

10-A-Side Tournament

7.1. 10-Aside Tournament Rules (Updated 2018)

Rules of play are as per NZRFU Small Black rules with the following Inclusions /alterations:

(i) 13th – 8th grade teams to play ten a side with unlimited reserves, 7th & 6th grade teams to play seven-a-side with unlimited reserves.

(ii) Only 1 dispensated player to be on the field at any time.

(iii) Clubs with more than one team per grade must enter one team per team list per grade, before a composite team can be entered, players are not permitted to be interchanged from team to team. Reserves are not to be interchanged between teams either.

(iv) Playing time is 10 minutes each way, with 1 minute for half time

ALL GAMES START AND STOP AT THE SOUND OF THE HOOTER.

This also includes the stop for half time and the restart after half time. Play DOES NOT continue after the hooter has sounded for the end of the first half or at the end of the game. If any points are scored after the hooter for half or full time has sounded, they will be disallowed. If a game starts late, that game still follows the rules and plays to the hooter. There is a 2-minute default time.

(v) **6th and 7th Grades**– Rippa Rugby rules. **8th Grade**– tackle

(vi) Lineouts - four man (except 6th and 7th grades) formed in the case of the ball going out of play. **13th – 11th grades** can be contested, **10th – 8th** not contested win own ball.

(vii) Scrums - Players put ball in, five man scrums. **11th – 8th** grades no pushing in scrums, **13th – 12th** grades contested scrums, push is limited to half a metre maximum.

(viii) Kick Offs - **13th, 12th, and 11th** Grades – drop kick. **10th and 9th** grade. Punt or drop kick by scoring side. Kick-offs to be rotated through all players. **8th** – All tap and pass. Kick offs to be rotated through all players.

(ix) Balls - Teams to supply own balls. Size as per NZRFU rules.

(x) Touch Judges - All teams to supply touch judges.

(xi) Referees - **10th – 6th** Coaches to referee games; **11th – 13th**: independent referees for finals and other matches where possible.

(xii) **ALL REFEREES DECISIONS ARE FINAL.**

(xiii) In the event of a draw in non-final rounds in all grades, last team to score wins. If score is nil all, winner shall be decided by the toss of a coin. In the event of a draw in a Championship or Plate final, the game will be a tied result.

(xiv) Any player ordered off is automatically out of the Tournament. That Team will remain with reduced player numbers for the remainder of the game.

(xv) Any disputes are to be handled by the Disputes Committee (Chairperson WCJR, Weigh in convenor. Vice-Chairperson WCJR or Secretary WCJR) Club Captain or one Club Delegate ONLY to bring dispute to Committee.

(xvi) No stoppages for injury, unless life threatening. Substitutes can be made for injury at any time.

(xvii) Results of games to be handed to Draws administration by the coach/manager of the winning team– signed by both refs.

(xviii) Spectators are to remain behind any ropes set up for the purpose of ground control.

(xix) **ABIDE BY THE FAIR PLAY CODE.**

POINTS SYSTEM CHANGES AS OF 2018

- Points earned will remain the same, except where a final is drawn the points will be shared. For a championship, it will be 7.5 points per team (10 for 1st, 5 for 2nd, so 15 points total). For a plate, it will be 1 point per team (2 points total).
- The calculation to work out the winner will be based on the total number of teams playing, plus those that have not played. 1 point will be allocated for every team playing and 0.5 of a point will be allocated for those that have not played. So if a club has 15 teams and 12 of them enter, there total will be 13.5 (12 x 1 for the teams that entered and 3 x 0.5 for those that didn't).

For Example: Under this system last year Taupiri would have been 1st (finished 2nd), Raglan would have been 2nd (4th), Suburbs 3rd (3rd) and Fraser-Tech 4th (1st).