

# 2012

## Youth Work Ireland Programmes Information Booklet



Youth Work Ireland

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## Programmes Information Booklet 2012

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# Introduction

**Youth Work Ireland** is proud to announce the Programmes for 2012. Included in the 2012 schedule is "The Youth Factor", "The Sports Factor", and Nolláig, design a Christmas Card. More programmes may be added as the year goes on.

As you will see our new programme The Youth Factor, will replace the Variety Show. The Youth Club Games have been renamed and are now called Sports for All. Nolláig remains the same for 2012.

These programmes continue to be a vital part of the annual programme for Youth Work Ireland and involve the active participation of many young people across our Member Youth Services. These programmes are about building confidence, about social interaction, about participation, about self-esteem and about fun and laughter. They are about building friendships that may last a lifetime! They are about leadership. They are about Youth Work. They are not about competition! They are about creating the opportunity for young people, staff and volunteers to come together in an informal setting to support young people as they develop the skills and self-assurance to find their place in the world.

We would encourage every Member Youth Service to get involved. Every young person has a talent, whether it be dancing to their own beat, telling jokes, singing, playing an instrument, drawing, painting, playing draughts, playing soccer, the list is endless!

# The Youth Factor 2012



# General Rules

## The Following Rules Apply to Local Final Shows and the National Finals

1. The competition is open to all full and associate member services of Youth Work Ireland.
2. Only members of clubs and projects affiliated to Youth Work Ireland's local youth services may participate in The Youth Factor.
3. Participants entering The Youth Factor must be over 11 years of age and under 19 years of age on 1<sup>st</sup> January 2012. This rule also applies to off-stage accompaniment.
4. All entries must be accompanied by a **completed** entry form.
5. All entries must describe in detail the content of the act.
6. Each Local Youth Service may submit up to **three entries** only.
7. An individual may participate once only.
8. All regional entries must be accompanied by the name of the Regional representative and must be received at their **regional office** by 17<sup>th</sup> February **2012\*\***.
9. All participants in The Youth Factor are required to conduct themselves in an acceptable manner at all times on and off stage.  
**RESPECT:** between young people themselves, with each other, leaders, regional representatives, members of the Working Group and for the property in the venues used for The Youth Factor.  
**RESPONSIBILITY:** Each individual young person is responsible for his/her own behaviour:
  - There must be no alcoholic drink or drugs or illegal substances in use during the day.
  - Participants must respect the adjudicators and their decisions.
  - Each club is responsible for their club members whether as performers or audience members on the day as defined by Child Protection guidelines.
  - Every participant is in the care of their leader for the day and must respect their leaders decisions.
  - Any disciplinary action taken will be at the discretion of the Working Group

10. Each participating youth service will be required to appoint a Regional Representative to liaise between the Working Group and their own leaders/members during participation in the programme at Local Finals and the National Final.
11. The lighting, sound and other stage facilities for The Youth Factor Final are those supplied and operated by the Working Group for all participants.
12. There will be a time limit. A maximum time of 5 minutes per act and a minimum time of 2 minutes per act. An independent time keeper will be appointed. Failure to adhere to the time limit will result in a deduction of marks. 5 marks per minute or part thereof will be deducted.
13. The content of the material and costumes used during the show must be suitable for the audience attending and should not contain distasteful language or gestures.
14. **Dancing barefoot is not permitted.** Some type of footwear must be worn.
15. Only hand props which must be fully assembled before being brought on stage are allowed.
16. The adjudicator's decisions are final.
17. No naked flames, candles, sparklers, incense, flammable material or hay/straw are allowed as part of props.\*\* (Fire and Safety Regulations). Live animals are not permitted on stage.
18. Where there is a substitute required in the event of a mishap, accident or unforeseen circumstances subject to ratification of the National Co-Ordinator, a replacement name may be submitted prior to the event.
19. If due to unforeseen circumstances your group/ individual entry is unable to attend the National Final, please contact your local representative **and** the Co-ordinator of Programmes in National Office.
20. The Programme for 2012 has no categories. There are 4 genres. They are as follows, Dance, Song, Music and Performance. These genres are explained on the following pages.

## Genres Explained

## DANCE

The use of space, choreography, choice and interpretation of music, presentation and costume will be taken into consideration by the adjudicators. All forms of "Dance" i.e. jazz, modern, ballet, creative and traditional dance are welcome. \* **Hip Hop dancing is allowed**. Music may be pre-recorded (tape, CD) or live. Live musical accompaniment is limited to not more than three additional people who must play off stage and must be affiliated members of the youth club.

**The maximum number of participants in the dance is ten and the minimum is one.**



## SONG

The singer/s is/are not required to have musical accompaniment but may have if they wish. Musical accompaniment is limited to three people who must play off stage and must be affiliated members of the youth club. The use of electrified instruments, mains or battery operated, is permitted. The use of taped or other pre-recorded music is permitted as accompaniment. Newly composed songs and music are welcomed. **The maximum number in any group is ten people and the minimum is one.**

## MUSIC

The use of electrified instruments, mains or battery operated, is permitted. However, the use of pre-set synthesised background or pre-

recorded music is not permitted\*\*. Newly interpreted or newly composed pieces of music are welcome. (music only, no singing!) **The maximum number in any group is ten people and the minimum is one.**

### **PERFORMANCE**

This caters for Drama Pieces, Story Telling; Poetry Recital; Individual 'stand-up' Comedy; Magic Act; Impersonators; Juggling Act; Ventriloquist etc. If it's not Dance, Song or Music, it fits here.

**The maximum number in any group is ten people and the minimum is one.**

### **PLEASE NOTE:**

**As stated in rule 12: There will be a time limit for all acts. There is maximum time of 5 minutes per act and a minimum time of 2 minutes per act allocated.**

**An independent time keeper will be appointed. Failure to adhere to the time limit will result in a deduction of marks. 5 marks per minute or part thereof will be deducted.**

**It is the clubs responsibility to ensure all pre recorded music is of good quality.**

# Hosting Local Events

Local Youth Service will have to provide all services listed below for their local event.

## **Booking Hall**

- Dressing rooms
- Green Room
- Curtain for front of stage with a few feet of space beyond
- Access to both sides of stage for acts coming in both sides
- Early opening
- Darkened Hall (as show may be during daylight hours)
- Please ensure Hall is heated
- Direction signs
- Parking
- Stewards for doors and inside of hall
- Refreshment facilities
- Sound and Mics (3 stand up and one roving)
- Local Youth Services are responsible for appointing adjudicators
- Local Youth Services will appoint an MC for the day.
- Local Youth Services should provide technical specifications and a stage plan where possible.

## The Youth Factor Contact:

Geraldine Moore  
Co-ordinator of Programmes  
Youth Work Ireland  
Tel: 01-8584500

Local Representative: \_\_\_\_\_

### Dates for 2012

LOCAL DETAILED ENTRY FORMS TO LYS: 17<sup>TH</sup> FEBRUARY 2012

LOCAL DETAILED ENTRY FORMS TO NATIONAL OFFICE: 22<sup>ND</sup> FEBRUARY 2012

NATIONAL FINAL DATE: TBC

**\*\*These dates are correct at time of print, but may be subject to change. You will be informed immediately of any changes.**

## THE YOUTH FACTOR

- THE NATIONAL FINALS WILL TAKE PLACE ON (DATE TO BE CONFIRMED) IN VENUE (TO BE CONFIRMED).
- Youth Work Ireland aims to take a visual record of events by photographic mediums including still photography and video. We would assume that consent to use these images in Youth Work Ireland publications and for publicity has been acquired by the Local Youth Service.

- The entry fee per team/entry is €30. The Local Youth Service will be invoiced from National Office.
- Entries to Local Youth Services received after 17<sup>TH</sup> FEBRUARY 2012 will not be included in the National Final. (This will be strictly adhered to)

€\_\_\_\_\_ entry fee for \_\_\_\_\_ teams/ entries. (€30 per team/ entry)

**Signed:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Regional Contact for Youth Work Ireland's The Youth Factor.**

Forms should be returned no later than **17<sup>th</sup> February 2012 to LYS and no later than 22 February to National Office (entries received after this date will not be accepted)** to:

# Sports for All

## 2012 Rule Book



## Introduction

This booklet contains the various rules as they apply to Youth Work Ireland's Sports for All Programme. This year's event will have 12 different competitions catering for young people between the ages of 12 and 18 years.

These events are an extension of some of the activities carried out at local club level by thousands of club members. The rules contained in this booklet should be applied at Local and National level.

Alterations have been made to some of the rules in response to requests from members.

Our aim is to provide rules that govern the events but also allow for the participants to enjoy the games wherever and whenever they take place.

# GENERAL RULES

## Eligibility

1. All competitors must be full members of clubs/projects who are affiliated to Local Youth Services of Youth Work Ireland.
2. Each participant is allowed to take part in one event only, at Regional and National.
3. Participants in the Under 18 section must be under 18 and over 15 on the 1<sup>st</sup> of January 2012 (i.e. their date of birth must fall on or between the 1<sup>st</sup> of January 1994 and the 31<sup>st</sup> December 1996).
4. Participants in the Under 15 section must be under 15 and over 12 on the 1<sup>st</sup> of January 2012 (i.e. their date of birth must fall on or between the 1<sup>st</sup> of January 1997 and the 31<sup>st</sup> of December 1999).
5. Local Youth Services are to provide some form of I. D (ie I.D. badges/ membership cards) for leaders.
6. Participants are obliged to submit a certified copy of their Birth Certificate/ school ID/Local Youth Service ID/ membership card or passport for Regional Games. Should participants qualify for National Finals, their LYS must appoint one person who will be responsible for retaining these birth certificates or other forms of ID and producing them should the occasion arise. Failure to comply with this rule may result in disqualification from the event(s).
7. Participating teams and individuals are obliged to bring the appropriate equipment and clothing with them to allow for participating in their nominated event. Failure to adhere to this rule may result in the disqualification of participants from their nominated event.
8. All teams competing in Youth Work Ireland's National Event must have their full complement of players at the start of every game as per the rules of each event. Failure to adhere to this rule may result in the disqualification of participants from their nominated event.
9. Spirit of this event is not professionalism but the opportunity for young people to take part. This should be kept in mind in terms of the competition and picking of teams/ participants.
10. The Entry fees for 2012 have yet to be decided.

## Organisation

11. LYS's are to submit entries for particular events to National Office. Entries will only be accepted from registered and insured clubs. (Please check with your local youth service for closing dates and entry forms)
12. Leaders and coaches who are over 20 on The 1st January 2012 must accompany teams participating in Regional and National events. Male and female leaders must accompany mixed teams. Leaders must, of course, fulfil their duty of care to the young people at all times.
13. These events should start and end at a reasonable hour taking into account factors such as transport and travel time.
14. Members' parents should be informed regarding these games and only those members having parents' permission should be allowed to attend. Parents should be supplied with the phone number of the regional co-ordinator of the event.
15. Each participating region at Regional and National Events is required to appoint a leader/regional representative who will be responsible for the conduct of their regional participants and leaders. Adequate thought to signing in should be given by host organisations to ensure smooth signing in process.
16. Each team must produce the appropriate team list to the referee or adjudicator, signed by the leader, before each event begins. All teams must be present and ready to play 15 minutes before the official starting time of their game, or at the time identified by the co-ordinator. They must register at the time stipulated by the organising committee. Failure to do so may result in disqualification.
17. All participants must present themselves for registration together with their leaders at Regional and National Competitions. They then should remain in the venue for their game and be available to play their match at any time, as there may be changes in the timetable on the day.
18. The rules of Sports for All for this year are as per this Rule Book agreed by Youth Work Ireland's Voluntary Clubs and Programmes Sub Group.
19. It is the responsibility of the participating regions to ensure that their representatives are aware of, and adhere to these rules at the Regional and National Event.

20. Alterations to the various games timetable may be made at the discretion of the Regional /National Co-ordinator at the appropriate games.
21. NO rings, chains or jewellery of any kind. There is NO chewing gum allowed.
22. In the event of instances occurring at Regional or National Finals that are not covered by these rules amendments to these rules may be made following consultation with Youth Work Ireland's Voluntary Clubs and Programmes Sub Group or National Coordinator.
23. Youth Work Ireland aims to take a visual record of events by photographic mediums including still photography and video. We would assume that consent to use these images in Youth Work Ireland publications and for publicity has been acquired by the Local Youth Service.

### **Referees/Adjudicators**

24. As far as possible, appropriately accredited referees will be used in Regional and National Finals. All referees should be familiarised with the rules. Young people participating in events should be aware of the rules.
25. The adjudicators'/referees' decision in respect of event rules in all games is final.
26. In all events the adjudicator/referee of any game shall have the authority to order the substitution/retirement of a player that he/she deems to be injured and unfit to continue playing (the advice of a Medical Attendant should be sought). Failure to comply with this decision will result in the immediate disqualification of the team from the Regional Event/ National Event.
27. Appropriate equipment and clothing will be used at all times. The Co-ordinator of each event shall be responsible for implementing this rule.
28. Youth Work Ireland's Voluntary Clubs and Programmes Sub Group shall appoint representatives to attend the National Finals. These representatives shall have overall responsibility to ensure that the Sports for All rules are fully implemented as per this rulebook.



## Discipline

- 29.** Leaders and Young People attending Regional or National Finals are expected to be respectful of themselves and others at all times. Sanctions will be taken against individuals not teams. Leaders are fully responsible for the conduct and behaviour of themselves and their members during events and while attending and travelling to events.
- 30.** A team/ individual participant failing to attend National Finals without 48 hours notice, in writing, to the Regional or National Co-ordinator without an adequate explanation, will be responsible for fees and travelling expenses incurred by opposing team subject to €200 max. Youth Work Ireland will manage the administration of this fee/expense. Entry to Sports for All programme for the following year will be subject to these expenses being paid.
- \*\*This rule will be strictly adhered to.**
- 31.** Teams and individuals participating in Youth Work Ireland's National Finals must be nominated by appropriate Youth Work Ireland Local Youth Services to represent them at this level. Group leaders and Regional leaders are responsible for the conduct and behaviour of their representatives while they are attending and/or participating in these events.

35. Should a participant be disqualified from one round they are automatically disqualified from the next round. On National Final Day, should a participant be disqualified from a semi final, they are automatically disqualified (should they qualify) from the final. A player sent off or suspended during any event may be prohibited from attending the award ceremony and/or receiving an award.

### Objections / Appeals

36. With the exception of rule 26 all rules are subject to query and objection at regional or the national event. To facilitate objections/queries, which may arise at either Regional or National events an appeal group will be present at each event. This group will hear any appeal and will have authority to make an immediate decision. Any decision made by the appeal group at the event has the right to be challenged. The process for this is as follows:

- 1) The intention of appealing a decision must be lodged with the national co-ordinator at the event.
- 2) The written Appeal/objection must be lodged within 7 working days of the event to the Programmes Co-ordinator, Youth Work Ireland, 20 Lower Dominick Street, Dublin 1.
- 3) All appeals/objections must be lodged with a deposit of €100, which is refundable if the appeal is upheld.**
- 4) An independent Sub Group of Youth Work Ireland's Voluntary Clubs and Programmes Group will hear Appeals/objections. Their decision will be based on written and oral submissions from all relevant parties and their decision will be final.
- 5) The appeals group will meet within 15 working days and the responses will be delivered within 5 working days of the decision being made.

### **Sports For All Entry Form See Appendix 1**

**YOUTH WORK IRELAND PROGRAMMES ARE ALCOHOL FREE EVENTS. THIS RULE APPLIES TO ALL LEADERS, PARTICIPANTS, YOUTH WORK IRELAND'S VOLUNTARY CLUBS AND PROGRAMMES SUB GROUP MEMBERS AND YOUTH WORK IRELAND STAFF AND VOLUNTEERS.**

# TABLE TENNIS

## 1 Numbers

1. This is a singles event with a player eligible to qualify through rounds.

## 2 The Game

1. Games of singles only, on two-out-of-three sets.
2. A game shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the player subsequently gaining a lead of 2 points.
3. The ball must be clearly visible on service.

## 3 The order of serving, receiving and ends

1. After each 2 points have been scored the receiving player shall become the serving player and so on to the end of the game.
2. Rule 25 of the general rules shall be strictly implemented in this competition.

## 4 Dress

1. Competitors must wear a dark non-reflective shirt.

### CATEGORIES

\*Under 15 years\*

\*Under 18 years \*

**2 PARTICIPANTS FROM EACH CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT.**

# 5-A-SIDE SOCCER (Indoor/ Outdoor)

(Further amendments may be made to this category at a later date)

## 1 Competition

This competition may be run as a straight knockout or as a round robin Competition.

Straight knockout means the winner of each game goes forward to the next round.

Round Robin means each team plays each other team in their group once and the team with the most points wins the competition or goes forward to the next stage of the competition.

The team with the most points wins (3 points for a win and 1 point each for a draw), If 2 or more teams finish on the same points total the final standings will be decided between them on Goal Difference and if necessary thereafter on goals scored.

The organising group decide which format to play and this should be dependant on the number of teams taking part and the facilities available.

## 2 Numbers

1. The team comprises of five players, with a panel of eight.
2. This is not a mixed event.

## 3 Dress

1. Players should dress alike and wear rubber or soft shoes.
2. **Shin Guards are compulsory for every player.**

## 4 Playing Area

1. The playing area will depend on the facilities available.
2. Centre Mark - A suitable mark should be made in the exact centre of the playing area on which the ball is dropped to commence a game. The centre mark should be surrounded by a circle 3' (1m) in radius.

## 5 Penalties

1. A penalty kick shall be taken not less than 16' (5m) from the goal line. It has to be taken from standing position and the goalkeeper cannot move until the ball is kicked.

## 6 Free Kick

1. All free kicks are deemed to be direct free kicks with one exception (**The exception is the tip-off at the start of a half or following a goal which is deemed to be indirect**)
2. When a free kick has been awarded all players from the opposing team must be at least 2m from the spot where the free kick shall be taken.
3. Any free kicks awarded less than 2m from the goal area shall be brought back to a spot 2m from the goal area.

## 7 Goal

1. The goals are recommended to be 8-10' long by 4' high.

## 8 Referees

1. A referee shall be appointed to officiate in each game.

## 9 Time-Keeper/Scorer

1. It is recommended that the referee carry out the time keeping duties.
2. An independent score-keeper shall be appointed to assist the referee.

## 10 Duration of the Game

1. The duration of the game shall be two equal periods of six minutes, subject to the following:
  - Allowance shall be made in either period for time lost through stoppages as decided by the referee.
  - Time shall be extended to permit a penalty kick being taken at or after the expiration of the normal period in either half. At half time the interval shall not exceed two minutes except by consent of the referee.

## 11 Drawn Games (Knockout Competition Only)

1. In the event of scores being level at the end of 12 minutes play, extra time of two periods of two minutes will be played. If the scores are still level after extra time is played, a penalty shoot-out with the best of five penalties will apply (i.e. five penalties per team), and if then still level, sudden death penalties will apply.

2. Only the players participating on the 'field of play' after the end of extra time are eligible to participate in the best of five penalties shoot out or in a sudden death penalty shoot out that may subsequently occur. The goalkeeper who is in goal at the end of extra time must remain in goal for the penalty shoot out and sudden death if it should arise.
3. A list containing the rotation of penalty takers must be given to the Referee after extra time is played. The list must be adhered to during the best of five penalty shoot out and any subsequent sudden death penalty shoot out.
4. Failure to comply with the above list will result in the loss of the Game.

## 12 Ball In And Out Of Play

1. The ball shall be in play at all times from the start of the game unless the ball rises above 4' (1.2m.), (to be marked on wall if possible).
2. When the ball goes out of play, a member of the opposing team shall roll the ball into play.
3. Where side walls are available they may be used and will be within the playing area.

## 13 Fouls and Misconduct

1. A player who is sent off shall not be allowed to take any further part in that game or in the following game that his/her team(s) participate in. There is to be NO foul language directed at referee and a red card will be shown if a player continues this after a warning is given.

## 14 Substitutions

1. Each team may use all substitutions out of their panel of 8. Substitutions may be made on a continuous basis provided play has stopped and with the permission of the referee.

## 15 Goal-Keeper Returning The Ball Into Play

1. After taking possession of the ball the goal-keeper must immediately return the ball into play with an underarm bowling action. It must not be thrown or kicked and it must be kept below 4'.

2. Penalty for infringement: A direct free kick shall be taken by a player of the opposing team from a point 6' (2m.) outside the goal area nearest to where the infringement occurred.
3. Playing within the goal area: Only the defending goal-keeper is allowed to play the ball within the goal area, except when a penalty kick has been awarded, and then the player taking the kick can enter the goal area. If a goalkeeper leaves the goal area s/he is not interfering with play.

## 16 Back Pass Rule

1. The goalkeeper may receive a back pass but must return it by kicking the ball away. He / she may not handle the ball or come out of their area to bring the ball back in. A player may only back pass the ball in his / her own half of playing area. A free kick will be given if it is back passed from the opposing end.
2. The penalty for infringing this rule shall be the awarding of a direct free kick from where the back pass was made.
3. An accidental or unintentional deflection of a pass or shot at goal shall not come under this rule.

**NOTE:** *Referees should distinguish between accidental and intentional entry into or exit from the goal area. Only deliberate actions where the player either plays the ball or tries to play the ball should be penalised. Accidental entry or exit, which has no effect on the play should be ignored.*

### CATEGORIES

- \*Female under 15 years\*
- \*Male under 15 years\*
- \*Female under 18 years\*
- \*Male under 18 years\*

**1 TEAM FROM EACH CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT.**

# QUIZ (Table quiz format)

## 1 Numbers

1. The team comprises of no more than four members, either all male, female or mixed. A team is allowed (but does not have to) bring one substitute on the day. The substitute is not permitted to sit with the team during the quiz and may only be used in the event of someone not turning up on the day, or if a player falls ill during the quiz. The Quiz Master will take this decision and his/her decision is final.

## 2 The Table Quiz

1. There will be ten rounds in the quiz:
  - 8 rounds of General Knowledge: for example - history; geography; world politics; science, current affairs etc.
  - 1 round of music identification
  - 1 round of picture identification
2. Each round will contain 10 questions all of equal marks.
3. Strictly no prompting is permitted by participants.

## 3 Tie Breaker

- a. Should a tie break occur, one round of tie break questions will be asked. If after one round of tiebreak questions a clear winner has not been decided, a sudden death question will be asked.

### CATEGORIES

\*Mixed under 15 years\*

\*Mixed under 18 years\*

**2 TEAMS FROM EACH CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT.**

# CHESS

## 1 Numbers

1. This competition is for individual competitors either male or female.

## 2 The Game

1. The match will be decided on the best of 3 games i.e. each player plays the best of three games series against their opponent
2. First round of play will run simultaneously.
3. Each player is required to submit his or her name before each match.
4. A chess-piece, once touched, must be moved and a move made cannot be changed. A move is completed on letting go of the chess piece.
5. The adjudicator's ruling is always final.

## 3 Time

1. The total playing time per game is **1** hour. If any game is unfinished at expiry time, the referee will adjudicate on it.
2. A clock will be used with an agreed time per move to be included in rules after consultation with the governing body.
3. In the event of a tie, a ranking system will be used to decide the game. The following are the ranking values:- Queen=9, Rook=5, Knight=3, Bishop=3, Pawn=1.

## 4 Behaviour

1. Whilst play is in progress players are forbidden to use written or printed notes or to analyse the game on another chess board, and are also forbidden to have recourse to the counsel or advice of a third party, whether asked for or not.
2. No analysis is allowed in the rooms of play, either whilst play is in progress or during the adjournment.
3. It is forbidden to distract the opponent in any way.

### CATEGORIES

\* 12 - 18 years\*

**2 PARTICIPANTS FROM CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT**

# DRAUGHTS

## 1 Numbers

1. The competition is for individual competitors either male or female.

## 2 The Match

1. The match will be decided on the best of three games i.e. each player plays the best of three games series against their opponent.
2. First round of play will run simultaneously.
3. Each player is required to submit his or her name before each match.
4. The referee's ruling is always final.

## 3 Time

There is no time limit for the draughts match. The match will proceed until a result is obtained. However, there is a time limit per move see rule 4.6.

## 4 The Play

1. Single draughts can only be moved in a forward direction, one square at a time, except when jumping an opponent.
2. If any part of a playable piece is moved over the corner of the Square on which it is stationed, the move must be completed in that direction.
3. When one of the single draughts pieces reaches the farthest row forward it becomes a king and this completes its turn of play. A piece of the same colour is placed on top of it by the opposing player. A king can move in any direction (backwards or forwards). A single piece can still jump a king.
4. When a piece has been jumped it has to be removed from the board and no longer plays any part except to be used as a piece to crown a single draught.

5. All capturing moves are compulsory whether offered actively or passively. If there are two or more ways to jump, a player may select any one he wishes. If Player No. 1 fails to make a capture, Player No. 2 may inform him that he had an opportunity to take a piece (if it's to Player No. 2's benefit). Then Player No. 1 must take back the move he made and take the piece or else forfeit the game.
6. At the end of one minute (if the move has not been previously made) "Time" shall be called in a distinct manner by the person appointed for the purpose and if the move is not completed on the expiry of another minute the game shall be deemed as lost through improper delay.
7. After the pieces have been arranged, if the player whose turn it is to play touches one of his own playable pieces, he/she must play it or forfeit the game. When the piece is not playable he/she is penalised according to the preceding law.
8. A capturing play as well as an ordinary play is completed whenever the hand is withdrawn from the piece played, even though two or more pieces should have been taken.
9. A player making a false, improper or illegal move shall be cautioned for the first offence and the move recalled. He shall forfeit the game for a second offence in the same game.
10. A Player loses when all his pieces have been captured or when he cannot move any of his pieces.
11. Anything that may tend to annoy or distract the attention of the player is strictly forbidden. The participating teams, one team official and the coordinator/adjudicator only will be allowed in the room.
12. When a game is pending, neither player is permitted to leave the room without sufficient reason, or receiving the other's consent or company.

#### CATEGORIES

\*12 - 18 years

**4 PARTICIPANTS FROM CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT**

# BASKETBALL

## 1 Coaches and Assistant Coaches

- 1 The coach and assistant coach should be identified on the score sheet. Only these people may address the scores table to request information, time outs or substitutions. This must be done in a courteous manner and at an appropriate time.
- 2 Only the team, coach and assistant coach are allowed to sit on the team bench and are allowed in the team area.
- 3 Only the coach may address the referee during the course of the game. This must be done in a courteous manner and at an appropriate break of play.

## 2 Players

1. Numbers in the squad **must** consist of a minimum of 8 players and a maximum of 10 players.  
**Five boys and Five girls**
2. **All players must complete one full Quarter before half time** (the exception being if a player is injured or fouled out).
3. **Coaches may then make any amount of substitutions within the gender restrictions below.**
4. Substitutions can take place after any dead ball except after a score. The request must be made to the table by the coach or assistant coach.
5. The team shall be as follows:

	<b>1<sup>st</sup> Quarter</b>	<b>2<sup>nd</sup> Quarter</b>	<b>3rd Quarter</b>	<b>4th Quarter</b>
Boys	3	2	3	2
Girls	2	3	2	3
	<b>1<sup>st</sup> Overtime</b>	<b>2<sup>nd</sup> Overtime</b>	<b>3rd Overtime</b>	<b>4th Overtime</b>
Boys	3	2	3	2
Girls	2	3	2	3

### 3 Fouls

1. After the **4<sup>th</sup>** team foul in a **quarter** the penalty for any subsequent foul is two free shots (unless the normal penalty is greater).
2. A player must leave the game if they commit **five** personal and / or technical fouls. The player must be replaced by a substitute of the same sex. If a team has no eligible substitutes they must play on with one player less.
3. Referees may disqualify a player or coach for dangerous play, fighting and/or un-sportsman like behaviour. A player or coach who is disqualified must leave the gym. A player who is disqualified may be replaced. The assistant coach as named on the score sheet may replace a coach who is disqualified.
4. If there is no assistant coach (i.e. no adult to coach the team) the team shall lose by forfeit.

### 4 Timings

1. The game shall consist of **Four Quarters**.
2. Each **quarter** shall be of **five minutes** duration. The clock will stop for time outs only for the first **four** minutes. The clock will stop for all dead balls including scores for the last **minute of the quarter**.
3. Having been stopped, the clock shall start again when the ball touches a player on the court.
4. Eight Second Rule  
A team has eight seconds to get the ball from the backcourt to the frontcourt after it has control of a live ball.
5. 24 Second Rule  
Having gained control of a live ball a team must either score or cause the ball to hit the opponent's ring within 24 seconds. Failure to do so is a violation. If a shot is taken and the 24 seconds are up when the ball is in the air it must be given a chance to pass through the basket. If it does, the score counts. If it does not the violation is called.
6. Time outs shall be 30 seconds in duration. **Each team has one time out per quarter**
7. **The half time interval shall be one minute**

## 5 Drawn Games

1. In the event of a drawn game a further period of **two** minutes with the clock stopped for all dead balls including scores shall be played. Subsequent periods shall be played until there is a winner.
2. There shall be no time outs during the overtime.
3. Teams shall play into the same basket as the **second half**
4. All fouls from the **second half** will carry over to the first and subsequent periods of overtime.

## 6 Uniforms

1. All team members must be dressed in the same colour tops.
2. All players must wear numbers at least six inches in height on their backs.
3. In the event of a clash of colours a reasonable solution should be found. The final decision will rest with the organisers.

## 7 Officials

1. The officials must consist of two referees, a scorekeeper and a timekeeper.

## 8 Violation Procedure

1. When a violation is called the ball becomes dead. The ball is awarded to a nearby opponent for a throw-in from the sideline **or end line** nearest the place where the violation occurred. If the ball goes into a basket during the dead ball, which follows such a violation, no point can be scored.

## 9 Infringements

1. If two players commit an infringement at the same time, each draws a personal foul but neither is awarded a free throw. Instead play is resumed by a jump ball.
2. A player also infringes by committing a technical foul. This can occur when a player deliberately delays the game, leaves or enters the court without permission or is guilty of unsporting conduct and also:
  - Persistently addressing the officials on their decisions;
  - Making unpleasant remarks to officials;
  - Making unpleasant remarks to opponents;

In such cases the opposing team receives two free shots **and possession.**

An infringement is caused when a player travels by either running or walking with the ball without dribbling.

Double dribbling is using both hands to bounce the ball or **having ceased** to dribble, holding the ball and the dribbling again.

## 10 Disqualification

Should a participant be disqualified from one round they are automatically disqualified from the next round. On National Final Day, should a participant be disqualified from a semi final, they are automatically disqualified (should they qualify) from the final.

### CATEGORIES

\*Mixed under 15 years\*

\*Mixed under 18 years\*

**NOTE: \*\*** as per rule 2 under TIMINGS, match duration may be subject to alteration.

**1 TEAM FROM EACH CATEGORY IN EACH LOCAL YOUTH SERVICE EVENT WILL GO THROUGH TO NATIONAL EVENT.**

# Nolláig Christmas Card Competition 2012 Rule Book



## Introduction

“**Nollaig 2012**” is an opportunity for young people between the ages of seven and eighteen to design a Christmas card for **Youth Work Ireland**.

The competition is open to all young people affiliated to a **Youth Work Ireland Local Youth Service**. There are three age categories and a winner will be chosen from each. An overall winner will also be chosen and this card will be used as the Christmas e-card for Youth Work Ireland for 2012. In addition the winners of each age category will be given a prize and their cards will be printed and framed.

Fantastic prizes to be won!

This pack is designed for youth workers and club leaders. It contains all the information you will need to run a workshop with young people who wish to participate in the competition.

The pack outlines a workshop that can be used with groups in conjunction with “Nollaig 2012”.



# WORKSHOP OUTLINE

## What is it all about?

- Introduce "Nollaig 2012".
- Explain to the group what Youth Work Ireland is and how their group /club is affiliated to it.
- Have a discussion on the importance of an organization (i.e. Youth Work Ireland or Local Youth Service) Christmas Card – if possible have a couple of examples from last year.
- Go through the rules and explain the different categories.



## Rules and Regulations

- All entries must be submitted by young persons affiliated to a Youth Work Ireland Local Youth Service.
- The age categories are **7–11yrs**, **12–15yrs** and **16-18yrs** with persons being of this age on the closing date of the competition (**Friday 16 November, 2012**).
- A minimum of 10 cards must be received to each age category for the category to be judged. If this minimum is not met, the category will not be awarded.
- All entries must be submitted on an A4 standard piece of paper (Please do not fold the A4 in half or quarters, use the full page for the picture).
- All entries must be 2D i.e. no articles may be stuck on, cotton wool, glitter etc.
- All 2D media are acceptable pen and ink, crayon, pastels, pencil, paint.
- **All entries MUST be submitted with an entry form.**
- All entries must be submitted to  
**Nollaig 2012**  
**Youth Work Ireland**  
 20 Lower Dominick Street  
**Dublin 1**  
 by **Friday, 16 November, 2012.**

## Getting started

The most difficult thing to do when designing a card is to try and decide on “what you’re going to put on it”! Most designers spend some time thinking about the message they are trying to communicate with their design and play around with different ideas before choosing the final one.

- It’s time to start thinking about Christmas and get the creative juices flowing! Lead the group in a brainstorming exercise around the theme of Christmas.
- Using a flip chart or large sheet of paper record all the words the group associate with Christmas. See example below.



- If you are working with an older age group you can sub divide them into smaller groups with each working on a different aspect of Christmas e.g. Religious symbols, Santa Claus, Traditional Symbols, Christmas Carols, Sci-fi Christmas etc, the ways different cultures celebrate Christmas around the world.
- If the group are more advanced and want their design to relate directly to Youth Work Ireland, continue the exercise with a brainstorm around youth work. Once this is completed the group can try to match the identified Christmas themes with youth work, so for example Santa could be delivering presents to a youth club, or it could depict a scene of young people from different ethnic groups decorating a Christmas tree together.

## Investigation

You don't always have to rely on your imagination when designing, there are plenty of good ideas out there to help you get started. Before the group puts paint to paper it's a good idea to look at a range of ready made Christmas cards. Examine them under different headings and ask the group the following questions.



- Which card do they like the best and why?
- Which card do they like the least and why?
- Do different cards appeal to different audiences, what are the differences?
- What is the style of the card? – Traditional, animated, funky, stylized, conservative etc.
- What types of colours are used?
- Has a restricted palette (a small group of colours e.g. red and gold) been used, was this effective?
- What type of lettering has been used?
- What does the type of lettering say to the audience?

## Types of Media

This programme provides leaders the opportunity to introduce young people to a range of different artistic media (In English the stuff you draw with!).

This section gives an overview of the different media available and the merits of each. You could have a session where the young people sample the different types, and look at the different effects achieved by each, finding out what suits them.

### Pencils

- If a young person wants to work with pencil I would recommend that they use one or a selection from the H and B graded systems as they are a better quality and allow for more variety of tones. These are not too expensive and widely available in stationery and art shops. Coloured pencils are often easier to work with, as they are softer due to higher level of wax. Water-soluble pencils are often an easier option; you simply draw your image as normal and then go over it with a damp brush applying more water or pressure to achieve a more blurred effect.

### Charcoal

- Charcoal is easy to work with, but beware of the mess! If a young person chooses to work in this way you must use a fixing agent, the cheapest is regular hair spray. A good application will prevent smudging.

### Pastels

- Pastels are available in both soft, hard and oil. Again if a young person chooses to work with a soft pastel a fixing agent must be used.

### Pens and Inks

- This is a more difficult medium to work in as you can not rub out your mistakes, however it can have a very dramatic effect.

## Paints

- There is a huge variety of paints available, watercolours, acrylic, oils, poster. If your group chooses to work with paint, give them the opportunity to experiment with the different types. Encourage the group to try out different ways of applying the paint, using different types and sizes of brush

## Check List

Once the young people are ready to start, here are some questions they can ask themselves to make sure they have thought everything through.

- Have you decided on your paper layout, is the card going to be portrait or landscape?
- Have you decided on your theme?
- Have you thought about how your image relates to youth work?
- Have you chosen the materials you are going to use and worked out why they are the best choice?
- What colours are you using?
- Is there going to be any lettering?
- If yes what style is it going to be?

If you have all your answers to these questions then you are ready to go.

**GOOD LUCK!**

# Appendices

## Entry Forms and Performer Information

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# DANCE

The use of space, choreography, choice and interpretation of music, presentation and costume will be taken into consideration by the adjudicators.

All forms of "Dance" i.e. jazz, modern, ballet, creative and traditional dance are welcome.

\*Hip Hop dancing is allowed

Music may be pre-recorded (tape, CD or live).

Live music accompaniment is limited to not more than three additional people who must play off stage and must be affiliated members of the youth club.

**The maximum number of participants in the dance is ten and the minimum is one.**

**CLUB:** \_\_\_\_\_

**LOCAL YOUTH SERVICE:** \_\_\_\_\_

**DESCRIBE ACT IN DETAIL:** \_\_\_\_\_

\_\_\_\_\_

## ACCOMPANIMENT

Tape  CD  Live  Give Description: \_\_\_\_\_

	Name	Date of Birth
1		
2		
3		

**Name of Choreographer:** \_\_\_\_\_

**Duration of Act:** \_\_\_\_\_ - mins.

**Must not exceed 5 minutes in total.**

**(Failure to adhere to the time limit will result in a deduction of marks at the adjudicators discretion).**

**On behalf of Local Youth Service.**

**Signed:** \_\_\_\_\_

**Contact Number:** \_\_\_\_\_

**Date:** \_\_\_\_\_

# THE YOUTH FACTOR DANCE PERFORMER INFORMATION

	Name	Date of Birth
1		
2		
4		
5		
6		
7		
8		
9		
10		

This form will be used for compiling programme information and running orders for each show, therefore, please ensure **ALL** sections are completed in full and the Information is **CORRECT**. This form will be returned if information has been omitted.

Please return this form to:

GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET, DUBLIN 1  
FORMS MUST BE RETURNED BY THE 22<sup>nd</sup> FEBRUARY 2012

# APPENDIX 2: THE YOUTH FACTOR SONG ENTRY FORM 2012



Youth Work Ireland

# SONG

The singer/s is/are not required to have musical accompaniment but may have if they wish.

Musical accompaniment is limited to three people who must play off stage and must be affiliated members of the youth club.

The use of electrified instruments, mains or battery operated, is permitted.

The use of taped or other pre-recorded music is permitted as accompaniment.

Newly composed songs and music are welcomed.

**The maximum number in any group is ten people and the minimum is one.**

**CLUB:** \_\_\_\_\_

**LOCAL YOUTH SERVICE:** \_\_\_\_\_

**DESCRIBE ACT IN DETAIL:** \_\_\_\_\_

\_\_\_\_\_

## ACCOMPANIMENT

Tape  CD  Live  Give Description: \_\_\_\_\_

	Name	Date of Birth
1		
2		
3		

**Name of Song:** \_\_\_\_\_

**Name of Composer:** \_\_\_\_\_

**Duration of Act:** \_\_\_\_\_ mins.

**Must not exceed 5 minutes in total.**

**(Failure to adhere to the time limit will result in a deduction of marks at the adjudicators discretion).**

**On behalf of Local Youth Service.**

**Signed:** \_\_\_\_\_

**Contact Number:** \_\_\_\_\_

**Date:** \_\_\_\_\_

# THE YOUTH FACTOR **SONG** PERFORMER INFORMATION

	Name	Date of Birth
1		
2		
4		
5		
6		
7		
8		
9		
10		

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Please return this form to:

GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET, DUBLIN 1  
FORMS MUST BE RETURNED BY THE 22<sup>nd</sup> FEBRUARY 2012



# MUSIC

The use of electrified instruments, mains or battery operated is permitted. However the use of pre-set synthesized background or pre-recorded music is not permitted\*\*.

Newly interpreted or newly composed pieces of music are welcome.

This category is music only – no singing.

**The maximum number in any group is ten people and the minimum is one.**

**CLUB:** \_\_\_\_\_

**LOCAL YOUTH SERVICE:** \_\_\_\_\_

**DESCRIBE ACT IN DETAIL:** \_\_\_\_\_

\_\_\_\_\_

## ACCOMPANIMENT

Tape  CD  Live  Give Description: \_\_\_\_\_

	Name	Date of Birth
1		
2		
3		

**Name of Piece:** \_\_\_\_\_

**Name of Composer:** \_\_\_\_\_

**Duration of Act:** \_\_\_\_\_ mins.

**Must not exceed 5 minutes in total.**

**(Failure to adhere to the time limit will result in a deduction of marks at the adjudicators discretion).**

**On behalf of Local Youth Service.**

**Signed:** \_\_\_\_\_

**Contact Number:** \_\_\_\_\_

**Date:** \_\_\_\_\_

# THE YOUTH FACTOR **MUSIC** PERFORMER INFORMATION

	Name	Date of Birth
1		
2		
4		
5		
6		
7		
8		
9		
10		

This form will be used for compiling programme information and running orders for each show, therefore, please ensure **ALL** sections are completed in full and the Information is **CORRECT**. This form will be returned if information has been omitted.

Please return this form to:

GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET, DUBLIN 1  
FORMS MUST BE RETURNED BY THE 22<sup>nd</sup> FEBRUARY 2012

# APPENDIX 4: THE YOUTH FACTOR PERFORMANCE ENTRY FORM 2012



## PERFORMANCE

This category caters for Drama Pieces, Story Telling, Poetry Recital; Individual 'Stand Up' Comedy; Magic Act; Impersonators; Juggling Act; Ventriloquist etc. If it's not Dance, Song or Music, it fits here.

**The maximum number in any group is ten people and the minimum is one.**

**CLUB:** \_\_\_\_\_

**LOCAL YOUTH SERVICE:** \_\_\_\_\_

**DESCRIBE ACT IN DETAIL:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### ACCOMPANIMENT

Tape  CD  Live  Give Description: \_\_\_\_\_

	Name	Date of Birth
1		
2		
3		

**Duration of Act:** \_\_\_\_\_ mins.

**Must not exceed 5 minutes in total.**

**(Failure to adhere to the time limit will result in a deduction of marks at the adjudicators discretion).**

**On behalf of Local Youth Service.**

**Signed:** \_\_\_\_\_

**Contact Number:** \_\_\_\_\_

**Date:** \_\_\_\_\_

# THE YOUTH FACTOR **PERFORMANCE** PERFORMER INFORMATION

	Name	Date of Birth
1		
2		
4		
5		
6		
7		
8		
9		
10		

This form will be used for compiling programme information and running orders for each show, therefore, please ensure **ALL** sections are completed in full and the Information is **CORRECT**. This form will be returned if information has been omitted.

Please return this form to:  
GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET, DUBLIN 1  
FORMS MUST BE RETURNED BY THE 22<sup>nd</sup> FEBRUARY 2012



# SPORTS FOR ALL

**CLUB:** \_\_\_\_\_

**LOCAL YOUTH SERVICE:** \_\_\_\_\_

**EVENT:** \_\_\_\_\_

**AGE:** \_\_\_\_\_

	NAME	DATE OF BIRTH	MALE / FEMALE	FOR NATIONAL OFFICE USE ONLY PARTICPANT SIGNATURE ON THE DAY
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
If this is a mixed event please name TWO accompanying leaders				
	Leader's Name			Leader's Signature
1		FEMALE		
2		MALE		

THIS FORM MUST BE SIGNED BY THE STAFF PERSON FROM YOUR REGIONAL OFFICE WHO IS THE CONTACT FOR THE YOUTH WORK IRELAND NATIONAL GAMES

SIGNED: \_\_\_\_\_

Please return this form to:  
**GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET, DUBLIN 1**  
**FORMS MUST BE RETURNED BY THE 22<sup>nd</sup> FEBRUARY 2012**

# APPENDIX 6: NOLLÁIG ENTRY FORM 2012



Youth Work Ireland

# NOLLÁIG

PARTICIPANT NAME:
HOME CONTACT NO:
AGE:
DATE OF BIRTH:

<b>PLEASE CIRCLE YOUR AGE CATEGORY</b> <b>7-11</b> <b>12-15</b> <b>16-18</b>
NAME OF YOUTH CLUB/GROUP:
NAME OF LEADER:
PHONE NUMBER OF LEADER:
NAME OF LOCAL YOUTH SERVICE:
NAME OF CONTACT IN LOCAL YOUTH SERVICE:
PHONE NUMBER OF CONTACT IN LOCAL YOUTH SERVICE
SIGNED (BY LYS CONTACT):
DATE:

Please return this form to:  
**GERALDINE MOORE, YOUTH WORK IRELAND, 20 LOWER DOMINICK STREET,  
DUBLIN 1**

**FORMS MUST BE RETURNED BY THE 16<sup>TH</sup> NOVEMBER 2012**

# Voluntary Clubs and Programmes Sub Group Members

Charlene Logue, Rachel Dickey, Noelle Tierney,  
Frank Costello, Jackie Flannery, Michael O'Neill,  
Paul Maguire, Liz Dermody  
Lisa McGrath, Sheena Boyle Laverty, Geraldine Moore

**Youth Work Ireland** is a federation of local youth services throughout the country who work in the interest of young people through the provision of a range of services and who share a common ethos and approach.

## Our Vision:

Youth Work Ireland has a clear and unambiguous view of the kind of society we want to contribute to developing. Our vision states this clearly as:

**'A more equal and sustainable world where all young people are valued and involved.'**

## Our Mission:

**'to contribute to changing society for the benefit of young people.'**

We will achieve this by deploying the resources of the Federation, both nationally and at a regional level through the engagement of Boards, staff and countless volunteers in order to:

- Promote quality youth work
- Build our capacity
- Work to realise the rights of young people
- Influence decision making and policy

## Our Beliefs:

- We have a positive view of young people, their dignity and worth
- All young people have rights and should be supported to realize these
- Young People have the potential to effect change



**Youth Work Ireland**  
**20 Lower Dominick Street**  
**Dublin 1**  
**T: 01-8584500**  
**F: 01-8724183**  
**E: [info@youthworkireland.ie](mailto:info@youthworkireland.ie)**  
**W: [www.youthworkireland.ie](http://www.youthworkireland.ie)**



**Youth Work Ireland**