

Competition Scoring System Breakdown 2020/21

Primary Schools



Competition	Scoring System
U11 Quadkids Athletics	For each of the 4 events, participants times & distances are converted into points using a convertor chart (from 10-100 points). Obviously, the faster you are or the further you throw/jump, the more points you are awarded. The 10x50m relay is an optional (non-scoring) extra event. All 8-10 participants' scores are totalled together for a final score across all 4 events. In the event of a tie, teams are separated by number of events won.
U11 Sportshall Athletics	For Track events; the slowest time gains 2 points, with each team thereafter gaining 2 further points for each higher placing (4-6-8 etc). For Field events; the scores of all 3 participants are totalled together with the lowest total gaining 2 points, with each team thereafter gaining 2 further points for each higher placing. Boys and girls scores are calculated separately, but are then added together for a final score across all track & field events.
U11 Basketball	If schools are tied in a league, the position will be determined by the result between the two teams. If this is a tie, points scored determines the winner. Failing this, points difference. In the event of a draw in a KO match this, extra time or free throws will determine the winner.
U11 Kwik Cricket	3 points for a win, 1 point for a draw, 0 points for a loss. The team with the higher score wins. In the event of a tie, the team taking more wickets will be the winner. Where teams finish on the same points in a league, the team who won the match between the two teams will place higher. In the event of a tie, the team taking more wickets will be the winner. If it is still equal, each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner. Knock out matches will follow the same format of deciding a winner.
U11 Girls Kwik Cricket	
U11 Football	3 points for a win, 1 point for a draw, 0 points for a loss. Where teams finish on the same points, the better goal difference will decide higher placing. Failing this, goals scored. Failing this, the result between the two teams. In the event of a draw in a KO match this, extra time, golden goal or penalties will decide who wins (this will be dependent on time available). This applies to Futsal as well
U11 Girls Football	
Yr 1/2 KS Gymnastics	Teams will receive a score out of a possible 60 points for their Body Management/Floor Exercise. The routine will be judged on Performance of Skills, use of Music, Variation of Group formation and levels, team synchronization, use of connecting movements and over presentation of routine. Each of the 6 team members will receive a score out of a possible 10 points for their vault (where 2 vaults are taken the best score will count). Vaulting is judged in 4 phases: flight on, contact with apparatus, flight off and landing. All 6 scores will be added to the team total.
Yr 3/4 KS Gymnastics	Teams will receive a score out of a possible 30 points for their Body Management & 30 points for Floor Exercise. Pupils will be judged as individuals. The score is based on the performance of their skills (eg ability to perform skill, stretch before/after skills, straight legs & pointed toes, height in jumps & how long they hold the skill for. Each of the 6 team members will receive a score out of a possible 10 for their Vault (where 2 vaults are taken, the best score will count). Vaulting is judged in 4 phases: flight on, contact with apparatus, flight off & landing. All 6 scores will be added to the team total.
Yr 5/6 KS Gymnastics	Each team will receive a score out of a possible 60 points for their Body Management & Floor Exercise. The routines will be judged on Performance of Skills including ability to perform the skill, stretch before and after skills, straight legs and pointed toes, height in jumps, and the use of music, connecting dance movements and use of the floor space. Each of the 6 team members will receive a score out of a possible 10 points for their Vault (where 2 vaults are taken, the best score will count). Vaulting is judged in 4 phases: flight on, contact with the apparatus, flight off and landing. All 6

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U11 Quicksticks	3 points for a win, 1 point for a draw, 0 points for a loss. Where teams finish on the same points, the better goal difference will decide higher placing. Failing this, goals scored. Failing this, the result between the two teams. In the event of a draw in a KO match this, extra time, golden goal or penalties will decide who wins (this will be dependent on time available).
U11 High 5s Netball	5 points for a win, 3 for a draw, 1 point for a loss in which the team scores more than 50% of the winning team's score, 0 points for a loss in which the team scores 50% or less of the winning team's score. In a league format, Goal Average (Goals scored over the number of matches) shall be used to determine the positions of the teams which finish on equal points. Failing this, then the goal difference. Failing this, the head to head result between the two teams. Failing this, the team with the greatest number of goals scored. Failing this, extra time will be required.
U11 Orienteering	There are 20 controls to find in 15 minutes. The winning team is the team (combined score of the 2 pairs) who find the most controls within the 15 minutes. Any control found after the 15 minutes is discounted. Each pair must return to the finish and record their return time. If teams are level on controls found, then the team with the fastest time places higher.
U11 Swimming Gala	There are 12 races (although these may be divided into heats where there are a high number of entries). Races are timed, with the slowest swimmer scoring 1 point, second slowest 2 points up-to the fastest swimmer with the highest points. Points are totalled together over the 10 races.
Yr 3/4 Mini Tennis	Each seeded individual will play their opposing ranked player. Games are played either first to 9 points (must be two points clear) or within a time limit. If using a time limit, games can be drawn or won by a single point. Within a league format, a player will be awarded 3 points for a win, 1 point for a draw and 0 points for a loss. In the event of two teams being tied on points, the result of the match between the two schools will determine the higher placed team. Failing this, the number of points scored. Failing this, points difference. Failing this, a play off to an agreed number of points. Participants must play fewer than 90 mins per week in school/out of school tennis club.
U11 Boys Team Table Tennis	AF to complete
U11 Girls Team Table Tennis	AF to complete
Boccia	The 'end' is complete when all 12 red/blue balls have been propelled (unless one team has thrown all their balls and the leading team has some left in which case the captain may elect not to throw them). The referee will decide which colour ball(s) are closest to the jack. All balls closer to the jack than the opponents score one point each. The minimum score of one end is 1 - 0, the maximum score is 6 - 0. If two or more balls are equally as close to the jack, they all score a point (if they are the closest balls to the jack). Scoring examples: 1. 2 red balls are closest to the jack. This score will be 2-0 to reds 2. 3 balls touching the jack - 2 red & 1 blue. The score will be 2-1 to reds 3. 1 red ball closest to the jack, next 2 balls 1 red ball and 1 blue ball are equidistant. The score is 1-0 to reds. Over a match the score is cumulative eg the the score at each of the ends is added together.
Panathlon	Primary Panathlon is a skills based competition. Each team remains as a group rotating around a carousel of 10 fundamental skill challenges. Points are collected by the team at each activity station and ranked in order against other teams. The aggregate points scored comprise the team total.