



The Boys'  
Brigade

Wolverhampton  
Battalion

# COMPETITION RULES

***September 2006***  
*(as revised 2007, 2008, 2009 and 2010)*

# CONTENTS

Rules applicable to all competitions .....	1
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## **ANCHOR BOYS**

Potted Sports .....	4
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## **JUNIOR SECTION**

Connect 4 .....	5
Figure Marching .....	6
Sports .....	7
Five-a-side football.....	8
Seven-a-side football .....	9
Bible Quiz .....	14

## **COMPANY SECTION**

Pool .....	10
Ten-pin bowling .....	11
Quiz .....	12
Five-a-side football .....	13
Bible Quiz .....	16
Elementary Drill .....	17
Squad Drill .....	18
Table-Tennis league .....	19
Table-tennis knockout .....	20

## **ALL SECTIONS**

Swimming gala .....	21
Art competition .....	23

## **OTHERS**

Fantasy football .....	24
Jubilee Cup .....	25
Appendix 1 – School year interpretation .....	26

## **RULES APPLICABLE TO ALL COMPETITIONS**

### **A. Notification**

1. The date of each competition will (except in exceptional circumstances) be published in the Annual Battalion Calendar.
2. Details of the date, time and venue of each competition will be published in the Battalion Circular.
3. Details of the entry fee for each competition (if applicable) will be notified to each Company and/or published in the Battalion Circular.

### **B. Entry**

1. All entrants must be bona-fide members of the Company which they represent.
2. Entries for all competitions must be received by the competition organiser on the correct entry form (if applicable) on or before the date stated in the Battalion Circular, or as otherwise stated to Companies by the competition organiser.
3. Late entries will be accepted in some competitions. See rules for each competition to check if this clause is applicable.
4. Entry ages will generally be defined according to the person's school year. (See Appendix 1 for details)
5. A Company having insufficient boys/girls to form a team for a particular competition may:-
  - (a) take part in the competition with less than the required minimum number of team members in which case the team will not be counted in arriving at the final result for the competition but will score a point in relation to the Jubilee Cup for entering the competition;
  - (b) join with another Company in a similar position to enter a combined team in which case the team will be counted in arriving at the final result for the competition and each Company making up the combined team will score a point in relation to the Jubilee Cup for entering the competition. If a combined team wins a competition then the trophy will be shared between the Companies concerned as they shall agree and each Company will score the additional points for the Jubilee Cup. Similarly, if the combined team comes

second or third then each Company represented in the combined team will score the additional points for the Jubilee Cup; or

- (c) at the competition venue borrow competitors from another Company or Companies having spare boys/girls. In the event that this scratch team wins the competition then the trophy shall be retained by the original Company regardless of the fact that it borrowed competitors and only that Company shall score additional points for the Jubilee Cup. Similarly if the scratch team finishes second or third the bonus points for the Jubilee Cup shall be awarded only to the original Company. Accordingly, a Company which has its own team in a competition cannot receive any benefit from lending competitors to another Company.
- 6. A competition will take place if two or more teams enter.
- 7. If two teams enter a competition and only one turns up, the competition will be awarded to the team who turns up.
- 8. If only one team enters a competition, the competition will be cancelled.

### **C. Uniform and Clothing**

- 1. Unless otherwise stated, all participants are expected to wear the uniform appropriate to their Section.
- 2. Where specialist clothing is stated in the rules it is mandatory.

### **D. Referees**

- 1. Unless otherwise notified, the competition organiser will be the overall referee of that competition.
- 2. Any queries in relation to the rules of a competition should be raised with the referee prior to the commencement of the event
- 3. The decision of the referee is final.

### **E. Trophies and Awards**

- 1. Where perpetual trophies exist, it is the responsibility of the winning company to get the trophy engraved and returned to the competition organiser in a clean and tidy condition in readiness for the following year's competition.

2. Members of the winning team or the individual winner of each competition (as appropriate) will receive a medal. However, in the Junior Section Sports and the Swimming Gala the winner of each event will receive a medal.
3. In the event of a tie in any competition the trophy will be shared between those teams jointly achieving the highest score.

**F. Boys/girls competing in older age groups**

1. A boy/girl may compete in an older age group within a competition for his/her Section, for example a 9 year old boy may compete in a 10 year old race at the Junior Section Sports Competition or a 13 year old girl may compete in the 15 and over Company/Senior Section Quiz Competition.
2. A boy/girl may not compete in any competition for a Section other than that to which he/she belongs at the date on which the competition takes place. In other words, an Anchor Boy may not compete in a Junior Section competition and a Junior Section member may not compete in a Company/Senior Section competition.

**G. Changes in Competitions and/or Rules**

1. Any changes to rules or suggestions for new competitions should be put forward at a Battalion Council meeting.
2. The Battalion Council meeting will sanction any changes to competitions or rules thereof. This would normally be at the meeting following a competition to enable such changes to be included in the rules of the following year's competition.

Date: March 2010

# **ANCHOR BOYS**

## **POTTED SPORTS**

1. Companies may enter as many teams as they wish.
2. Each team should consist of a minimum of 3 and a maximum of 5 persons.
3. Companies must bring at least one game per team and an adult to run each game. Games should be of a simple nature to suit members of all abilities within the Anchor Boys age range.
4. Scoring should be kept to a maximum of 1 point per bean bag/skittle etc.
5. The games will be marked alphabetically around the venue.
6. Each game normally lasts 2 minutes but this may be increased to 3 minutes if only a small number of teams are competing.
7. Each team begins on an appointed game and then moves around the games alphabetically.
8. Each team takes their score sheet with them around the events and hands it to the person running the game each time. At the end of the competition the score sheet is handed to the referee and points scored are totalled up.
9. The team with the most points is declared the winner.
10. Uniform need not be worn for this competition.
11. No entry form is required for this competition.

SEPTEMBER 2006

# JUNIOR SECTION

## CONNECT 4

1. Each Company may enter 1 or 2 teams in the competition. **Late entries will not be accepted.**
2. Each team will consist of three persons. Each team may have up to three substitutes. A substitute may replace an original team member before the start of the match but not during the course of a match. Where a Company enters two teams the substitutes must be linked to a particular team and may only replace members of that team.
3. Competing teams will be divided into four leagues drawn on the day of the competition.
4. Each Company must provide at least two staff to act as judges.
5. Each Company must provide three Connect 4 games or their equivalent.
6. Each team will play the other teams in their league once.
7. Each match consists of nine rounds (ie each team member playing each member of the other team over three games).
8. All games must be played on each occasion, regardless of the score.
9. When a player achieves "Connect 4" he/she must call to claim his/her win. If he/she fails to do so play continues until he/she spots his/her "Connect 4" or until his/her opponent completes and calls his/her line. Judges, spectators or substitutes must not prompt players in any way or the game will be awarded to the opponent.
10. The team score for each match is the combined total of games won by the members of the team in that match.
11. At the end of the league stage (when each team in the league has played every other team) the winning team of each league progresses to the semi-final.
12. The semi-final matches will be drawn on the day of the competition.
13. The semi-finals are played on the same basis as the league matches. The winners of the two semi-finals will meet in the final to decide the winner of the competition.

SEPTEMBER 2006

# **JUNIOR SECTION**

## **FIGURE MARCHING**

1. A team will consist of a minimum of three persons. There will be no maximum number.
2. A Company may enter only 1 team.
3. Each team will be allowed a free choice of music and movement.
4. It is suggested that each performance should last between 7 and 10 minutes but there will be no penalty for being under or over these times.
5. There will be no formal inspection but the whole team will gain marks for general appearance and will be judged as the team is marching.
6. Marks will be awarded as follows:-

For appearance	20%
For content	30%
For execution	50%
7. Judges will be appointed by the Battalion.
8. Late entries may be accepted at the organiser's discretion up to the day before the competition.

SEPTEMBER 2006

# **JUNIOR SECTION**

## **SPORTS**

1. An individual may enter a maximum of three events plus any relay plus the 400 m event.
2. A person may compete in an older age group than his/her own but not in a younger age group. A person who does so may not then revert back to his/her own age group for any other event.
3. First year competitors (year 3/4) to wear a RED band or badge.  
Second year competitors (year 4/5) to wear a YELLOW band or badge.  
Third year competitors (year 5/6) to wear a BLUE band or badge.
4. In each event the winner will score 3 points, the runner-up 2 points and the third place 1 point.
5. Uniform should not be worn for this competition.
6. If possible each competing Company should have one person prepared to act as a judge, if required.
7. The list of events for the competition will be circulated with the entry form.
8. Late entries will be accepted up to the day before the competition.

SEPTEMBER 2006

# **JUNIOR SECTION**

## **5-A-SIDE FOOTBALL**

1. A Company may only enter 1 team.
2. A team will consist of a minimum of 4 persons with no maximum number.
3. All team members must wear shin pads.
4. If possible, the goalkeeper should wear a different coloured shirt to outfield players.
5. Tracksuit bottoms may be worn.
6. The format of the competition will be determined on the day of the competition dependent upon the number of teams competing. If the competition is played on a league basis, 3 points will be awarded for a win and 1 point will be awarded for a draw.
7. Following the scoring of a goal the game will re-start from the centre of the pitch.
8. The goalkeeper may only handle the ball in his/her area. If he/she handles it outside his/her area a penalty kick will be awarded to the opposition.
9. Substitutions during games may be made for injury only.
10. Back-passing to the goalkeeper is allowed.
11. No sliding tackles (punishable by a direct free kick).
12. All free kicks are direct.
13. Late entries will not be accepted in this competition.
14. Match referees will be appointed by the overall referee on the day of the competition.

SEPTEMBER 2006

# **JUNIOR SECTION**

## **7-A-SIDE FOOTBALL**

1. A Company may only enter 1 team.
2. A team will consist of a minimum of 5 persons with no maximum number.
3. All team members must wear shin pads.
4. If possible, the goalkeeper should wear a different coloured shirt to outfield players.
5. Tracksuit bottoms may be worn.
6. The format of the competition will be a single league with each team playing every other team. The length of matches will be advised on the day of the competition. Three points will be awarded for a win and one point will be awarded for a draw.
7. Following the scoring of a goal the game will re-start from the centre of the pitch.
8. If the ball goes out of play on either side of the pitch the game is re-started with a throw in. The ball may be thrown in any manner.
9. If the ball is put out of play at a goal end of the pitch by an attacker the game will be re-started with a goal kick; if put out of play by a defender the game will be re-started with a corner kick.
10. The goalkeeper may only handle the ball in his/her area. If he/she handles it outside his/her area a penalty kick will be awarded to the opposition.
11. Substitutions may be made at any time when the ball is out of play with the acknowledgement of the referee.
12. Back-passing to the goalkeeper is allowed.
13. No sliding tackles (punishable by a direct free kick).
14. All free kicks are direct.
15. Late entries will not be accepted in this competition.
16. Match referees will be appointed by the overall referee on the day of the competition.

SEPTEMBER 2006

# **COMPANY/SENIOR SECTION**

## **POOL**

1. Each Company may enter up to four competitors. Late entries will not be accepted in this competition.
2. Entrants will be divided into leagues and (so far as it is possible to do so) each person will play every other person in his/her league.
3. The winner of the leagues and, if appropriate, the runners-up or the highest placed runners-up will meet in the two semi-finals, the winner of each match progressing to the final. *A full explanation of the way in which the leagues will operate will be given by the referee before the competition begins.*
4. If time permits the final will be the best of three frames. All other matches will be played over a single frame.
5. The rules of the World Eight Ball Pool Federation from time to time will apply to this competition and will be explained on the day of the competition prior to play commencing.
6. Uniform does not need to be worn for this event.

SEPTEMBER 2006

## **COMPANY/SENIOR SECTION**

### **TEN-PIN BOWLING**

1. Companies may enter 1 or 2 teams each consisting of 3 players.
2. The competition will consist of one game of ten frames.
3. The team with the highest combined score will be declared the winner.
4. A prize will also be awarded for the highest individual score.
5. Uniform need not be worn for this competition.
6. Late entries may be accepted up to the day before the competition at the organiser's discretion.

SEPTEMBER 2006

## **COMPANY/SENIOR SECTION**

### **QUIZ**

1. The competition will be divided into two age groups, under 15 and 15-18 years.
2. A Company may enter one team in each age group.
3. Each team to consist of two or three persons.
4. Members under the age of 15 may compete in the 15-18 age group but not vice-versa.
5. The quiz will be a general knowledge quiz with 10 rounds of questions. All questions will be team questions and all answers will be written.
6. Late entries will be accepted up to the day before the competition.

SEPTEMBER 2006 *(Revised March 2008)*

## **COMPANY/SENIOR SECTION**

### **5-A-SIDE FOOTBALL**

1. The competition will be divided into two age groups namely (1) those who are over 11 years but under 15 years of age on 1 September prior to the date of the competition and (2) those who are at least 15 years of age but under 18 years of age on 1 September prior to the date of the competition.
2. Competitions will operate on a league basis with each team playing every other team at least once.
3. Companies may enter one or two teams in each age group. Where a Company enters two teams in an age group the squads must be named and no person can play for both teams.
4. Teams will score three points for a win and one point for a draw. Teams failing to complete fixtures to an agreed programme will automatically lose the fixture by one goal to nil.
5. Players should wear shirts of the same design and colour and the goalkeeper should wear a different coloured shirt. All players must wear shin guards. All jewellery must be removed prior to entering the playing area. Players should wear trainers without rigid or hard sole bars or studs.
6. Matches will be played in one direction only and each match will last for the length of time notified by the organiser.
7. Any player receiving a yellow card will leave the playing area and stay with the timekeeper for 2 minutes. Any unexpired time will be served at the start of the next match. Two yellow cards in one match will result in the player being sent off. Bad language will result in a red card.
8. Any player who is sent off will be suspended for two games.
9. A match will not be valid if there are less than three players in either team.
10. Allowance will be made by the timekeeper for stoppage time.
11. Time will be extended to permit the taking of a penalty kick at the end of a game if necessary.

12. At each kick off every player must be in his own half and opposing players must be at least 5 metres from the ball. The ball must travel forward and a goal cannot be scored direct from a kick-off.
13. After stoppages of play (other than for an infringement of the rules) play will be re-started by the referee dropping the ball nearest the point where play was suspended. If the ball was in the goalkeeper's possession, he shall roll the ball into play after the referee's signal.
14. After an infringement play will re-start with a free kick or penalty kick as appropriate.
15. The ball will be in play at all times unless:-
  - (a) it rises above head height (referee's discretion). *This rule does not apply in the under-15s competition.*
  - (b) the ball has crossed the goal-line for any reason
  - (c) the timekeeper signals the end of the match.
16. A goal is scored when the whole of the ball crosses the goal line between the posts and under the crossbar.
17. A goal is not allowed if the ball was last touched by an attacking player whilst inside the goal area. It will be allowed if the ball was last touched by a defending player inside the goal area.
18. There will be no offsides, corner kicks, throw-ins or goal kicks.
19. No physical contact whatsoever is allowed nor the use of the wall as part of a tackle. Both will be penalised by a direct free kick.
20. Deliberate obstruction without playing the ball will be penalised by an indirect free kick.
21. When a free kick is being taken the opposing players must be at least 2 metres away from the ball until after the ball is kicked.
22. When an infringement occurs in the vicinity of the goal area free kicks will be taken at a point 2 metres from the goal area line at a point nearest to where the infringement occurred. Defenders will be allowed on the goal area line but not inside the goal area itself.
23. Goalkeepers must return the ball into play with an underarm bowling movement. An indirect free kick will be awarded for infringement of this rule at the point where the ball comes out of the goal area.
24. No player is allowed in the goal area except the goalkeeper or a player talking a penalty kick. An indirect free kick will be awarded where an attacker enters the goal area and a penalty kick where a defender enters

the area. Players may only take two steps when taking a penalty. Accidental entry into the area which has no effect on play will be ignored.

25. A goalkeeper must not leave his area nor handle the ball outside the area or he will be penalised by a penalty kick. He may stop the ball with any part of his body but must not deliberately kick the ball or an indirect free kick will be awarded for any infringement to be taken at a point 2 metres outside the area nearest to the point where the infringement took place.
26. Substitutions are permitted at any time during a game except to replace a player who has been sent off or who is serving a two minute suspension for a yellow card. No more than two substitutes are allowed in any game.

SEPTEMBER 2006

# **JUNIOR SECTION & COMPANY/SENIOR SECTION**

## **BIBLE QUIZ**

1. There will be three competitions for Junior Section, Company Section (14 years and under) and Company/Senior Section (15 years and over).
2. Teams in each age group will consist of a minimum of 2 persons and a maximum of 5 persons.
3. A Company may enter any number of teams in each age group.
4. Questions will be asked verbally and will all be team questions. Teams will write their answers on answer sheets provided. Answers to questions will be read out at the end of each round.
5. There will be four rounds of questions on set passages and four rounds of questions on general Bible knowledge. A refreshment break will be taken after four rounds of questions.
6. The set passages will be notified in the Battalion Circular ahead of the competition to allow time for teams to study them.
7. All questions will be based on the “Good News” translation of the Bible.
8. The Junior Section competition will consist of 8 rounds each comprising 8 questions and the Company/Senior Section competitions will consist of 8 rounds each comprising 10 questions.
9. Bibles may not be used to answer questions.
10. 1 mark will be awarded for each correct answer. At their discretion the judges may award ½ mark for a partially correct answer.
11. There will be differentiation of questions between the Junior Section and Company/Senior Section competitions.
12. Late entries will be accepted up to the day before the competition.

SEPTEMBER 2006 *(Revised March 2007, March 2008, March 2009 and March 2010)*

# **COMPANY/SENIOR SECTION**

## **ELEMENTARY DRILL COMPETITION**

1. A team will consist of a minimum of 3 competitors and a maximum of 6 competitors.
2. A Company may enter a maximum of two teams, but only the top scoring team will count towards the final result.
3. Drill will be performed in a single rank.
4. The movements will be based on 1987 Drill Book, Chapter 4.
5. A set schedule of movements will be provided prior to the competition to give time for rehearsal.
6. 3 competitors will be selected by the Inspecting Officer(s) to be inspected.
7. The inspection of each competitor will be based on the BB regulations for whichever type of uniform he/she is wearing.
8. Marks will be awarded: -

For Inspection	20%
For Drill performance	80%
9. Judges will be appointed by the Battalion.
10. Late entries may be accepted at the organiser's discretion up to the day before the competition.

SEPTEMBER 2006

# **COMPANY/SENIOR SECTION**

## **SQUAD DRILL**

1. The minimum number of competitors in a squad will be 6.
2. A Company may enter a maximum of two squads but only the top scoring squad will count towards the final result.
3. The movements will be based on 1987 Drill Book, Chapters 4 & 5.
4. A set schedule of movements will be provided prior to the competition to give time for rehearsal.
5. 6 competitors will be selected by the Inspecting Officer(s) to be inspected.
6. The inspection of each competitor will be based on the BB regulations for whichever type of uniform that he/she is wearing.
7. Marks will be awarded: -

For Inspection	20%
For Drill performance	80%
8. Judges will be appointed by the Battalion.
9. Late entries may be accepted at the organiser's discretion up to the day before the competition.

SEPTEMBER 2006

# **COMPANY/SENIOR SECTION**

## **TABLE-TENNIS LEAGUE**

1. A team will consist of three persons.
2. A Company may enter as many teams as it wishes but a person may not be a member of more than one team.
3. Each team plays every other team in the league twice (home and away).
4. In each match, each team member plays each member of the opposing team, a total of 9 sets.
5. The normal rules of table-tennis will apply and tables shall be full-size. Any 40mm ball of 3 star quality may be used. Each player shall be responsible for providing his/her own bat.
6. A set shall consist of the best of 3 games.
7. The right to choose the initial order of serving shall be determined by the toss of a coin (or similar fair method) and the winner may choose to serve or to receive first.
8. A game shall be won by the player first scoring 11 points, provided that the game must be won by two clear points (eg 12-10, 13-11, 14-12 etc).
9. After each 2 points have been scored the receiving player shall become the server and so on until the end of the game.
10. Players shall change ends after each game.
11. Points are awarded according to the number of sets won in a match. (E.g. a team winning a match 6-3 would score 6 points and the losing team would score 3).
12. The match score sheet must be forwarded to the competition organiser.
13. Uniform need not be worn in this competition.

SEPTEMBER 2006 *(Revised May 2008)*

## **COMPANY/SENIOR SECTION**

### **TABLE-TENNIS KNOCKOUT**

1. The competition will consist of two age groups, under 15 and 15-18 years.
2. A Company may enter as many competitors as it wishes in each age group.
3. The format of the competition will be a league basis followed by a knockout stage to determine the winner. Leagues will be drawn on the day of the competition. If the number of entries makes a league basis impractical the format may be altered to suit. This must be agreed by all competing Companies prior to the competition commencing.
4. The normal rules of table-tennis will apply and tables shall be full-size. Any 40mm ball of 3 star quality may be used. Each player shall be responsible for providing his/her own bat.
5. A match shall consist of the best of 3 games except for the final which shall be the best of 5 games.
6. The right to choose the initial order of serving shall be determined by the toss of a coin (or similar fair method) and the winner may choose to serve or to receive first.
7. A game shall be won by the player first scoring 11 points.
8. After each 2 points have been scored the receiving player shall become the server and so on until the end of the game.
9. Players shall change ends after each game.
10. Where a league format is used league positions shall be determined by the number of games won. Where a tie occurs the order shall be determined by the result of the match between the two players concerned.
11. Uniform need not be worn in this competition.

## **ALL SECTIONS**

### **SWIMMING GALA**

1. Competitors may enter two swimming events, one relay and one life-saving event, a maximum of FOUR events.
2. Relay events must have four competitors in each team. It is not permissible for one competitor to swim more than one leg in the same relay.
3. The relay event consists of one length back stroke, one length breast stroke and two separate lengths of freestyle in the up to year 6 event, or front crawl in the up to year 13 event.
4. There must be two competitors in the life-saving event, one life-saver and one patient, who may wish to exchange places at the end of the first length (this is not mandatory). The patient must not assist the life-saver in any way whatsoever, particularly by kicking legs or arms to gain propulsion.
5. If more than eight Companies enter for a particular event, two heats will take place and the eight fastest finishers will compete in the final (not the first four in each heat).
6. Points will be awarded for the final (not the heats) as follows: - First place = 4 points; Second place = 3 points; Third place = 2 points. All other entrants, including entrants for heats, will automatically receive 1 point.
7. Points for all events will be added together. The Company with the highest total will be the winner.
8. The names of all competitors should be handed to the competition organiser, on the form provided, fifteen minutes prior to the start of the Gala. After this time no entries or changes will be possible.
9. Freestyle, where specified for some of the events up to year 6, can include any combination of front, back or side strokes.
10. The age limit in each event is specified as being up to and including the school year stated. In some very rare cases, competitors may have been placed in a different school year than their age would merit, usually for academic reasons. As this is a contest of physical rather than academic ability, it is the responsibility of the Officer in Charge to make sure that a competitor in this situation is placed in the events according to their true age.

11. All participants must be present at least 30 minutes before the start of the Gala.
12. Any competitor failing to present him/herself for a heat or a final will be disqualified.
13. The overall referee for this event will be appointed by the Battalion.

SEPTEMBER 2006

## **ART COMPETITION**

1. The competition will be divided into 3 Sections (Anchor Boys, Junior Section and Company Section) and is open to all members of all Companies within the Battalion.
2. The theme will be decided by the competition organiser and advised to all Companies through the Battalion Circular and/or a specific mailing.
3. Competitors must submit a piece of artwork on the theme which is:-
  - no larger than A3 in size;
  - produced using pencil crayons, felt tip pens, wax crayons or watercolour paints; and
  - all their own work.
4. Entries must be submitted to the competition organiser by the date specified.
5. Each entry should be numbered and the Company Captain should supply on a separate piece of paper a list of the entries, providing for each number the member's name, age and the Section to which he/she belongs. A member's details should NOT appear on the entry itself.
6. Judging will take place as soon as possible after the closing date and will be carried out by a judge or judges drawn from amongst the Battalion President, Honorary President and Honorary Vice-Presidents.
7. There will be a prize awarded in each age group. Winners will be notified as soon as possible after judging has taken place and full results will appear in the Battalion Circular.

JANUARY 2010

# FANTASY FOOTBALL

1. This competition is open to Company/Senior section members and all Officers, Instructors and Helpers.
2. Only one entry per person is permitted. No joint entries are allowed.
3. A team must consist of: -
  - A goalkeeper
  - A defender
  - A midfield player
  - 2 strikers
4. Players must be picked from the list provided.
5. No 2 players can be from the same team.
6. The Fantasy League kicks off at a date to be decided by the competition organiser around the end of September each year. Every LEAGUE GAME involving one of your players will gain or lose points for your "Fantasy Team".
7. There will be an overall winner at the end of the Football League Season, but the person who earns the most points each calendar month will gain the distinction of being Manager of the Month.
8. Points will be awarded or deducted as follows:

Goal scored	+4 points
Hat tricks	+3 points
Clean sheet (by G/k/Def)	+3 points
Booking	-1 point
Sent off	-2 points
Every Goal scored by the team	+1 point
Every Goal conceded by the team	-1 point
Player not picked	-1 point
Player scored own goal	-1 point
9. This competition will not count towards the Jubilee Cup competition.

SEPTEMBER 2006

## **JUBILEE CUP**

1. All Companies are automatically entered for this competition.
2. A Company will be awarded one point for entering a Battalion Competition.
3. Winners of a Battalion Competition will be awarded a further 3 points, runners up a further 2 points and third place Companies one further point. If two Companies tie for first place, each is awarded 2½ points with 1 point for third place. If two Companies tie for second place, each is awarded 1½ points. If two Companies tie for third place, each is awarded 1 point.
4. The Battalion may add future competitions at the discretion of Battalion Council.
5. The Company with the most points at the end of each Session will be awarded the Jubilee Cup.

SEPTEMBER 2006

# APPENDIX 1

## SCHOOL YEAR INTERPRETATION

Ages	5-6 years	=	School year	1
	6-7	=		2
	7-8	=		3
	8-9	=		4
	9-10	=		5
	10-11	=		6
	11-12	=		7
	12-13	=		8
	13-14	=		9
	14-15	=		10
	15-16	=		11
	16-17	=		12
	17-18	=		13