COMMUNITY CLUBS WEBINAR

RUGBY
FOOTBALL
LEAGUE

WEDNESDAY 13TH MAY 2020

WELCOME

Please see the joining instructions for this webinar.

- PLEASE MUTE YOUR MICROPHONE ON JOINING
- WEBCAMS ARE NOT NEEDED and with the numbers expected will slow it down quite a bit!
- When contributing to the discussions we will ask you to use Padlet please Link

HEALTH WARNING – AS WITH LOTS OF THINGS RIGHT NOW WE MAY GET SOME TEETHING PROBLEMS WITH THE VOLUME OF PEOPLE ON THIS WEBINAR (EVEN THOUGH THE SYSTEM SHOULD HANDLE IT!). IF THERE ARE ANY ISSUES THEN PLEASE BE PATIENT WITH US AND WE WILL CIRCULATE THE PRESENTATION AND PADLET SHORTLY AFTERWARDS.



AGENDAITEM 1.0 WELCOME & INTRODUCTION

JOHN MCMULLEN

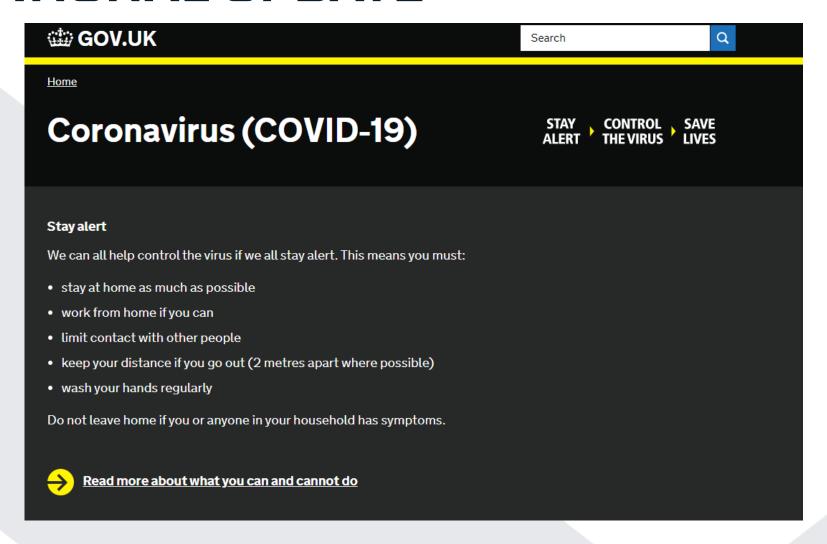


AGENDA ITEM 2.0 RFL UPDATE ON THE GOVERNMENT ADVICE

MARC LOVERING



COVID-19 GOVERNMENT ADVICE & OPERATIONAL UPDATE



AGENDA ITEM 3.0 COMMUNITY CLUBS POSITIVE ACTION

JOHN MCMULLEN



Community Clubs Positive Action

Rugby League Clubs supporting the wider community?



- Delivering food packages and personal messages <u>Link</u>
- Blackpool Stanley 5000 Miles Challenge –
 Link







More Positive Action

- Milford ARLFC supporting NHS <u>Link</u>
- Egremont Rangers delivering food packages – <u>Link</u>
- Skirlaugh RL Team Quiz <u>Link</u>
- Plenty Rugby League Clubs are adding more value to your local communities too!
- Keep up the good work







AGENDA ITEM 4.0 VIRTUAL CLUBS

ANTHONY ATHERTON







Response to Covid-19



With the outbreak of COVID-19 and the uncertainty of knowing when we are able to return to play Rugby League, we, like the rest of the community game are missing match days.

The RFL are proposing a concept which takes the "game day" virtual. Trying to recreate a "game day" and replicate the different elements online.

- 1. Being Physical
- 2. Learning and trying new skills
- 3. Socialising with friends and family
- 4. Working as a team
- 5. Being able to compete and be competitive

Most importantly to have FUN



What is virtual game day?



Building on the foundations of #SkillToPlay and #FitToPlay, the RFL will be setting weekly team challenges, for new and old teams to complete in a 60 minute window.

A virtual "game day" will start with the team meeting online in the "club house" (kitchen) 10 minutes before "kick off" in their club kit.

The "game" will consist of 2 halves, with each having "physical" and "skills" challenges. How you complete these will give your team points.

This is recommended to be completed together online, overseen by the coach, whom is there to encourage and guide the team through the challenges.

This will evolve into teams competing against each other, adding the competitive element at the appropriate ages.

The match day ends, back in the clubhouse for after match food.



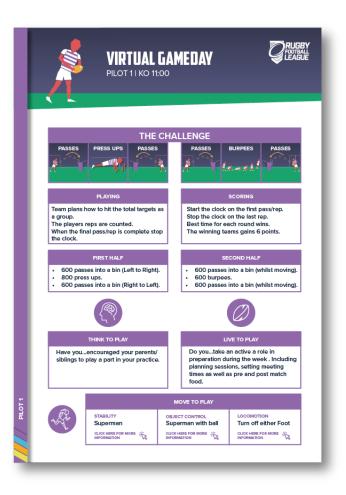


Next Steps



ROLLING OUT

- Virtual clubs has been piloted with 6 teams
- Additional pilots are continuing this weekend
- The RFL will be opening up applications W/C 18th (week on Monday)
- With the first potential game day weekend of 30/31st May



A.O.B

PADLET QUESTIONS?



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