

**Eastern Community
Sport and Recreation
Incorporated**

**Eastern Sport Cluster
May – July 2026**

Eastern Winter Sports Cluster

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Eastern Sports Cluster

Primary Schools Weekly Winter Sport

General Information

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Eastern Winter Sport Cluster is all about fun and participation. We want the tamariki to get involved, have a go and have fun while doing it!

Weekly sport will be played at Rāwhiti Domain/Thomson Park/Eastern Hub/Roy Stokes Hall/Rāwhiti School and Youth Alive Trust Church with the first round commencing by 12.45pm.

Competition Dates:

Competition begins on Friday 8th May and will conclude Friday June 26th which allows for eight playing weeks.

Dates: May 8th, 15th, 22nd, 29th, June 5th, 12th, 19th, 26th.

Back up dates: July 3rd

Cluster Format:

Each team/school registered to attend the cluster will have a bus allocated to dropping and picking them up from Rāwhiti Domain (except those schools within walking distance).

All Schools will be picked up by bus at 12.15pm Friday to start the first round by 12:45pm.

Please put students who are going to transfer to offsite options that require a bus transfer on the 1st bus leaving your school. This helps to get them to the staging area to board their next bus to the offsite locations.

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 board will be at 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.

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Draws & Scorecards

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 at the information point when you arrive or at the sport location. 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.

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.

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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.

If you start late, you still need to finish on time so that the next round can begin on time.

Sport Outlines

Netball

Venues:

Canopy Courts and Rāwhiti School courts

Buses will collect the Rāwhiti 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 Rāwhiti are in the School Hall.

Game Duration:

7aside: Games will be 4 x 9 minutes with 1 minute quarter and 2 minute half time breaks.

6aside: Games will be 4 x 9 minutes with 1 minute quarter and 2 minute half time breaks.

7 aside - Year 7/8 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:

International rules apply.

Please remind players:

No jewellery – this includes NO taped earrings.

Short nails.

Correct footwear.

6 aside – Year 5/6 Teams

Team and Game Conditions:

Court Size:

Full length courts

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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).

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:

Shots at goal may be taken anywhere within the team's goal circle by the 2 attacks.

Centre Pass:

Paper/Scissors/Rock to determine which teams has the first pass at each quarter start.

After a goal is scored the non-scoring team shall have the centre pass.

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:

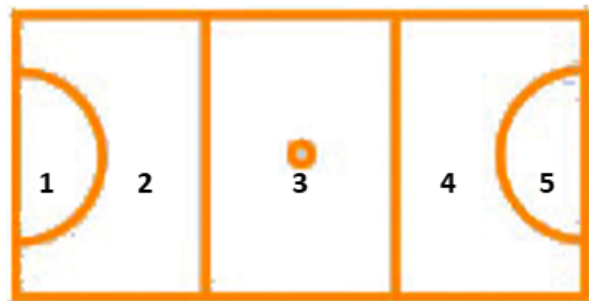
No jewellery – this includes NO taped earrings.

Short nails.

Correct footwear.

Positional areas:

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



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Football

Venue:

Rāwhiti Top and 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: ☒

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:

Deliberate offside will be penalised.

The coach can be on the field to assist or referee (not both).

Teams shall contain 1 goalkeeper 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.

Players may interchange provided the referee is notified and the ball is out of play.

Rolling subs may be used.

Retreat line - The retreat line is 30% of the full length of the side-line. It should be marked on the field with cones. When a team's goalkeeper catches/picks up the ball or is taking a goal kick, the opposition **MUST** drop back behind the retreating line. The retreating line is the offside line on attack. Only after the goalkeeper plays the ball out and one of the goalkeeper's teammates touches the ball, can the attacking player advance over the retreating line.

9 a-side (years 7 & 8): FIFA rules, plus rolling subs.

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Touch Rugby

Venue:

Rāwhiti Bottom 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:** 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.

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- The sixth (6th) Touch occurs.
- 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.

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- **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 sideline 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.
- **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.

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Dodgeball

Venues:

Canopy Netted area

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:***Court Size:***

Full length courts (some modified).

Teams:

Teams shall have a maximum of 12 players (8-10 is preferable). Only 6 players on court at any one time

Equipment:

Supplied by ECSR

Umpiring:

Each team is to provide an umpire. Umpires must referee one half of the game each.

All umpires supply own whistle.

Rules:

- The game commences with the opening rush. All the dodgeballs are lined up in the centre of the court, with both teams rushing from their base line to the balls. Players have to simultaneously grab and throw a dodgeball or roll it back to a team-mate
- Players may step on the centre line but may not cross it.
- If the ball hits an opposing player in the air and is not caught, the hit player is out.
- The ball must hit players on the shoulder or below.
- If a player catches a ball thrown by an opposing player, the thrower is out of the game. By catching a ball, one of your out teammates can rejoin the game.

The set is over when all of the players on one team are eliminated, resulting in the other team winning the game. Continue playing sets until the 20 minute time slot is complete. If there is no definite winner at the end of the 20 minutes, the winning team will be the one with most players still in. If equal, game is a draw.

Scoring:

1 point is awarded to the winning team of the set.

Table Tennis

Venue:

Youth Alive Trust

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

Team and Game Conditions:

Teams: 2

Teams of two.

Gender is non-specific.

Doubles matches only.

Games/Rules:

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 25 minutes).

Players will change ends after each set. Change of service every 2 points except at 10 all when service changes every point.

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.

Net ball means the point gets played again.

If your game finishes within the 25 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: 2

Students will umpire when not playing.

Postponements: 2

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

Venue:

New Brighton Community Garden.

Programme:

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

- **Gardening** - Learn to grow your own food, prick out seedlings to take home and make wildflower seed bombs to support bees and bugs.
- **Bug hotels** - Learn about garden bugs and their important roles in a garden or backyard, make your own bug hotel to create a cosy home for garden bugs to live.
- **Sustainable Household** - Learn about the impact of packaging and issues with bought cleaning and household products, make your own cleaning spray.
- **Compost** - Learn about different ways of composting food and garden waste, make your own mini compost to take home.
- **Bees** - Learn about the importance of bees in our garden and environment, learn about the make up of a hive and taste test some honey.
- **Cooking** - Learn about seasonal cooking and make something yummy to enjoy.
- **Winter garden** - Learn how to look after a garden in winter, the importance of looking after the soil and providing habitats for beneficial insects and birds, and make a bug water tower to take home.
- **Knife skills** - Learn new cooking skills by learning about the different knives to be used for different foods, make a delicious soup from garden vegetables.

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.

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Circus Club

Venue: Christchurch Circus Trust, Roy Stokes Hall.

Buses will collect the Circus students/adults from Rāwhiti 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.

May 8th Trapeze, balancing globe, juggling.

May 15th Trapeze, tightwire, juggling.

May 22nd Hammock, rola bola, hula.

May 29th Hammock, balancing globe, hula.

June 5th Lyra, tightwire, diabolo

June 12th Lyra, rola bola, diabolo

June 19th Trapeze, balancing globe, flower sticks

June 26th Trapeze, tightwire and rola, spinning plates

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.

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Archery

Venue: Archery Range, Rāwhiti 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

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:

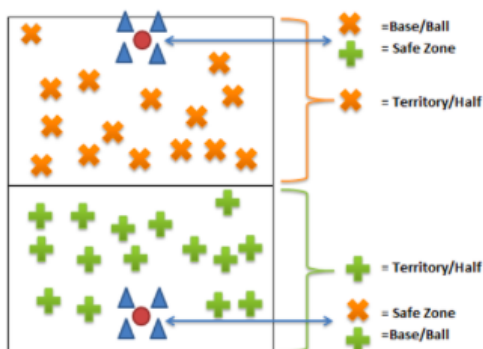
- Mixed teams with a minimum of 2 girls on the field at one time.
- If teams do not meet the minimum ratio, points will be deducted from the overall score (e.g. 1 point for each girl missing).
- 15 players a side.
- Rolling subs allowed, as long as substituting for a player on their own half (e.g. hasn't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



Rules

The aim of the game is to retrieve the ball from your opposition's base and bring it back to your team's 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 opposition's 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

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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).
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 teammate 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 halfway point, players must be 2 meters away from the halfway line (unless making a move).

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Multisport

Venue: Rāwhiti Domain, far side of Eastern Canopy

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

Programme: being finalized with our external facilitators so this may not be the final order.

Te Rahi a Maui Taonga Takaro

Volleyball

Smash Play Cricket

Ultimate Frisbee

Equipment

All equipment will be provided.

Coaches/Referees

Will be provided by our External facilitators and ESCR.

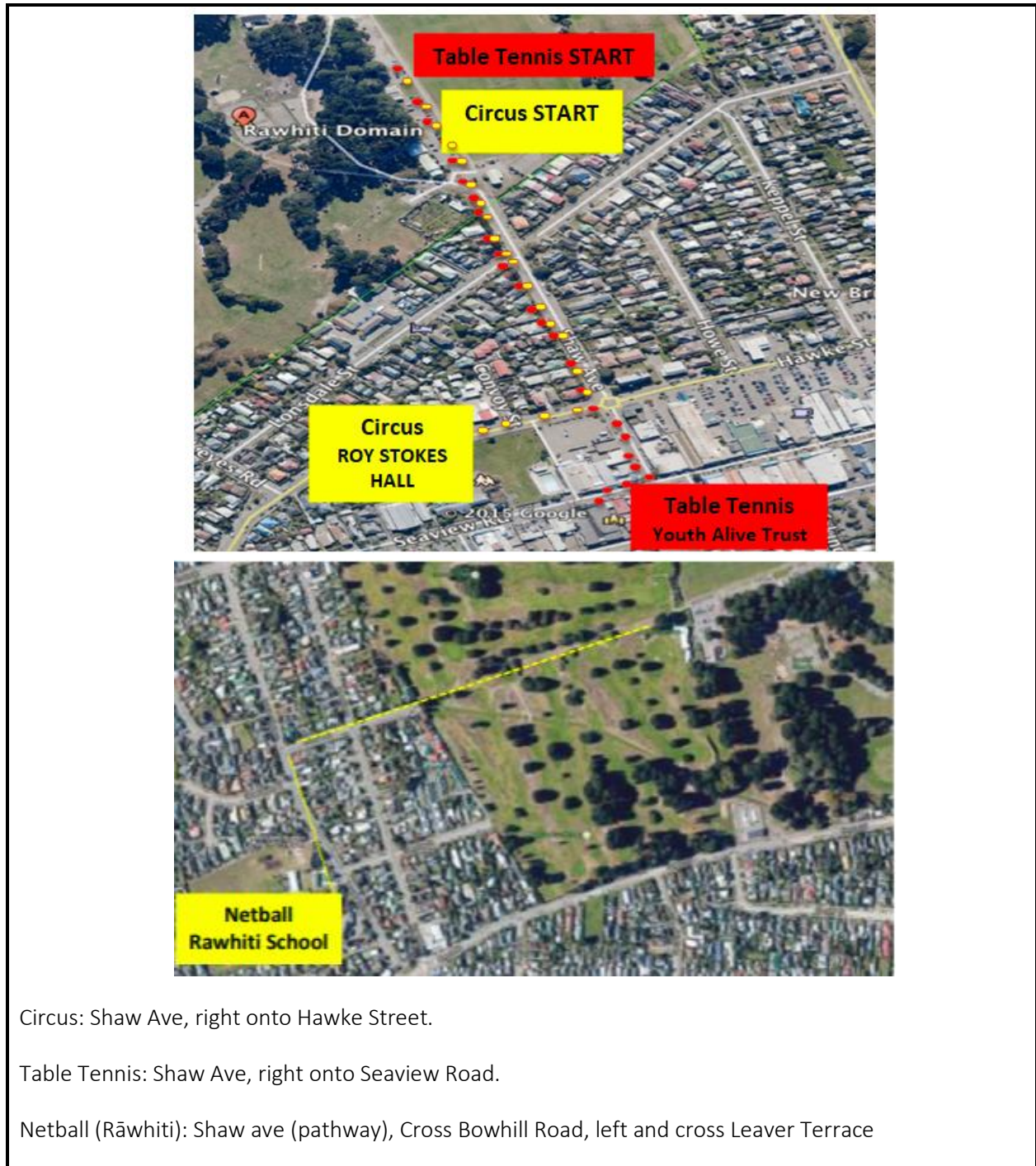
Postponements: ☒

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.

Venue Map

Youth Alive, Roy Stokes Hall and Rāwhiti School Walking Routes



Circus: Shaw Ave, right onto Hawke Street.

Table Tennis: Shaw Ave, right onto Seaview Road.

Netball (Rāwhiti): Shaw ave (pathway), Cross Bowhill Road, left and cross Leaver Terrace

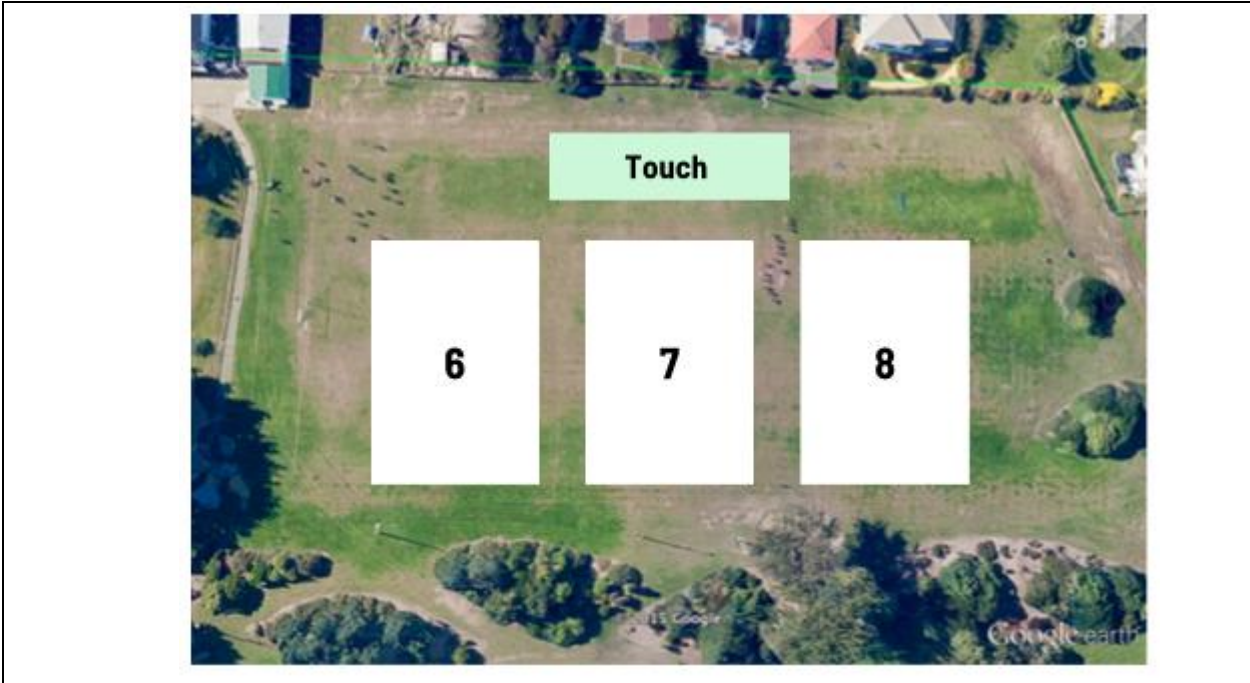
Thomson Park



Rāwhiti Domain and surrounding areas



Rāwhiti Top Field



Rāwhiti Bottom Field



All Venue Overview Map



Sport Locator:

Capture the Flag: 1, 2, 3, 4, 5 – Thomson Park

Touch Rugby: 6, 7, 8 - Rāwhiti Top Fields & 9, 10 - Rāwhiti Bottom Fields

Football 5/6: 11, 12, 13, 14 - Rāwhiti Bottom Fields

Football 7/8: 15, 16, 17 - Rāwhiti Bottom Fields

Netball 5/6: 18, 19, 20 – Eastern Canopy

Dodgeball: 21, 22 - Eastern Canopy

Gardening: 23 - Rāwhiti Domain

Multisport: 24 - Rāwhiti Domain (Near NBC School)

Archery: 25, Archery Range near Canopy

Table Tennis: 26 (A, B, C, D, E, F) - Youth Alive (Seaview Road)

Circus: 27 - Roy Stokes Hall (Seaview Road)

Netball 7/8: 28, 29, 30 - Rāwhiti School courts

Sports Timeline

Sport	Duration	Players - Min	Players - Max	Start time	Finish time
5/6 Netball – 6 aside	40mins	6	10	12:45pm	1:25pm
				1:25pm	2:05pm
7/8 Netball – 7 aside	40mins	7	12	12:45pm	1:20pm
				1:25pm	2:05pm
5/6 Football – 7 aside	30mins	7	10	12:45pm	1:15pm
				1:25pm	1:55pm
7/8 Football – 9 aside	30mins	9	12	12:45pm	1:15pm
				1:25pm	1:55pm
Table Tennis	25mins max	2	2	12:45pm	1:10pm
				1:10pm	1:35pm
				1:35pm	2:00pm
Touch Rugby	20mins	4	12	12:45pm	1:05pm
				1:05pm	1:25pm
				1:25pm	1:45pm
				1:45pm	2:05pm
Capture the Flag	20mins	15	20	12:45pm	1:05pm
				1:05pm	1:25pm
				1:25pm	1:45pm
				1:45pm	2:05pm
Dodgeball	20mins	6	12	12:45pm	1:05pm
				1:05pm	1:25pm
				1:25pm	1:45pm
				1:45pm	2:05pm
Gardening Club	90mins	0	100	12:45pm	2:00pm
Multisport	90mins	0	40	12:45pm	2:00pm
Circus	90mins	0	20	12:45pm	2:00pm
Archery	90mins	0	20	12:45pm	2:00pm

