	2.00pm
Capture The Flag	20mins	15	20	12.45pm	1.05pm
				1.05pm	1.25pm
				1.25pm	1.45pm
				1.45pm	2.05pm
Archery	90 mins	0	20	12.45pm	2.00pm

Health and Safety Policy

The Sports Cluster will take place in a safe and healthy environment, suitable for the care of players, and coaches, and for the needs of the staff and volunteers. At all times, the wellbeing and safety of the players and coaches is foremost. All relevant legislation will be adhered to.

Eastern Community Sport and Recreation Incorporated (hereafter called ECSR) is committed to providing and maintaining a safe and healthy environment for staff, volunteers, players, coaches, supporters and the community.

The health and safety of all people involved in ECSR's activities is a matter of utmost importance. It is therefore the policy of ECSR to conduct business at all times without risk to staff, volunteers, players, coaches and the community. To strengthen this commitment and to ensure success ECSR undertakes to take all practicable steps to:

- Provide for the safety of all persons legally on site ('site' means any property owned and/or managed by any elements of ECSR)
- Establish and maintain safe working conditions and participate in promoting safe working practices.
- Actively support and train all staff and supervise their work practices.
- Encourage each staff member to recognise and accept his/her responsibility for the safety of themselves, their fellow staff, and visitors.
- Develop and maintain a health and safety management system that meets the obligations of the Health and Safety at Work Act 2015 and any relevant guidelines and standards and promotes continuous improvement of health and safety at ECSR.

Staff Training on Policies

All staff will receive training in programme procedures and practices that ensure safety of players and coaches, when they first start work. They will be informed of any changes through a written document.

The staff will be trained in health and safety by reading the policies. Staff meetings will follow to discuss the policy to ensure clear understanding. Staff will help to identify hazards and will be involved in the ongoing process of improving health and safety.

Hazards and Risk Management

The safety of players and coaches at the Sports Cluster will be ensured by:

- The Sports Cluster Coordinator will assess the environment of hazards and they will be documented, signed and dated with reviews occurring throughout the year. The Sports Cluster Coordinator will identify any hazards that may cause harm, evaluate whether the hazard is significant and indicate steps to eliminate, isolate or minimise the hazard.
- A written risk assessment will be completed for the Sports Cluster site that identifies risks to the safety of the players, coaches and staff. There will be a plan developed to manage the identified risks, which will be reviewed yearly, or as the need arises.
- Coaches will fill out the appropriate form when an accident or incident happens and will show it to the teacher in charge who will then ask the parents to sign it.
- A first aid kit will be stored at the Sports Cluster site. The first aid kit will be checked monthly to ensure it is adequately stocked. All teams/schools are also responsible to supply their own first aid kit, and ensure the teacher in charge is first aid trained.
- The sports cluster will also be taking place outside the domain, ECSR has read and accepted the Health and Safety and Risk Management plans in place by the offsite venues and these plans are available on request.

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To achieve these aims ECSR will ensure:

- Board and staff have responsibility for the health and safety at work of the staff and any other person working directly under their direction, and ensuring that they and their staff follow health and safety procedures outlined in the Health and Safety Manual.
- Each member of the ECSR Board and staff is expected to play a vital and responsible role in avoiding accidents and in acting safely at all times for their own welfare and that of their colleagues.
- Staff are encouraged to participate in and should be consulted in matters relating to health and safety at ECSR.
- Staff are actively encouraged to report all accidents, incidents, hazards and unsafe conditions and these will be investigated and appropriate plans formulated for corrective action if appropriate.

ECSR's attitude to safety is demonstrated by the actions of the staff.

Risk Analysis

Trip to sport fields onsite at Rawhiti Domain and trips to and from Table Tennis, Circus and Netball venues offsite (*if by foot*)

School: Eastern Sports Cluster

Activity: School Sport

Instructions: Staff – ECSR and School Teachers Location: Rawhiti Domain

Group: Cluster Schools Date: 8 weeks starting 7 June 2024

Risks (significant potential losses)

Accident, injury or other form of loss (emotional suffering, physical suffering, major injury).

1. Injury from Vehicle Traffic, off buses, internal park roads, streets, crossing roads	4. Person lost of missing
2. Illness, medical emergency (major injury, broken bone, anaphylaxis)	5. Falls, bumps, knocks, cuts, sprains, concussion
3. Falling, slipping on slippery terrain	

Casual Factors (Hazards, dangers)		Risk Reduction Strategies
People	<ul style="list-style-type: none"> Walking in front of cars when travelling by foot to sport sites and marshalling points Driver distracted, inexperienced or tired Participants unfamiliar with surroundings Person is unwell on day Youthful exuberance, excitement and curiosity Lack of clear instructions Inadequate safety briefing Failure to listen to and follow instructions 	<ul style="list-style-type: none"> Employ experienced bus driver. Students remain in seats/standing and do not address driver. Travel with reputable bus company. Bus drop/off pickup zones area allocated each week and marshalled. Clear instructions given about what to expect and how to behave on the bus, at the Marshalling Point, Stay with your group at all times. Ensure students listen to and follow instructions at all times. Assemble at Marshalling point before being sent to destination Appropriate ratio of adults to students. Schools must ensure supervision requirements meet school policy. Students stay within boundaries set by teachers, parents and educators.

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<p>Equipment Clothing, shelter, transport, activity, specific gear, safety gear etc.</p>	<ul style="list-style-type: none"> Poorly maintained vehicle Personal medical equipment forgotten Inappropriate footwear No warm/ waterproof clothing, sunscreen, hats, sunglasses No spare dry clothes Insufficient fluids Insufficient First Aid supplies Insufficient safety equipment e.g. gloves, safety glasses Lack of shelter Personal gear lost or damaged Programme equipment lost or damaged Vehicles/ machinery in operation around the park 	<ul style="list-style-type: none"> Use vehicles from reputable bus companies. Mobile phones on each bus and numbers known between buses for communication. No jandals Brief students about the importance of sunscreen, sunglasses, sun hat and fluids (water). Bring a rain jacket with a hood. Ensure school first aid kit carried at all times. Ensure students have access to sunscreen and drinking water and shelter. Ensure appropriate safety equipment is used where necessary. Do not carry out any activity if safety equipment required is not available. Provide instructions for safe/ appropriate use of equipment. School is responsible for school or personal equipment brought on the trip. Marshall off bus drop off/pick up zones Buses stay in allocated zone throughout the activity until departure time.
<p>Environment Weather, terrain, water, season etc.</p>	<ul style="list-style-type: none"> Busy road (SHAW AVENUE, LONSDALE STREET, HAWKES STREET and SEAVIEW ROAD) Busy road (BOWHILL ROAD, SHAW AVENUE and LEAVER TERRACE) Road Traffic in Rawhiti Domain at the entry to the park Unfamiliar environment/ site Rough ground, slippery underfoot with loose gravel or wet grassy tracks Cold, windy, wet weather Very hot weather, UV rays Lack of shelter Allergens in the environment including but not limited to: Bees, wasps, biting insects, bait, peanut butter, eggs, pollen, grasses 	<ul style="list-style-type: none"> Follow the signals and cross the road at the pedestrian crossings only. Venues familiar to at least one member of the group. Clear briefings about hazards, health and safety for all activities, all areas and what to expect at every stage. Provide groups with a map of journey to venues Students under adult supervision according to school ratio requirements at all times. CARE at RAWHITI park exit road crossing CARE at Lonsdale St, Shaw Ave Crossing STAY on right side at Hawkes Street Shaw Ave round about crossing FOR Circus Group, take walkway through houses and turn right on footpath to Roy Stokes Hall. FOR Table Tennis Group CROSS Shaw Ave on marked crossing then cross Seaview Road on marked crossing before heading south to Youth Alive Trust. DO NOT CROSS directly across Seaview. CARE at Shaw Ave, Bowhill Road Crossing CARE at Leaver Terrace Crossing Use school pedestrian crossing down Leaver Terrace CARE when crossing through Rawhiti Domain while moving to allocated sport venue/area. Postpone trip if weather is too unfavourable. Clearly identify any children with allergies and medical conditions. Ensure any medications/ equipment is carried with the student.

Crisis Management Plan		
<p>Student / adult missing or lost</p> <ul style="list-style-type: none"> Stop the group and stay put Establish when the person/s was last seen and state of mind/body Priority to look after rest of group Carry out search of immediate area they were last seen with clear control of group Alert teacher in charge and cluster coordinator. If unsuccessful, seek assistance from Emergency Services (Emergency Police 111) 	<p>Injury/ illness</p> <ul style="list-style-type: none"> Stop the group Assess the situation Apply First Aid – R.I.C.E. (Rest, Ice, Circulation, Elevation) Control bleeding Get patient to walk, if possible (assisted if necessary) to shelter or road end or make comfortable and someone stay with the patient. Activate “Emergency procedures” 	<p>Fatality</p> <ul style="list-style-type: none"> Look after the group – shelter, fluids, food Cover the body and create a “no-go” zone Advise Emergency Dept. Emergency Police 111 Activate “Emergency procedures” Allow for grieving Abandon the activity Refer “Traumatic Incident involving death or severe injury” policy for your school.
<p>Information needed: Map Local knowledge Information about lost person/s Emergency equipment</p>		

Critical Incident Management

Emergency procedures to manage each identified risk	Emergency gear required
1. Bus breakdown, Road accident with cars Mobile phones on each bus. Notify school of bus breakdown so parents can be informed.	Mobile phones on buses. All adults with mobile phone access to have number of the teacher in charge.
2. Bus / Road accident Notify school of bus breakdown so parents can be informed. Notify school of any accidents or injuries.	At least one person in the group with a current First Aid certificate. School First Aid kit. Mobile phone present for calling emergency numbers. Schools carry document with all student contact details.
3. Participant/ student missing Mobile phone on all buses used.	Contact school and parents. All adults with mobile phone access to have number of the teacher in charge.

Relevant Industry Standards Applicable

- Schools relevant supervision for groups.
- At least one person in the school group with current First Aid certificate.
- First Aid kit to be carried by the group at all times in the field.
- Qualified experienced drivers and fully licensed vehicles.

Policies and guidelines recommended (activity specific)

Health and Safety at Work Act 2015 requires that all hazards to clients (employees, contractors, and people in the vicinity) be eliminated, isolated or minimised as far as reasonably practicable.

Minimum skills required by activity leaders/assistants

- Knowledgeable, sensible, cautious
- Experience in trip planning and organisation
- First Aid/ CPR knowledge

Final Approval

Accept _____ Reject _____

Comments

ECSR Marshall must have a copy of the RAMS form and Cell phone available.
 Teacher in charge of each school must have a printed summary of students' health details and emergency contact numbers.

Risk Assessment and Management Scheme

Type of Risk	Likelihood	Severity	Potential Cause	Risk Management Strategies
People				
Inexperienced instructors	Very low	Medium	Insufficient training	Training provided, use of qualified coaches, coordinator in charge of running the day.
Lack of supervision	Mild	Medium	Numerous	Communicate to make sure there is enough supervision.
Inadequate first aid training	Mild	High	Insufficient training	Always at least one trained first aider per school group, seek support and advice.
Lack of communication	Mild	Mild	Poor communication	Coordinators to communicate with teams/schools, update website, carry mobile phone. School coordinators to communicate with cluster coordinator.
Participants ill prepared- incorrect clothing, not wearing protective gear	Mild	Medium	Poor communication	Coordinator to communicate with teams/schools what is needed, teams/schools kits and gear checked by coaches prior to trip.
Inappropriate ratios	Mild	Mild	Students being away	Have backup players.
Absent, not at stated place	Mild	Mild	Poor communication	Carry mobile phone, knowledge of routes and travel times, communication.
Disruptive and mischievous behaviour	High	Mild	Student behaviour	Explain rules and boundaries along with expected behavior.
Misplaced person	Mild	Medium	Student behaviour and walking off	Leaders explain boundaries and monitor children head count, roll call, search local areas, carry mobile phone, contact relevant authorities if a serious incident occurs.
Bus/Vehicle crash en route	Mild	Medium	Numerous	Current WOF and registration, qualified drivers, contact relevant authorities if a serious incident occurs.
Players not understand competitions- poor briefing	Mild	Mild	Excited students, poor explanation of competitions	Schools explain competition at start, instruction prior to trip on rules and regulations.
Person taken ill	Mild	Mild	Numerous	Unwell student/coaches advised to stay at home, treat as appropriate.
Unknown pre-existing medical condition	Very Low	High	Numerous	To be discussed with coach, depends on severity, treat as appropriate, permission slips/health information collected (schools), carry mobile phones, carry first aid kit with inventory taken often, contact relevant authorities if a serious incident occurs.
Muscular injury	Medium	Medium	Incorrect play, lack of warmup, equipment.	Appropriate warmup, caution advised at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected (schools), carry

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				mobile phone, contact relevant authorities if a serious incident occurs.
Joint injury	Medium	Medium	Incorrect play, lack of warmup, equipment.	Appropriate warmup, caution advised at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected (schools), carry mobile phone, contact relevant authorities if a serious incident occurs.
Head/neck/back/injury	Medium	High	Incorrect play, lack of warmup, equipment.	Appropriate warmup, caution advised at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected (schools), carry mobile phone, contact relevant authorities if a serious incident occurs.
Grazes/sprains/fractures	High	Mild	Incorrect play, lack of warmup, equipment.	Appropriate warmup, caution advised at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected (schools), carry mobile phone, contact relevant authorities if a serious incident occurs.
Psychological injury	Mild	Medium	Bullying	Caution advised at all times, permission slips/health information collected, carry mobile phone, and contact relevant authorities if a serious incident occurs.
Exposure/hypothermia	Mild	Medium	Inappropriate clothing, lack of warmup	Appropriate warmup, caution advise at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected, carry mobile phone, contact relevant authorities if a serious incident occurs.
Dehydration	Medium	Medium	Not drinking enough water	Encourage people to take plenty of fluids, have drink bottle listed on gear list, contact relevant authorities if a serious incident occurs.
Sunburn	High	Medium	Sun	Find shade, sun screen available and applied, adults to makes regular sun smart announcements.
General accidents and injuries	High	Mild	Numerous	Appropriate warmup, caution advise at all times, treat any injury as appropriate, well stocked first aid kit with inventory take often, permission slips/health information collected, carry mobile phone, contact relevant authorities if a serious incident occurs.
Death	Very Low	High	Numerous	Carry mobile phone, contact relevant authorities if a serious incident occurs.
Accidents involving pedestrians and vehicles	Mild	High	Lack of supervision, boundaries not explained or kept	Head count, caution advises, only necessary vehicles may enter the site during game, speed limited to 5kph, contact relevant authorities if a serious incident occurs. Buses in marshalling area while play in on. No parking zone signs assembled in play time.

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Security/audience behaviour	Mild	Mild	Lack of security	Adequate training for staff to oversee security and marshalling, students to be supervised by teacher/parents from schools, carry mobile phone.
Unknown person	Medium	High	Lack of supervision, boundaries are not explained or kept. Lack of security. Children are not 'stranger danger' aware.	Adequate training for staff to oversee security. Head count by teachers and adults and boundaries set by adults(s) in charge of children. Children informed at school about 'stranger danger'. Adults and children being vigilant. Carry cell phone. If an unknown person does approach child, child to report immediately to teacher in charge. Report to cluster coordinator. Contact relevant authorities if incident occurs.
Exceptional event- immediate danger	Mild	High	Danger in area (lockdown)	Postpone game if necessary, stop game, assemble players, and move to safety. See Emergency plan- immediate danger lockdown procedures (page 37).
Equipment				
Poorly maintained equipment	Mild	Mild	Wear and tear, bad maintenance	Regular checks, stop use and replace.
Lack of personal medicine	Mild	High	Forgotten by student	Reminder on gear list to bring medicine.
Injured by equipment	Medium	Mild	Slip, trip, falls, not being observant	Caution advised, treat as appropriate.
Improper use of equipment	Mild	Mild	Poor communication	Instructions given at the start.
Lack of first aid	Very Low	Medium	Poor communication	Carry first aid kits and ice packs, inventory taken often.
Breakdown of hired bus	Mild	Medium	Numerous	Current WOF and registration, qualified drivers, allow extra time for travel.
Loss/damage to person effects	Mild	Mild	Lack of security and supervision.	Students informed about personal security
Loss damage to hired equipment	Medium	Medium	Lack of security and supervision, improper use	All equipment secured in safe place.
Theft/vandalism	Mild	Medium	Lack of security and supervision	Contact relevant authorities if there is a serious theft or act of vandalism.
Environment				
Fire	Very Low	Medium	Numerous	Lack of flammable materials, evacuation plan available.
Exceptional event	Medium	High	Sudden weather change, earthquake, tsunami or traffic crash	Check forecast, postpone game if necessary, stop game, assemble players and take role. See emergency plan (page 32-37).
Pollution to chosen area	Mild	Medium	Site next door/engines and cars	Check area regularly, notify.
Weather condition	Medium	Medium	Weather change	Check weather forecast, postpone game if necessarily, extra sunscreen/layers, and take care moving around area.
Deviation from en route, road conditions/traffic	Mild	Very Low	Road work, crash deviation, time, weather	Knowledge of route and travel times.
Foreign objects i.e. glass on the site	Medium	Medium	Numerous	Regular checks of environment, remove potential harmful objects, collect all litter and food scraps for proper disposal, contact relevant authorities if an environmental incident occurs.

Hazard Identification				
Date				
Hazard		Action		Review
Hazard and/or harm identified:	Where or what is being performed?	Action taken:	Does the action eliminate, isolate or minimise the risk?	Date of last review:
Signature:				

Emergency Plan

During an earthquake:

If indoors:

1. "Drop, Cover, Hold"- Drop and take cover, under a desk or table and hold onto the legs until the shaking has stopped.
2. If in an open room with little or no furniture, students should make a "turtle" on the floor.
3. Keep away from shelves containing heavy objects or large furniture/equipment.
4. Keep away from windows.
5. Stay indoors until shaking has stopped and it's safe to go outside.

Small shakes or aftershocks may not require evacuation.

If outside:

1. Students stay in the grounds/playing fields they are on.
2. Students should crouch down low and keep scanning for dangers such as parked cars, collapses equipment or power lines.
3. Keep away from building and power lines.

Following an earthquake or similar event students may need to be removed from the building (if in one). Any event that requires evacuation could be stressful for students. Be calm and encourage children to also be calm.

1. After an earthquake, or hearing evacuation sirens, take the students out through the nearest exist (if in a building).
2. Ensure students with disabilities are assisted by a responsible person.
3. Check rest areas/bathrooms en route to the designated exit point.
4. Walking students in an orderly manner to the assembly point.
5. Take a roll to check off your students and advise sport coordinators and cluster coordinator.
6. If safe to do so return to main sport assembly point- information area on Rawhiti Domain.

In case of emergency:

Offsite teams: Each sport going offsite will have one teacher who is going with the teams allocated as the "emergency warden" and equipped with team names, contact numbers and a high-vis vest.

This warden will be responsible for checking the teams are on site and safe, they will then be responsible for calling the cluster coordinator. The meeting points for offsite venues can be found in the table on page 33.

Onsite teams: It is the responsibility of the teacher/parent/manager with the team to act as an "emergency team warden" in an emergency situation and to assemble the team on their playing field.

As the "emergency warden" it is their responsibility to assure that their team(s) in the sport playing area are accounted for and to inform the cluster coordinator and their school sports coordinators after this process. After sports have been assembled on playing fields and accounted for, and only then if it is safe to do so, calmly walk your team(s) back to the major meeting point beside the information area on Rawhiti Domain.

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Evacuation procedure:

Venue	Assembly Point	Following phase	Following phase
Offsite/buildings			
Eastern Hub	Outside building on grass fields (top fields). Changing room hallway is the designated exit point.	Emergency warden to report back to cluster coordinator and your school sport coordinator.	Meet at Rawhiti Domain information point for further instructions from your schools.
Eastern Canopy	Gather together on northern side of the playground outside canopy in grass space. Use the nearest emergency exit gate.	Emergency warden to report back to cluster coordinator and your school sport coordinator.	Meet at Rawhiti Domain information point for further instructions from your schools.
Thomson Park	Gather together at the playground	Emergency warden to report back to cluster coordinator and your school sport coordinator.	Meet at Rawhiti Domain information if safe to do so or wait for further instructions from your schools.
Onsite			
Rawhiti Fields	On your playing field. Then return to information point for marshalling.	Emergency warden to report back to cluster coordinator and your school sport coordinator.	Meet at Rawhiti Domain information point for further instructions from your schools.

Tsunami evacuation procedures:

ECSR policies and procedures adopt Civil Defence instructions on tsunami evacuation:

“If you are near the coast and feel an earthquake that is LONG or STRONG: GET GONE.”

If you are at the coast and experience any of the following:

- Feel a strong earthquake that makes it hard to stand up, or a weak rolling earthquake that lasts a minute or more
- See a sudden rise or fall in sea level
- Hear loud and unusual noises from the sea

Move immediately to the nearest high ground, or as far inland as you can. Do not wait for official warnings.

Tsunami Evacuation Zones:

All venues for the Eastern Sports Cluster are located in the Orange Zone. Civil Defence advises evacuation from Orange Zone if “you feel a long (more than a minute) or strong (hard to stand up) earthquake, or if you are asked to leave by emergency services in an official tsunami warning when the tsunami may flood land.”

Queen Elizabeth II Park (QE2) on Travis Road has been advised by Civil Defence as the safe zone for the Eastern Sports Cluster. See maps for more details.

In the event of a tsunami warning/evacuation, the following procedures will take place:

Onsite teams (Thomson Park and Rawhiti Domain): Will marshal as per emergency plan. Once emergency wardens/sport coordinators have cleared playing zones, advise sport coordinators and cluster coordinator. They will then proceed with evacuation procedures and will either board buses, or begin the walking route to the safe zone.

Offsite venues (Rawhiti School, Circus & Youth Alive Trust,): **Will NOT** come back to the Domain. Teams will marshal as per emergency plan. Once emergency warden has roll called teams and reported back to coordinators. They will proceed with evacuation procedures and either board buses, or begin the walking route to the safe zone.

The participants will begin the journey to Queen Elizabeth Park (QE2) as per mapped route.

- Schools will carry a full list of the participating students’ parents/caregivers details and emergency contacts.
- If buses are available at the time of evacuation, they will be used to transport to the safe zone.
- Walking route will differ to the bus route. This has been advised by Civil Defence to ensure students are out of the orange zone as soon as possible.

Once all participants are evacuated to the safe zone (QE2 Park), schools will assemble students. From then individual school procedures will take place. Buses maybe available to transport back to schools sites (if they are out of the orange zone). Otherwise parent pickups can continue from QE2 safe zone evacuation area.

Tsunami evacuation- routes



Bus Routes:

Rawhiti Domain (Information Point): Shaw Avenue, Lonsdale Street, Keyes Road, Rockwood Avenue, Travis Road.

Roy Stokes Hall (Circus): Seaview Road, Hawke Street, Keyes Road, Rockwood Avenue, Travis Road.

Youth Alive Trust (Table Tennis): Seaview Road, Hawke Street, Keyes Road, Rockwood Avenue, Travis Road.

Rawhiti School (Netball): Leaver Terrace, Grantley Street, Bowhill Road, Rockwood Avenue, Travis Road.

Tsunami evacuations- Walking routes



Walking Routes:

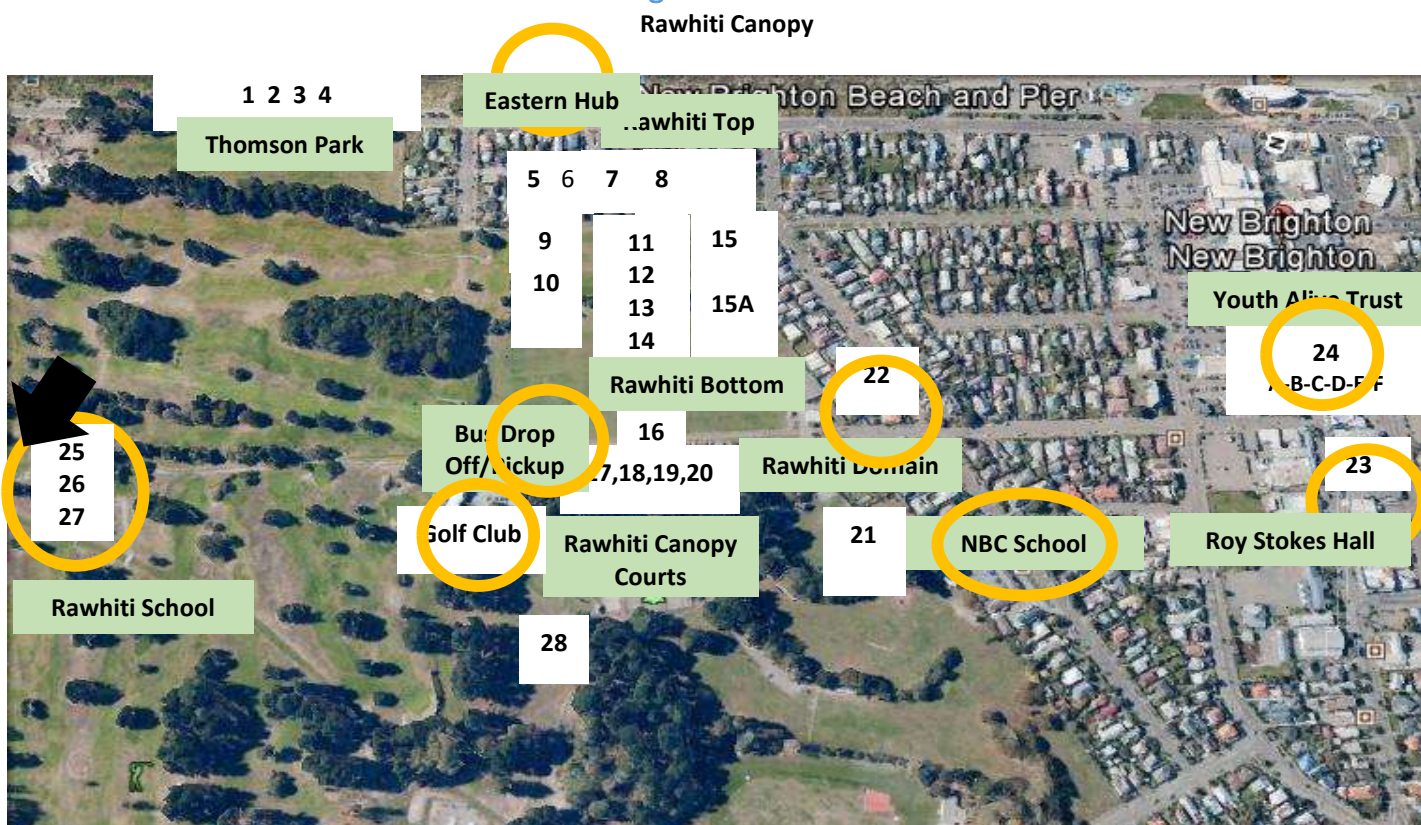
Rawhiti Domain (Information Point): Rawhiti Domain walkway, (Right) Keyes Road, (Left) Gresham Terrace, (Right) Baker Street, (Left) Bowhill Road, (Right) Palmers Road, (Right) Bower Avenue, (Left) Travis Road.

Roy Stokes Hall (Circus): Seaview Road, (Right) Hawke Street, (Left) Keyes Road, (Left) Gresham Terrace, (Right) Baker Street, (Left) Bowhill Road, (Right) Palmers Road, (Right) Bower Avenue, (Left) Travis Road.

Youth Alive Trust (Table Tennis): Seaview Road, (Right) Hawke Street, (Left) Keyes Road, (Left) Gresham Terrace, (Right) Baker Street, (Left) Bowhill Road, (Right) Palmers Road, (Right) Bower Avenue, (Left) Travis Road.

Rawhiti School (Netball): Leaver Terrace, (Right) Rockwood Avenue, (Right) Travis Road.

Immediate Danger- Lockdown Procedures



If a situation should arise where it is safer to keep the students inside buildings, the decision will be made by New Zealand Police, Ministry of Education or Schools, according to the situation. Schools will alert their own staff and coordinators who then also pass the alert onto cluster coordinator. If Lockdown procedures are activated all venues and fields will be alerted by their school coordinators or cluster coordinator. Given the open space, teams on fields are advised to move to the following zones until Schools/Authority have indicated it is safe to leave. Buses may also be available to move students away from area.

Move to Eastern Hub zone if playing:

- 5, 6, 7, 8 - Rawhiti Top
- 1, 2, 3,4 - Thomson Park

Move to golf club zone if playing:

- 9, 10, 11, 12, 13, 14, 15,15A – Rawhiti Bottom
- Netball: 16,17,18,19,20 Eastern Canopy Courts

Stay in garden club zone if at:

- Gardening: 22 – Rawhiti Domain

Stay in Roy Stokes Hall Zone if at:

- Circus: 23 – Roy Stokes Hall

Stay in Youth Alive Trust zone if at:

- Table Tennis: 24 (A, B, C, D, E, F) – Youth Alive Trust (Seaview Rd)

Move to New Brighton Catholic School Hall zone if playing:

- Archery: 28 – Rawhiti Domain (behind Canopy)
- Multisports: 21 – Rawhiti Domain (Near NBC School)

Move to Rawhiti School Hall zone if playing:

- Netball: 25, 26, 27 – Rawhiti School

Accident/Incident Form

<p>Date of the accident/Incident: _____</p> <p>Time of accident/Incident: _____</p> <p>Location of the accident/Incident: _____</p> <p>Accident/Incident reported by: _____</p> <p>Accident/Incident reported to: _____</p>
<p>Description of the accident/incident:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>List of people involved in the accident/incident:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>

<p>Corrective action taken at the time of accident/incident:</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Action taken to avoid future similar accidents/incidents:</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Corrective action approved by:</p> <p>Signature: _____</p> <p>Date: _____</p>

<p>Additional Comments:</p> <p>_____</p> <p>_____</p>
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Code of Conduct and Ethics

This code does not set out to provide a detailed prescription, but rather the broad principles of acceptable behaviour in the Sports Cluster.

Breaches of this or any other code could lead to disciplinary action by the offender's school and/or the Sports Cluster.

Player Code of Conduct

- Play for enjoyment.
- Play hard but fair.
- Play to the laws of the game.
- Be committed to your team. Attend all practices and matches.
- Never argue with officials. Control your temper at all times.
- Work equally hard for yourself and your team.
- Be a good sport. Applaud all good play whether by your team or your opponent.
- Remember the goals of the game are to have fun, improve your skills and feel good.
- Use appropriate and acceptable language.
- Thank the opposition and officials at the end of the game.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion. Treat all players as you would like to be treated.
- Appreciate and cooperate with your coach, teammates and officials.
- Take responsibility for your performance on and off the court.

Coach Code of Conduct

- Positively reinforce the actions of players.
- Lead by example and be a positive role model.
- Be professional in and accept punctuality and responsibility for your actions.
- Make a commitment to providing a quality service to your players.
- Operate within the rules and spirit of your sport.
- Respect the rights, dignity and worth of every human being.
- Treat each player as an individual. Respect the talent, development stage and goals of each player. Help each player reach their full potential.
- Be honest with yourself and players.
- Provide a safe and enjoyable environment in which to train and play the game.
- Develop team respect for officials
- Give all players the opportunity to participate in the game. All players are deserving of equal attention and opportunities.
- Insist on fair play and discipline.
- Be reasonable on the demand on players' time, energy and enthusiasm.
- Show concern and caution towards sick and injured players.
- Any physical contact with players should be appropriate to the situation and necessary for the player's skill development.
- Refrain from any intimate relationship or affair with your players.
- Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.
- Refrain from any form of personal abuse.
- Refrain from any form of sexual harassment towards your players.
- Encourage sportsmanship.
- Use appropriate and acceptable language.

Parents and Spectators Code of Conduct

- Applaud the performance of both teams.
- Be positive with the officials. If you disagree with an official, raise the issue via appropriate channels rather than question the official's judgement and honesty in public.
- Acknowledge the efforts of the officials.
- Recognise and value the importance of coaches and other volunteers who give their time and resources to provide the sport.
- Let the players play their game, not your game.
- Players learn by taking risks and making mistakes, encourage and support this.
- If players are interested, encourage and support them to play. Avoid forcing players to play if reluctant.
- Praise efforts, not results.
- Set an example for the players.
- Encourage players to play to the rules of the game and respect umpires' decisions.
- Use appropriate and acceptable language.
- Support the removal of verbal and physical abuse from the game.

School Sport Coordinators

School	Contact Name	Contact Email
New Brighton Catholic School	Nick Gray	nick@nbc.school.nz
Rawhiti School	Bex Banfield	sport@rawhiti.school.nz
South New Brighton School	Jo Chalmers	jo@snbs.school.nz
Te Pā o Rākaihautū	Tessa Moon	tessa.moon@rakaihautu.com
Bromley School	Cathy Baker	cathy.baker@bromley.school.nz
Christchurch East School	Anton Baker	anton.baker@chcheast.school.nz

Complaints Form

Eastern Community Sport and Recreation Incorporated welcomes all feedback so that we can try and improve our services. All complaints made will be treated fairly and dealt with in a timely manner.

Name	
School	
Phone	

Email	
Address	

Date of Incident

Individuals Involved

--	--

Your Complaint

Desired Outcome

--	--

Please send completed form to:
kate@easterncommunity.co.nz

Signature _____

Date _____

Evaluation Form

Name		Sports Played	Number of Teams
School		<input type="checkbox"/> CTF	_____
Phone		<input type="checkbox"/> Netball	_____
Email		<input type="checkbox"/> Multisports	_____
Address		<input type="checkbox"/> Football	_____
		<input type="checkbox"/> Table Tennis	_____
		<input type="checkbox"/> Gardening Club	_____
		<input type="checkbox"/> Touch	_____
		<input type="checkbox"/> Circus	_____

	Poor	Fair	Average	Very Good	Excellent
Registration process	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sports Cluster information	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ECSR staff availability and helpfulness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ECSR staff knowledge of sports provided	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ECSR Communication with Schools/Teams	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ECSR Communication with players	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Venues	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Transportation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overall quality of the Sports Cluster	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What did you find most beneficial about the ECSR Sports Cluster?	
Improvements	
Additional Comments	

Signature _____

Date _____

Please email to
kate@easterncommunity.co.nz