



TOUCH 7s HIGH SCHOOLS CARNIVAL RESOURCE

Carnival resources for teachers and coaches

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TOUCH 7s CARNIVAL



CLASSROOM

FIELD

CARNIVAL

The Touch 7s Carnival is an opportunity for girls and boys to play the modified, non-tackling version of the new Olympic sport Rugby Sevens. This modified, non-tackling version of Sevens is called Touch 7s.

Students can now play the real thing and put into practice the knowledge, skills and values learnt during the Field Skills Sessions.

The following pages are information and resources in a form of a DIY pack to help you in hosting the Touch^{7s} Carnival!

THE 7s EXPERIENCE

THE TOUCH 7s CARNIVAL RECREATES THE ATMOSPHERE AND EXCITEMENT OF AN INTERNATIONAL RUGBY SEVENS TOURNAMENTS INCLUDING:

1. An amazing game (Modified, non-tackle Rugby Sevens, short games (e.g. 2x 7 minute halves and two minute break); high-scoring with lots of tries)
2. Fun atmosphere (high energy music, dress-up competitions, running races and ball passing competitions)
3. Fair play (fair play behaviours encouraged and rewarded including the Spirit of Rugby Award)
4. Celebration of diversity (opening ceremony, adopt a Rugby country, war dances before matches)
5. Active and healthy opportunities (healthy food and drinks offered, sun-safety, health messages)
6. Rugby heroes (learning about local, Australian and international Rugby players)
7. Welcoming environment (Volunteers and spectators welcome!)



TO ASSIST TEACHERS, THE FOLLOWING DOCUMENTS AND TEMPLATES HAVE BEEN DEVELOPED:

- Planning checklist of jobs before, during and after the carnival
- Sample carnival format run-sheets
- Tabloid activities
- Round-robin draws for three to eight participating teams
- Scoring table
- Promotional templates – Touch 7s snapshot, Touch 7s laws/rules, Touch 7s laws manual, carnival information poster,
- Draft letter home to parents
- Carnival roles and responsibilities
- Student leadership challenge
- Rugby Australia Expectations of Behaviour Guidelines
- Risk assessment
- Certificates – Participation and Spirit of Rugby

SUPPORT TO RUN THE CARNIVAL:

You can contact your local State/Territory member union if you feel you need support to run the Touch 7s Carnival

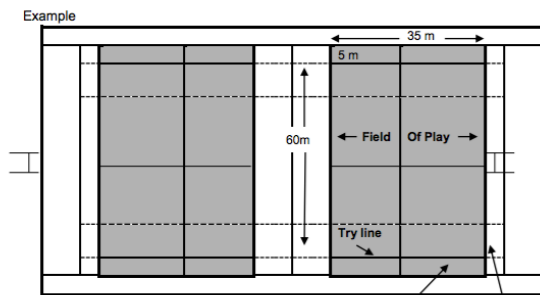
ACTIVITY IDEAS



CONSIDER THE FOLLOWING SUGGESTIONS TO ENSURE THAT EACH STUDENT GETS THE MOST OUT OF THEIR TOUCH 7s CARNIVAL EXPERIENCE:

1. AMAZING GAMES

- Teach students activities and lead-up games from the Skills Resource
- Watch the Touch 7s video & learn how to play with students, interested staff and parents
- Promote the features of the amazing game of Touch 7s including:
 - a. Short duration games: 2 x 7 minute halves; One minute half-time break;
 - Total game = 15 minutes
 - b. Small-sided games: 7 players
 - c. A game for all: Girls, boys or mixed teams
 - d. Smaller field size
 - 60 metres x 55 metres with size 4 ball



In-Goal Area: 5 m

Field of Play: 60 m x 35 m

In-goal area

Touch Line

2. ATMOSPHERE

- HIGH ENERGY MUSIC

Use high energy music in the background while the carnival is taking place. Create your own music to play in the background while the carnival is taking place.

- DRESS-UP FUN

International Rugby Sevens is known for the wacky dress-ups worn by spectators. You can include a dress-up theme for players and spectators to add excitement to your carnival.

For example:

- a. Rugby themes
 - i. Super Rugby teams
 - ii. Rugby mascots
 - iii. Rugby countries (colours, flags, emblems, face-painting)
- b. Other wacky dress-ups
 - i. Cartoon characters
 - ii. Super heroes
 - iii. Animals

- SIDELINE FUN

You can include various activities for students and spectators to take part in when they're not playing Rugby on the field.

For example:

- a) Running races
- b) Cheerleading competitions
- c) War cry competitions
- d) Rugby challenges (throw the ball through the target; kick for distance; races from try line to try line)
- e) Try-scoring challenges

3. FAIR PLAY

- FAIR PLAY BEHAVIOURS ENCOURAGED

You can promote your school 'fair play' rules, Rugby Australia Expectation of Behaviour guidelines for players and/or one of the other "Fair Play" rules/ codes/pledges or oaths outlined in the "Rugby Fair Play – Following the rules" learning experience.

- VALUES FORUM

The carnival could be an excellent platform for student leaders and/or teachers to organise a forum for students, community members and Rugby players to discuss the importance of values on and off the field.

- FAIR PLAY BEHAVIOURS REWARDED

You can implement a "Rugby fair play award" and/or use Rugby Australia Spirit of Rugby certificate.

4. CELEBRATION OF DIVERSITY

- ADOPT A RUGBY COUNTRY

Given the diversity of countries which play Rugby around the world, student teams could adopt a Rugby country for the Touch 7s Carnival. In doing so, they could aim to:

- a. Wear the colours of that country's national flag and/or Rugby team uniform/emblem
- b. Make a banner or flag which includes the Rugby country name, country/Rugby team emblem and flag colours
- c. Learn about their Rugby country's key geographical and/or cultural elements and share that information at the carnival

- TAKE PART IN AN OPENING CEREMONY
- PERFORM A WAR DANCE
- DEVELOP AND IMPLEMENT AN "INCLUSIVE STRATEGY" FOR THE TOUCH 7s CARNIVAL

An inclusive strategy showing how all students, including students with disability or special learning needs, can be involved at the carnival will help all students celebrate the diversity of students at school.

5. ACTIVE AND HEALTHY OPPORTUNITIES

- HEALTHY FOOD AND DRINK OFFERED

Ensure any food or drinks offered during the carnival are healthy options. Refer to the Australian Dietary Guidelines and Australian Guide to Healthy Eating. Some students may also develop a suitable MENU for students playing at the carnival to ensure students have sufficient fuels/energy to participate.

- SUN-SAFETY PROMOTED

Ensure all students wear hats while playing, spectating or volunteering at the carnival. Provide shady areas for spectators or teams waiting to play which may involve organising shade tents where necessary.

- OTHER HEALTH MESSAGES

You could use the carnival as a platform to promote one or more key health messages around the health benefits of physical activity, food and nutrition, alcohol and other drugs, and/or mental health and wellbeing.

6. RUGBY HEROES

- LEARNING ABOUT LOCAL RUGBY PLAYERS

Make contact with your local Rugby club to determine any opportunities for local players – known for their demonstration of the core Rugby values on and off the field – to participate in the carnival as a guest speaker (e.g. values forum), volunteer coach/referee, spectator and/or presenter of an award. Focus on the local Rugby player's strengths as a person but also highlight any challenges they have had to overcome.

- LEARNING ABOUT AUSTRALIAN AND INTERNATIONAL RUGBY PLAYERS

Students can learn about Australian Women's and Men's Sevens players, Wallabies and Rugby Australia Classic Wallabies Statesmen player profiles. Searching other Rugby Union countries students will be able to find international player profiles, for example New Zealand, England, South Africa, Fiji, and Samoa. You could also discuss some of the elements of the Rugby Heroes learning experiences.

7. WELCOMING ENVIRONMENT

Touch 7s is all about having fun and allowing students to learn the skills to play and participate with class mates and friends. It's important to create a friendly and welcoming environment for the students' Touch 7s experience.

Imagine you are a new student or staff member and 'take a walk in their shoes'. Notice what you see, hear and feel and consider how welcome you would feel in this space.

Some people can feel unwelcome or self-conscious when fronting up to a new sport or environment, particularly if they are on their own or don't have peers or friends involved.

Consider:

- Showing people where to go on arrival – signs, information desks

PLANNING CHECKLIST



BEFORE	DURING	AFTER
<input type="checkbox"/> Advertise carnival on parade and invite students to sign up girls, boys and/or mixed teams <input type="checkbox"/> Put up Team sign-up sheet <input type="checkbox"/> Use Skills Resource to introduce students to Touch 7s prior to the carnival in HPE lessons, sport or class time <input type="checkbox"/> Put up Touch 7s rules in prominent locations for students and teacher to see <input type="checkbox"/> Build excitement about carnival in daily school notes and/or school newsletter <input type="checkbox"/> Contact local junior Rugby club to see how they could be involved (e.g. refereeing, giving out information about club, events and competitions) <input type="checkbox"/> Book school oval or external venue <input type="checkbox"/> Organise playing draw e.g. round-robin, carnival length, game length <input type="checkbox"/> Invite other teachers or parents and senior students to be involved as referees, scorers, event officers <input type="checkbox"/> Identify referees for each game <input type="checkbox"/> Stage a planning meeting with any interested student leaders and teachers about creating a fun atmosphere, celebrating diversity, encouraging fair play and promoting health messages <input type="checkbox"/> Provide information about safety requirements <input type="checkbox"/> Organise first aid requirements including booking of first aid kits <input type="checkbox"/> Organise Spirit of Rugby award, certificates and/or other prizes <input type="checkbox"/> Organise health foods and drinks as well as access to canteen/other area during the carnival	<input type="checkbox"/> Field and equipment set-up (e.g. marker cones, whistles, balls) <input type="checkbox"/> Administration set-up (e.g. organiser desk, shade, draw sheets, scoring folders, whistles, pens, loud speaker system, music, chairs, announcement board, phones, stopwatch/clock, hooter) <input type="checkbox"/> Meet with any key organisers (e.g. student leaders, volunteers, other teachers to finalise arrangements) <input type="checkbox"/> Meet and greet teams, volunteers, teachers, parents and other spectators and set the positive tone for the carnival <input type="checkbox"/> Support any entertainment organisers e.g. opening ceremony, sideline competitions etc <input type="checkbox"/> Collect healthy food and drinks and liaise with canteen/volunteers in charge of catering <input type="checkbox"/> General announcements to participating teams, teachers, parents including carnival draw, expectations around behaviour, fair play and Spirit of Rugby program <input type="checkbox"/> Check on games including student wellbeing, team issues, and volunteer needs <input type="checkbox"/> Set up for closing ceremony and prize presentations including certificates of participation <input type="checkbox"/> Collate results through day and make any relevant announcements	<input type="checkbox"/> Send a thank you email/letter to anyone who helped run the carnival <input type="checkbox"/> Provide a result summary of the carnival including games played, point tallies, Spirit of Rugby award winners, and other key aspects <input type="checkbox"/> Ask team captains, teachers and/or parents to complete an evaluation survey about what worked well at the carnival and what else could have been done to enhance the carnival <input type="checkbox"/> Provide additional information to participating students about local junior Rugby club offerings

SAMPLE CARNIVAL FORMATS



IN-SCHOOL AFTERNOON SESSION	WHOLE DAY EVENT
12.30 pm – Organisers set up fields, shade tents, catering area, music, sound system, tables, chairs, equipment 1.00pm – Teams and any special guests arrive and get ready to participate in the Opening Ceremony (dress ups, uniforms, flags, war dances) 1.15pm – Opening ceremony 1.30pm – Round 1 1.50pm – Round 2 2.10pm – Round 3 2.30pm – Round 4 2.50pm – Closing ceremony including Fair play awards, war cry competitions 3.00pm – Carnival ends and students depart	9.00am – 9.30am – Opening ceremony 9.30am – 10.30am – Fun Rugby skills games 10.30am – 11am – Morning tea 11am – 12.00pm – Round 1, 2 & 3 12.00pm – 12.30pm – Fun activity e.g. dance competition, running races, Rugby challenges 12.30pm – 1.15pm – Lunch 1.15pm – 2.15pm – Round 4, 5 & 6 2.15pm – 2.30pm – War cry competition 2.30pm – 3.00pm – Closing ceremony and prizes
IN-SCHOOL SERIES OF LUNCHTIMES	AFTER-SCHOOL SESSIONS
Week day matches: Tuesday, Wednesday and Thursday lunchtimes 1.00pm – Student leaders help teachers set up field, music etc. 1.10pm – Teams arrive and get organised 1.15pm – Match 1.30pm – Match finishes and pack up	After school days: Mondays and Fridays 3.00pm – Student leaders help teachers set up field and equipment 3.10pm – Round 1 3.30pm – Round 2 3.50pm – Update on points; Fair play awards; Pack up 4.00pm – Students depart

TABLOID ACTIVITIES



RUGBY PLAYING ACTIVITY	RUGBY FAIR PLAY
<p>Rugby round robin competition for girls, boys, mixed</p> <ul style="list-style-type: none"> Fun Rugby challenges e.g. kick the ball for distance/through the goal posts; perform a line-out throw through a target; pass a ball through a hole; run the fastest from try line to try line! Rugby skills and fun games from the Skills Resource 	<p>Rugby guest speaker talks to students about the importance of values on and off the Rugby field</p> <ul style="list-style-type: none"> Students participate in a forum with other students, teachers and any special guests to discuss values-based topics Review of 'fair play' behaviours, a criteria sheet and self-evaluation of performance
RUGBY HEALTH MESSAGES	SHOWCASING CLASSROOM WORK
<p>Special guests giving a speech/presentation about the health benefits of physical activity, food and nutrition, alcohol and other drugs, and/or mental health and well-being</p> <ul style="list-style-type: none"> Fitness testing stations Launch of any physical activity or food and nutrition campaigns designed by students 	<ul style="list-style-type: none"> Any work/projects created by class groups could be displayed for other students to see during the carnival. A quiz could also be given to players and spectators

ROUND ROBIN DRAWS



3 TEAMS	4 TEAMS	5 TEAMS
<ul style="list-style-type: none"> One playing area required. Three rounds: Rd 1 – 1 v 2 Rd 2 – 1 v 3 Rd 3 – 2 v 3 	<ul style="list-style-type: none"> Two playing areas required. Three rounds: Rd 1 – 1 v 3; 2 v 4 Rd 2 – 1 v 2; 3 v 4 Rd 3 – 1 v 4; 2 v 3 	<ul style="list-style-type: none"> Two playing areas required. Five rounds: Rd 1 – 1 v 5; 2 v 4 Rd 2 – 1 v 3; 4 v 5 Rd 3 – 2 v 5; 3 v 4 Rd 4 – 1 v 4; 2 v 3 Rd 5 – 1 v 2; 3 v 5
6 TEAMS	7 TEAMS	8 TEAMS
<ul style="list-style-type: none"> Three playing areas required. Five rounds: Rd 1 – 1 v 5; 2 v 4; 3 v 6 Rd 2 – 1 v 2; 3 v 5; 4 v 6 Rd 3 – 1 v 6; 2 v 5; 3 v 4 Rd 4 – 1 v 3; 2 v 6; 4 v 5 Rd 5 – 1 v 4; 2 v 3; 5 v 6 	<ul style="list-style-type: none"> Three playing areas required. Seven rounds: Rd 1 – 1 v 5; 2 v 4; 6 v 7; Rd 2 – 2 v 7; 3 v 6; 4 v 5; Rd 3 – 1 v 4; 2 v 3; 5 v 7 Rd 4 – 1 v 7; 2 v 6; 3 v 5 Rd 5 – 1 v 3; 4 v 7; 5 v 6 Rd 6 – 1 v 6; 2 v 5; 3 v 4 Rd 7 – 1 v 2; 3 v 7; 4 v 6 	<ul style="list-style-type: none"> Four playing areas required. Seven rounds: Rd 1 – 1 v 2; 3 v 8; 4 v 7; 5 v 6 Rd 2 – 1 v 5; 2 v 4; 3 v 6; 7 v 8 Rd 3 – 1 v 3; 2 v 7; 4 v 5; 6 v 8 Rd 4 – 1 v 6; 2 v 8; 3 v 4; 5 v 7 Rd 5 – 1 v 8; 2 v 5; 3 v 7; 4 v 6 Rd 6 – 1 v 4; 2 v 3; 5 v 8; 6 v 7 Rd 7 – 1 v 7; 2 v 6; 3 v 5; 4 v 8

SCORING TABLE



1 TRY = 5 POINTS

TEAM NAME	RD 1	RD 2	RD 3	RD 4	RD 5	RD 6	RD 7	TOTAL
Team 1:								
Team 2:								
Team 3:								
Team 4:								
Team 5:								
Team 6:								
Team 7:								
Team 8:								

SNAPSHOT OF
THE RULES

- Seven (7) players (male, female or mixed) in each team
- TOUCHES, not tackles
- Seven (7) touches to score before ball given to opposition
- PASS to a teammate or perform a BALL PLACE once you're touched:



- When ball goes over the sideline, a quick throw takes place
- Kicking allowed in general play (depending on age and skill)
- Turnovers - Ball goes to other team when the attacking team:
 - Drops the ball forward
 - Does a forward pass
 - Uses up their 7 touches

GAME LENGTH

- 2 x 7min halves (with a 2 minute half-time break)
- There is no time off for injury or other stoppages

FIELD SIZE

There are two options:
 Half Field 60m x 35m
 Third Field 60m x 25m

POINTS

Try = 5 points

BALL SIZE

Official Touch 7s matchballs are played with a size 4 Gilbert Rugby ball

TOUCH 7s REFEREE



People love to play sport for fun, and that is what Touch 7s is all about. All participants should be able to enjoy the game in an atmosphere that enables maximum involvement.

Successful Touch 7s referees focus on the enjoyment of the players. They know the rules of the game and when to apply them. They know how to communicate with players and spectators, and they balance game management with fun and flexibility.

The role of a match official is to apply the laws of the game for maximum safety, participation and enjoyment.

- Be calm and consistent on the field, and communicate with the players where necessary.
- Encourage fair play, advise against any foul play, and allow the game to flow (with minimal whistle).
- Allowing 'advantage' is an effective method of maximising playing time, reducing the number of stoppages, and keeping the game flowing.
- Understanding the level of competitiveness of the teams you are officiating, and the skill levels of the players, will help you to judge how you apply the laws and deal with infringements.
- Remember to let the players play, so you can facilitate their enjoyment.
- Try to talk players out of offences that might impact the game. It will help them learn what they can and cannot do, especially as the game is a new concept.

STUDENT ACTIVITY

Students should complete the online Touch 7s referee course through Rugby Australia Learning Management System. The online referee training is intended for all those looking to officiate any Touch 7s matches.

The online course takes a maximum of 1.5 hours to complete, and students will receive a certificate of completion.

www.Touch7s.com.au/RefereeCourse

NEXT STEPS

Congratulations, you have now completed the first step to becoming a Touch 7s referee!

It's a good idea to make sure you are well prepared before your first game. Ensure you complete the referee checklist activities before the carnival. The TimeKeeper and Rule Keeper are responsible for coordinating referees at the Touch 7s carnival, be sure to clarify any questions prior to the event.

Visit Touch7s.com.au to download a copy of the Touch 7s laws

REFEREE CHECKLIST



Before the Day:

- Complete Touch 7s online referee accreditation
- Download the Touch 7s laws
- Download Touch 7s expectations of behaviour
- Ensure you will be wearing appropriate and distinct apparel
- Meet with the TimeKeeper and Rule Keeper and arrange appointment to games

On the Day:

- Arrive at the ground well before kick-off to allow yourself time to prepare.
- Meet the TimeKeeper and Rule Keeper on arrival
- Familiarise yourself with the venue
- Collect whistle from TimeKeeper and Rule Keeper
- Conduct the ground check
- Meet the team captains to confirm where and when you'll do the toss, how you'll work together, and what time they'll be ready to take the field to ensure the game starts on time
- You should familiarise yourself with the ground markings before the game. These will likely be a mix of painted lines and cones.
- Also check the surface for anything that may be dangerous. This can include exposed sprinkler heads, sharp debris or large holes.
- Conduct your own warm up
- Have fun



Competition Name

Date & Time

Venue Name

Age Group

Team Size

Contact

LETTER HOME TO PARENTS & GUARDIANS

THE FOLLOWING COPY COULD BE INCLUDED IN A COMMUNICATION TO PARENTS AND GUARDIANS ABOUT THE TOUCH 7S CARNIVAL

[Date]

Dear Parents and Friends,

We are participating in Australian Rugby Union's Touch^{7s} Carnival on [Date] at the school oval/other venue.

The Touch 7s Intra-School Carnival will be a fun, energetic, fast, high-scoring and inclusive giving girls and boys their first taste of Rugby – without the tackling - at school!

Touch^{7s} is an exciting variant of traditional Rugby 15 a-side and has a massive player and fan base all around the world thanks to a series of international events. Its inclusion in the 2016 and 2020 Olympic Games also marks an exciting time for young girls and boys– as they may one day be part of an Olympic gold medal Rugby Sevens winning team!

The Touch^{7s} Carnival aims to give students a taste of the action by involving them in a school-based carnival with all the elements of International Rugby Sevens tournaments including a fun atmosphere and high-scoring quick games and there is also an emphasis on demonstrating fair play, celebrating diversity and being active and healthy.

Please find additional information about Non-Contact Sevens rules at: [hyperlink]/or enclosed.

On behalf of [School name] we invite you to participate at the carnival as either a spectator or volunteer helper (e.g. timekeeper, scorer, canteen helper, other).

Please sign and complete the form below if you think you might be able to attend the carnival as a spectator or volunteer.

Please also contact [Teacher name] on [phone/email] if you have any questions about the nature of the Touch 7s Carnival.

Touch^{7s} Carnival.
Yours sincerely
[Signature]
[Teacher name]

Please get your student daughter/son to return this slip to [Teacher name] by [date]. Thank you in advance.

YES, I will be able to come along to the carnival as a spectator.

YES, I will be able to be a volunteer helper at the carnival.

Parent Name:

Signature:

Parent of:

Any questions:

ROLES & RESPONSIBILITIES



PLAYER	TEAM CAPTAIN	TEAM MANAGER
<ul style="list-style-type: none"> Turn up for lessons, training sessions and matches and bring any equipment needed. Try your hardest Be a team player, involving other students in the matches Play fairly and be a good sportsperson (i.e. no sledging, bad language or rule breaking) 	<ul style="list-style-type: none"> Maintain team unity Encourage skilled performance Give leadership by playing in a fair and cooperative way Toss the coin before the game Discuss decisions with the referee. Set a good example. Be responsible for after match cheers, handshakes, speeches Sort out disputes between players Listen to all players Liaise with coach to consider who should get team awards Be responsible for the team's conduct 	<ul style="list-style-type: none"> Work with one team at the carnival Help team members with travel arrangements ensuring that each team member can travel safely to the tournament Organise team uniforms Organise healthy snacks for the team at half time Organise team funds and/or sponsorship Promote the team's interests by liaising with the teacher, school administration, business and community
REFEREE	COACH	FIRST AID OFFICER
<ul style="list-style-type: none"> Referee matches Learn the rules Make decisions on the rules during a game Liaise with the Rule Keeper and the timekeeper but make own decisions Be firm, fair and consistent Trust your initial instincts Blow the whistle loudly and signal when a rule is broken Speak firmly, clearly and with volume so that players and spectators can hear the decision Explain your decisions to the team captains if necessary Report players who break rules or display poor sporting behaviour 	<ul style="list-style-type: none"> Organise team training sessions Work with the team captain and other players to improve the team's performance Work out training drills Focus on team skills and strategy Provide help for players Pick players and substitutes for games Sort out disputes between players Record team's performance in games and at training 	<ul style="list-style-type: none"> Treat minor injuries or advise what to do Maintain the first aid kit Know how to get treatment for serious injuries Find out about sports injuries and provide information about them Write accident reports, detailing the cause, injuries and treatment Identify hazards or causes of injury and report them to the student grounds person Make suggestions about how to avoid injuries prior to and during the carnival

ROLES & RESPONSIBILITIES



RECORDS OFFICER	PUBLICITY OFFICER	TIME KEEPER AND RULE KEEPER
<ul style="list-style-type: none"> Keep records throughout the carnival Collect the scores from all the games Write up the scores and keep the points table up to date Liaise with the Event Officer to display the round robin draw and scoring table on notice boards Give the scores from each match to the Publicity Officer Collect surveys, and any votes or nominations for special awards and keep a tally of them 	<ul style="list-style-type: none"> Communicate information about the carnival to each class in the school, and the wider community Prepare notice boards so all students and the wider community know about the carnival Design and organise promotional material and general information for display on notice boards Collect class work about the carnival and organise for it to be displayed at the carnival Write match previews and/or match reports Arrange for the media to do a story on the carnival e.g. local radio or newspaper 	<ul style="list-style-type: none"> Keep accurate time for matches, breaks and other events during the carnival Liaise with the referees to make sure the games start and finish on time Make a sound e.g. blow whistle or ring bell, to indicate half time and full time Display match rules around the carnival for everyone to see Liaise with referees, coaches, team managers and captains before the games about rules to be followed Advise on matters of dispute
OPENING/CLOSING CEREMONY ORGANISER	EVENT ORGANISER	CATERING OFFICER
<ul style="list-style-type: none"> Design an Opening and Closing ceremony for the carnival including student organised activities e.g. team war cries and dances, use of team flags/emblems etc. Create a run sheet/order of events for both ceremonies and liaise with teams, and other student organisers about the timings Where necessary, organise rehearsals of the opening and closing ceremonies Organise how a sportsmanship award e.g. Spirit of Rugby/Good Sport Award will be chosen and awarded Liaise with the Event Organiser and Records Officer about winning teams and certificates/other awards Organise with the Event Organiser for special guests to be part of the ceremonies e.g. community elders, rugby players/ambassadors 	<ul style="list-style-type: none"> Oversee the overall planning of the carnival and keep track of the timeline of events and actions to be done Meet with student organisers before the carnival and ensure they know their roles and responsibilities and are meeting deadlines Develop a run sheet of events for the carnival Organise the round robin draw and scoring table based on the number of teams in the competition and fields available Invite teams from school and any other schools to participate in the rugby carnival Ensure the School Principals' from participating teams are aware of the carnival and are also invited to the event Work with the class teacher to organise any special events during the carnival e.g. opening and closing ceremony, use of team flags, team war cries and dances etc. 	<ul style="list-style-type: none"> Decide on a nutritious menu for players and spectators at the carnival Display the menu and general information about healthy eating etc. at the carnival Organise food and beverages to be purchased and delivered to the carnival Organise a space at the carnival to cook, display, distribute and/or sell the food and drinks Arrange for student organisers to help distribute the food and beverages at the carnival – either by selling or giving the items out

ROLES & RESPONSIBILITIES



EQUIPMENT OFFICER	VOLUNTEERS OFFICER
<ul style="list-style-type: none"> Collect all of the rugby playing equipment e.g. balls, markers, bibs etc. that will be needed for the carnival and set it up on the field/s Set up the fields for play e.g. markers, lines etc. Collect all of the administration gear e.g. a table, referee whistles, folders, pens, posters and set it up at the carnival Keep an inventory of all equipment and make sure it is returned and stored at the end of the carnival Organise water for players Check that spectators have an area to sit or stand and that adequate shade is available 	<ul style="list-style-type: none"> Meet with any student or parent volunteers at the start of the carnival and outline specific roles for the day Write name tags for all of the student and parent organisers at the carnival Provide volunteers with food and drinks throughout the carnival Liaise with volunteers throughout the carnival and check that they have everything they need e.g. equipment etc. Distribute a request for feedback from volunteers at the end of the carnival, or ask them questions in person, to determine what went well and what could be improved upon
PERFORMER	VOLUNTEER
<ul style="list-style-type: none"> Attend rehearsals Perform in opening and/or closing ceremonies and any other times at the carnival by playing a musical instrument, singing and/or dancing Bring any costumes needed Follow instructions from the Events Officer Try their best 	<ul style="list-style-type: none"> Follow instructions from Volunteers Officer Assist any of the Carnival people with their roles and responsibilities Be happy to help at any stage and keep a positive attitude

STUDENT LEADERSHIP: CHALLENGE



Once the student group who will be involved in organising and staging the carnival has been identified, the teacher in charge could work through the following activities in a lesson or meeting to allocate and explain roles and help students plan to get their jobs done.

1	2	3
<p>Ask students to think about the upcoming Rugby carnival including what it will look like, what activities will be included, how many teams will play, how many spectators will come, whether any local sponsors will support it, organisers involved etc. A fun activity could be to get students to draw what their carnival will look like and then discuss students' ideas</p>	<p>Show students "Roles at a carnival". Ask students to identify the people they can see including coaches, referees, time keeper, first aid officer, ground announcer, canteen staff, volunteers etc. Tell students that each of these people has a role and a responsibility at the carnival. Discuss the definitions of these words.</p> <ul style="list-style-type: none"> Role: a person's position in a situation e.g. coach, manager, player Responsibility: performing a duty without guidance and able to be trusted and depended upon e.g. equipment officer sets up the field without any supervision and ensures no glass is on the field <p>Choose two of the roles e.g. coach and first aid officer and discuss the responsibilities they might have. Ask students to think about any roles and responsibilities they have in their families or communities</p>	<p>Organise students into small groups and distribute the "Roles and responsibilities" so that each group reads at least two of the roles and associated responsibilities.</p>
4	5	
<p>Show students "Allocating roles" by either drawing the table on the board or distributing a copy of the sheet to groups. Ask each group to complete the table for each of the roles they have looked at in the previous activity, and then discuss the importance of roles, which students could do the roles well and why. Allocate students to roles you think they might be suited to. Work with other teachers and students to work out which students would best suit certain roles.</p>	<p>Discuss the roles and responsibilities with the students who have been allocated to each role. Support students prepare for their roles by discussing the time they have to do their jobs, the sorts of jobs they need to do and people who can help them. The following planning documents should help students:</p> <ul style="list-style-type: none"> Keeping track of time and jobs for the carnival Getting the job done 	

STUDENT LEADERSHIP: ALLOCATING ROLES



ROLE	DUTIES	OTHER ROLES TO LIASE WITH	HOW MANY STUDENTS NEEDED FOR ROLE	POSSIBLE STUDENT/S FOR ROLE	STUDENT SKILLS, ABILITIES AND TALENTS

STUDENT LEADERSHIP: KEEPING TRACK OF TIME & JOBS



Use the calendar template below to keep track of the jobs students need to do before the rugby union carnival. Refer to the Planning Checklist to add some of these jobs on the calendar.

Once the student group who will be involved in organising and staging the carnival has been identified, the teacher in charge could work through the following activities in a lesson or meeting to allocate and explain roles and help students plan to get their jobs done.

WEEK	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
1							
2							
3							
4							
5	<i>Touch 7s CARNIVAL HELD THIS WEEK!</i>						

STUDENT LEADERSHIP: ALLOCATING ROLES



Fill in the table for the role you have selected/been designated.
Select the main tasks and write them in the first column. You might need to refer to the Role card for help.

Write:

- How best you could carry out the task;
- Who could help you with the task (emphasise teamwork);
- How long it might take you.

My role: _____

TASKS	HOW TO DO IT	WHO CAN HELP	TIME REQUIRED

TOUCH 7s

CONGRATULATIONS



TOUCH 7s CARNIVAL

Andy Marinos
Australian Rugby Union
Chief Executive Officer

RUGBY
AU

TOUCH7s

CONGRATULATIONS



SPIRIT OF RUGBY AWARD

Andy Marinós
Australian Rugby Union
Chief Executive Officer

RUGBY
AU

TOUCH 7s
CARNIVAL

RUGBY AUSTRALIA'S EXPECTATION OF BEHAVIOUR

TOUCH7s

PLAYERS SHOULD:

- *Play for enjoyment, not just to please others*
- *Play by the laws of the game*
- *Never argue with the referee's decision. Let your captain or coach ask any necessary questions*
- *Control your temper – no 'mouthing off'*
- *Work equally hard for yourself and for your team. Your team's performance will benefit and so will your own*
- *Be a good sport. Applaud all the good play, whether it is done by your team or your opponent*
- *Shake hands with all of the opposing team at the conclusion of the match, and clap them off in the spirit of good sportsmanship*
- *Treat all players as you yourself would like to be treated. Do not interfere with, bully or take advantage of any player*
- *Treat everyone equally regardless of gender, disability, ethnic origin or religion*
- *Remember that the goals of the game are - to have fun, improve your skills and feel good*
- *Co-operate with your coach, teacher, team mates, referee and opponents, for without them you do not have a game*

TOUCH 7s CARNIVAL RISK ASSESSMENT

RISK ASSESSMENT

INTRODUCTION

Student participation in Touch 7s will involve participation in physical activity on the field as students learn and practice the skills required to play the modified, non-tackling version of Rugby Sevens in the lead up to a Touch 7s Carnival.

RISK LEVEL

Some initial questions when determining the risk level associated with Rugby Union activities may include:

- Which students will be involved?
- What will the students be doing?
- What will the students be using?
- Where will the students be?
- Who will be leading the activity?

When determining whether students should participate in the modified Rugby game of Touch 7s as part of the program, teachers should conduct a risk assessment and complete a risk management form in relation to student participation. This document has been developed to assist teachers in that process. It is a guide only and should not be considered exhaustive in its examples and considerations. Rugby Australia, Australian Sports Commission and the International Rugby Board will not be liable for any loss or damage, which results from the use or misuse of the material contained in this document.

It is understood and assumed that each school will have their own duty of care, safety guidelines and processes in place in relation to student participation in physical activity generally, for example, parental/caregiver permission for student participation in physical activity, contact and semi-contact sports.

GENERAL CONSIDERATIONS

There are at least three areas from which risks could emerge in relation to student participation in physical activity including:

- **PEOPLE:** includes the attributes people bring to the activity including skills, attitudes, physical fitness, behaviour, special needs, health, age, fears, numbers, hygiene etc.;
- **EQUIPMENT:** including resources that impact on the activity including clothing, fields, sporting equipment, vehicles, lights etc.;
- **ENVIRONMENT:** including factors that impact on the activity including weather, terrain, water, snow/ice etc.

SPECIFIC CONSIDERATIONS FOR TOUCH 7s

Possible risks for students participating in the modified game of Touch 7s for these areas i.e. People, Equipment and Environment are considered below. These details may assist teachers complete a Risk Assessment or Risk Management Planning form for student participation in Touch 7s.

POSSIBLE RISKS

- There are inappropriate methods in place to manage student health concerns including bleeding, strains, sprains, exhaustion
- Teachers aren't aware of how to support students with special needs
- Students share water bottles and towels

MANAGEMENT STRATEGIES:

1. Read and understand one or all of the following documents:
- National Rugby Union Safety Directives Policy
- Australian Rugby Union Medical and Safety Recommendations Policy (www.Rugbyau.com/runningrugby/policyregister/workplacehealthandsafety)
- International Rugby Board Rugby Ready resource (rugbyready.worldrugby.org)

These documents cover information about:

- Dealing with unsafe behaviour
- Medical requirements
- Safety requirements
- Preventing injuries
- Managing injuries

2. Ensure that if an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility. Any country-specific requirements or checks for adults working with children should also be carried out.
3. Ensure teachers and/or supervising adults who teach one or more of the modified rugby games have adequate knowledge and experience to teach the skills of the game/s. This may include:
 - Reading and understanding the rules/laws of Touch 7s.
 - Using the GAME ON Field lesson plans.
 - Attending a teacher professional development workshop
 - Participating in a relevant face-to-face and/or online rugby coaching course e.g.
 - Smart Rugby
 - Rugby Ready
 - Another relevant Coaching Kids Rugby course
 - Requesting up skilling and support from State/Territory Unions and/or Australian Rugby Union.
4. Ensure that an adult with a current first aid certificate is present when students are playing Touch 7s.
5. Ensure that students are involved in appropriate warm-up and cool-down activities prior and post modified rugby games to avoid injury.
6. Be aware of any policies within the Education Department relating to Infection Control and Management.
7. Ensure teachers are aware of and have received specialist advice about special needs that students may have during instruction and/or playing of the modified rugby games including support with disabilities, high risk behaviours and medical conditions.

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EQUIPMENT RISKS

- The playing fields are in poor condition e.g. no grass, potholes, weeds, glass or other foreign objects on the field. Goal posts should be covered with padding.
- Playing equipment is not adequate e.g. balls are flat; marker cones are dangerous
- Students wear jewellery or inappropriate clothing and footwear
- No medical equipment is available.
- No communication system is in place from the field to an emergency point of contact.
- Sun safe equipment is not available

MANAGEMENT STRATEGIES:

1. Ensure the playing field is level, grassed and free of obstructions and loose objects.
2. Use plastic marker cones to define playing areas (half sphere markers are recommended)
3. Remove or apply padding to any posts or other fixed objects e.g. light poles, sprinkler heads that are on or near the field of play.
4. Ensure that students do not wear jewellery, but do wear appropriate clothing and footwear.
5. Ensure that a well-equipped medical kit is readily available.
6. Ensure that a communication system is in place on the field e.g. the teacher/supervising adult has a mobile phone, a student/adult messenger has been designated, there is a phone line at the location, and/or the teacher/supervising adult has a walkie talkie/UHF radio.
7. Ensure sun safe strategies are in place e.g. students must wear hats, shirts and sunscreen

ENVIRONMENT RISKS

- The temperature is too high or low for students to safely play
- Weather hazards e.g. storms, rain may impede play
- Spectators, vehicles and other items are too close to the field of play

MANAGEMENT STRATEGIES:

- Ensure that weather-related policies and parameters are in place e.g. maximum temperature for participation policy, playing in thunderstorms policy etc.
- Ensure that adequate water supplies are available to players before, during and after games – especially during hot weather.
- Ensure that spectators, vehicles and any other items are positioned well back from the sideline of the field of play

SUPPORT RESOURCES

- Rugby Australia Medical and Safety Recommendations Policy (www.Rugbyau.com/runningrugby/policyregister/workplacehealthandsafety)
- World Rugby Ready resource (rugbyready.worldrugby.org)
- SmartRugby (www.Rugbyau.com/coaching/smartrugby/programfeatures)
- Australian Sports Commission Website - Safety and risk management (http://www.ausport.gov.au/participating/officials/tools/safety_and_ethics/Safety)

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RUGBYAU.COM

Touch 7s

www.touch7s.com.au

MEDICAL & SAFETY

www.rugbyau.com/runningrugby/policyregister/workplacehealthandsafety

REFEREE

www.rugbyau.com/referees

PLAY BY THE RULES

www.playbytherules.net.au