



# WAIKATO CENTRAL JUNIOR RUGBY

(trading as Hamilton Rugby Union Junior Board)

## Constitution and Rules

Web site: [www.wcjr.nz](http://www.wcjr.nz)

Revised Date: 27th April 2020

## WAIKATO CENTRAL JUNIOR RUGBY

### CODE OF CONDUCT:

#### WHEN PLAYING SPORT, WE AGREE WE WILL:

Enjoy ourselves Play  
within the rules

Respect the referees and umpires Respect the  
opposition and their supporters

Be gracious winners and dignified losers Play  
hard but play fair.

#### SPECTATOR / PARENT CODE OF BEHAVIOUR:

Applaud the performance of both teams.

Be positive with the referee.

Acknowledge the efforts of the referee.

Let players play their game – not your game.

Praise efforts – not results.

Set an example for the children.

## **Constitution**

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### **1.1. Name**

The Waikato Central Junior Rugby is the name given to the Committee, herein after called the WCJR - previously known as the Hamilton Junior Rugby Board or HJRB).

### **1.2. Objective**

The main object of the WCJR shall be the administration and the promotion of Junior Rugby within the Central Waikato area for players in School Year 8 and below. This shall include the selection of representative teams.

### **1.3. Membership**

Membership is open to all registered rugby clubs and schools in the Hamilton City, Huntly, Taupiri, Ngaruawahia, Te Kowhai, Whatawhata, Raglan Areas. Sub Rugby Unions / Regions - and other interested clubs may enter by invitation.

### **1.4. Committee**

The Committee shall consist of a:

- President
- Vice-President
- Secretary
- Treasurer

And may include:

In addition, each properly constituted rugby club or school, within the Waikato Rugby Union, having entered a team or teams in the WCJR competition, shall be eligible to have representation of two delegates on the WCJR Committee.

Delegates need to be named at the first meeting of the year, two per club. If the named delegate is not able to show to a meeting the Secretary needs to be contacted along with the name of the replacement if one is coming.

## **1.5. Executive Committee**

- President
- Vice President
- Secretary
- Treasurer
- Weigh In Convenor (for competition grades)
- Weigh In Convenor (for non-competition grades)
- Draws Convenor

The position of President, Vice President, Secretary, Treasurer, Weigh In Convenors and Draws Convenor may be persons other than club or school delegates. Between General Meetings, the governing power of the WCJR shall be vested in the Executive Committee. No person shall hold more than one position on the WCJR Executive committee. All members of the Executive Committee and Representative Convenor to be entitled to an honorarium. This honorarium is to be set at the AGM, One honorarium per individual only.

## **1.6. Duties of Executive Committee**

### **1.6.1. It shall be the duty of the President as Chairman to:**

- (i) Preside at all meetings of the WCJR.
- (ii) Take charge of all other WCJR functions.

### **1.6.2. It shall be the duty of the Vice President to:**

- (i) Assist with the President's duties
- (ii) Officiate in the President's absence.

### **1.6.3. It shall be the duty of the Secretary to:**

- (i) Keep true record of proceedings at all meetings of the WCJR in a book provided for that purpose.
- (ii) See that resolutions passed at these meetings are enacted.
- (iii) Hold all records connected with the business of the WCJR and when necessary bring them before such meetings as may properly deal with them.
- (iv) Keep an inventory of the assets and property of the WCJR in a book provided for that purpose.
- (v) Keep a register of delegates elected to the committee by their respective rugby clubs and schools.

### **1.6.4. It shall be the duty of the Treasurer to:**

- (i) Receive and receipt all money due to the WCJR.
- (ii) Pay accounts contracted by the WCJR when the committee has passed these.
- (iii) Bank regularly all money received by the WCJR.
- (iv) Keep in books provided for the purpose, an accurate account of financial transactions of the WCJR – and to produce these - along with a financial statement and report to each meeting.

### **1.7. Powers of the Committee**

- (i) The Committee shall have the power to fill any vacancy caused by death, transfer, resignation or forfeiture of office, or for any other reason, and any appointment so made shall be effective until the next AGM. Any WCJR Committee member / Delegate may resign by giving one week's notice in writing to the Secretary.
- (ii) The Committee may elect subcommittees as required.
- (iii) The Committee may co-opt members other than delegates to carry out any special duties, but only after being assured that no delegate is available or willing to carry out those duties.

### **1.8. Meetings**

- (i) Committee meetings shall be held monthly, or as required. All clubs are requested to send a delegate to each committee meeting. There is to be no sub-union representation.
- (ii) The AGM shall be held not more than two (2) months after the end of the rugby season on a day to be fixed by the Committee.
- (iii) The business of the AGM shall be to receive and consider the Annual Statement of Accounts and Balance Sheet, the Report of the President and Executive Committee, and to consider any General Business, which may be presented. Also to discuss any remits and rule changes and to validate if passed.
- (iv) The dates and times of all meetings of the WCJR shall be posted at least seven days prior to the meeting.
- (v) Any Committee member failing to attend three (3) consecutive Committee meetings without an apology shall have their position declared vacant.
- (vi) Special General Meetings: Should be in written notice, signed by at least ten (10) members of the WCJR, be handed to the President or Secretary, a Special General Meeting of the WCJR shall be called within 14 days of such notice being given.

### **1.9. Quorums**

- (i) A quorum for an AGM or Special Meeting shall be twenty (20) WCJR Delegates, all of whom must be associated to a Registered Rugby Club or School in the Waikato Central Junior Rugby area as aforementioned in 1.3 (Membership), two of whom shall be members of the Executive Committee.
- (ii) A quorum for a Committee Meeting shall be twelve (12) committee members, two of whom shall be members of the Executive Committee.

### **1.10. Funds**

- (i) All funds shall be under the direct control of the Committee.
- (ii) Funds raised for a specific purpose must be held and used for that purpose only, unless otherwise decided at a General Meeting.
- (iii) The Committee shall direct the investment of any funds, which may, at its discretion, expend such sums, as it may deem necessary for the furtherance of any objects of the WCJR.
- (iv) Withdrawal of funds or part thereof shall be done under signature of any two of the following: Chairperson, Secretary or Treasurer any of whom may be replaced as a signatory by a member of the Committee appointed for that purpose, by resolution of the Committee.

**1.11. Rule Changes**

- (i) Any changes to these rules must be made by Notice of Motion (commonly known as a “Remit”), prior to the AGM, - or a Special General Meeting called for that purpose.
- (ii) The written Notice of Motion (Remit) must be in the secretary's hands fourteen (14) days prior to the meeting at which it is to be handle

**1.12. Trophies**

The WCJR offers the following trophies for competition by teams under its control:

- 12th Grade Championship – WCJR Cup
- Alex Henry Memorial 10-Aside Trophy

## Grades

- 2.1 Tabulation of Weights and Grades (pg 6)
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### 2.1. Tabulation of Weights and Grades

All correct ages, birth dates, weights and photo must be entered on the 'Player Identification Sheet' provided by the WCJR: all ages as at 31st December the year prior. The grading list shall be set each year by the WCJR.

### 2.2. Weight and Ages

#### Age taken as at 31st of December the year prior

6th grade: 5 years old and younger open weight

7th grade: 6 years old open weight

8th grade: 7 years old under 35kg and 8 years old under 25 kg

9th grade: 7 years open weight, 8 years old under 40 kg, 9 years old under 30 kg

Under 9yo Rip Rugby – Quick Rip: 7 years old and 8 years old open weight

10th grade: 8 years old open weight, 9 years old under 45 kg, 10 years old under 35 kg

11th grade: 9 years old open weight, 10 years old under 55 kg, 11 years old under 40 kg

12th grade: 10 years old open weight, 11 years old under 60 kg, 12 years old under 50 kg

13th grade: 11 years old open weight, 12 years old under 75 kg, 13 years old – under 60 kg

### 2.3. Dispensations

- (i) All dispensations to the table of weights are at the discretion of the WCJR Weigh In Committee and their decision is final. Only WCJR Weigh In Committee members are entitled to vote on dispensation requests. Photos shall be an accurate representation of the player at weigh in. Proof of date of birth must be provided.
- (ii) The Coach will be issued with a slip signed by the convenor and one other of the Weigh In Committee (WIC) for any player allowed a dispensation.
- (iii) Coach / Manager of the dispensated players are to approach the opposition Coach / Manager with player profiles to identify those players in the team who are dispensated, and to notify how many dispensated players there are in the team.
- (iv) For the 8th to 12th Grades:
  - No more than four (4) players who have been granted a dispensation may play in one team at any one time, or otherwise decided by the Weigh in Committee.
  - Only two dispensated players can take the field at any one time.
- (v) All dispensated players in 8<sup>th</sup> to 12th grades must wear bright orange coloured socks. These are not provided by the WCJR. 6th and 7th grades are not required to wear orange socks but MUST show and TELL the other team of their dispensated player(s).

- (vi) Any dispensation may be revoked by the WCJR at any time. A player who has previously played in a representative team will not be eligible for dispensation.
- (vii) The following teams constitute representative teams: Gwynne Shield, Bowers Cup, U45's, Roller Mills and McKenzie Cup.
- (viii) Players shall play in the team they are graded for until their dispensation is granted. If there is no team for them to play in, a temporary dispensation may be granted until a decision is made by the Weigh in Committee.
- (ix) No dispensated player may, in the first phase of play from a penalty / free kick / lineouts or No. 8, receive a ball and take it up at pace. Taking up in general play accepted.
- (x) In the 12<sup>th</sup> Grade, teams that become non-competition due to too many dispensations should have these restrictions placed on them for safety reasons:
  - No pushing in scrums.
- (xi) Guidelines for consideration when deciding on dispensations:
  - Age (in relation to the grade concerned)
  - Weight (in relation to the grade concerned)
  - Playing ability of player – e.g. representative honours, number of years playing
  - Whether already registered and / or playing in a team in a higher grade.
- (xii) Girls will be eligible to play in the grade below that which they are graded into, provided that they do not exceed the maximum weight for that grade. This includes a 7-year-old being graded in 7<sup>th</sup> grade, where it is expected they will be eligible to play 8<sup>th</sup> grade the following year.

Example: Sarah is 8 and weighs 30kg. Normally she would be graded in 9<sup>th</sup> grade, but this would enable her to play in 8<sup>th</sup> grade (maximum weight for a 7-year-old in 8<sup>th</sup> grade is 35kg). However, if she weighed 36kg, she would need to be dispensated to play 8<sup>th</sup> grade as she would exceed the maximum weight by 1kg.

## Entering a Team

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- 3.3 Team Lists (pg 9)
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### 3.1. Weigh-In

- (i) Every player must be weighed in by a member of the Weigh in Committee, or other such person approved by the WCJR. All competition grade players must be weighed in by a Weigh In Committee member independent of said players club.
- (ii) The weight, in kilograms, is to be recorded on a Player Identification Sheet. It is the responsibility of the Club to ensure that all other details on the sheet are correct i.e. name, address, date of birth, age and photo.
- (iii) Photos shall be an accurate representation of the player at weigh in.
- (iv) No player can play for a team until they have been officially weighed in and graded.
- (v) Proof of birth date is required.
- (vi) All players are to have a photocopy of birth date verification attached to their player ID sheet.
- (vii) A player must only weigh in and be graded at one club per season but may transfer between clubs.
- (viii) For a player to transfer during the season, approval from the weigh-in convenor (in writing) is to be given. Any player registering or transferring within 4 weeks of the finals will be ineligible to play in any finals.
- (ix) At a Club Weigh In:

All club player profiles may be retained by the Weigh In Officer and the player details entered into a player register. Information will include name, address, weight and date entered. The player profile sheets will be returned to clubs for team allocation

At a General Weigh In:

All club player profiles may be retained by the Weigh In Officer and the player details entered into a player register. Information will include name, address, weight and date entered. The player profile sheets will be returned to clubs for team allocation.

- (x) Blank copies of these sheets can be found on the WCJR website. All details must be completed, and date of birth details must be verified by a WCJR weigh in committee member prior to a player commencing play. Details as listed in Rule 3 must then be followed.
- (xi) Coaches / Managers must have the team folder containing all Player Identification Sheets and the Team List at all games and MUST produce for sighting if requested by the opposition coach / manager or referee. Failure to produce the player identification sheets results in an automatic default of the game. Failure to produce player identification sheets on the second occasion will result in that team being removed from the WCJR competition. Any complaints regarding player identification sheets shall be forwarded in writing to the Secretary and a copy to the Weigh in Convenor within three days of the game being played.



(xii) A coach/manager identification sheet is to be placed in the team folder.

This is to have the following information:

- Name
- Contact phone number
- Current photo
- NZRU Small Blacks Coach ID number
- Record of Small Black coaching courses attended
- Expiry date
- Record of NZRU Associate Referee courses attended

### 3.2. Grading

All Player Identification Sheets will have the grade the player is weighed into entered onto it by a member of the Weigh in Committee at the time of weigh in, or other such person approved by the WCJR at the time of weigh in.

### 3.3. Team Lists

(i) On receipt of the graded player I.D. sheets, each Club will form teams, based on the grade indicated on the sheets.

(ii) Once a team is formed, a team list is to be prepared.

(iii) The team list is to be in chronological order giving full name, age as at 31<sup>st</sup> of December the year prior and weight as per the weight listed on player I.D. sheet onto the "WCJR Team List" spreadsheet.

(iv) copies of the team lists shall be sent to WCJR weigh in convenors no later than the date stated by the WCJR weigh in convenors.

(v) If the team lists are not in for every team by the required date, then that club will forfeit any points it may earn in the first games and further, any games beyond the start of competition if the team lists are not produced. This will be considered a forfeit of the game and the points will be awarded to the opposing team.

(vi) The Weigh In Committee will check team lists and send back an initialled team sheet, which shall be kept in the front of the player ID folder – with the player identification sheets in the same order as the list.

(vii) The Weigh in Convenors will then notify the Draws Convenor of that team's eligibility to play in the competition.

(viii) Any new players once weighed in must be added to the bottom of the appropriate team list and initialled by a member of the Weigh in Committee before being eligible to play.

(ix) Any additions to team lists shall be notified by the Club to the Weigh In Convenors.

(x) Once team lists have been supplied to the WCJR no players may change teams unless the club seeks approval, in writing from the Weigh-in Convenors to allow a player to change teams.

(xi) Each Club is to supply details of Coaches and Managers for each team entered on the "WCJR Team List" spread sheet.

(xii) Every tackle team in the WCJR competition grades must have an associate referee or forfeit the game.

(xiii) Every team must have two coaches that have completed the relevant WRU Small Blacks coaching course listed on the team list in the front of the team folder, and at least one present at each game played.

### **3.4. Registration Fees**

Clubs must pay registration fees as set by the WCJR.

All affiliation fees must be paid by the 20<sup>th</sup> of July. A 10% penalty per month will be incurred if the fees are paid late and no prior arrangement has been made with the Treasurer in writing.

### **3.5. Club Directory**

Each Club will provide a copy of their Club Directory to the Secretary / Webmaster of the WCJR. The directory is to include the names and phone numbers of their Chairperson, Secretary, Treasurer, Club Captain and Delegates to the WCJR. This information is to be up to date and correct on the WCJR website.

## Game Day Duties plus Rules and Regulations

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### 4.1. Season Dates

- (i) The WCJR season will finish on or by the first weekend of September each season.
- (ii) The WCJR 10-A-Side tournament will be held on a date decided upon by the WCJR committee each season.

### 4.2. Championships Points – 12<sup>th</sup> Grade only

- (i) All coaches / managers of all grades must check each other's team folders before the game commences i.e. check:
  - that the **full** team list in the front of the folder from the Weigh in Committee is initialled.
  - that the player identification sheet must have a current photo, date of birth / proof of age, be graded and signed off by the Weigh-In Committee.
- (ii) **A team may lose points because of the following by their actions:**
  - If any of the below is missing for the 12<sup>th</sup> grade, this constitutes:
    - if team list is missing - default of the game by the offending team and points (4 points) are awarded to the non-offending team.
    - If player identification sheet is missing or incorrect, players ineligible to play
    - If the player identification sheet or birth certificate/passport/letter from school isn't present in the team folder, that player is ineligible to play (this rule is enforced after the annual Alex Henry Memorial 10-Aside).
- (iii) If any Coach/Manager of a team identifies any player irregularity after the game has commenced, no team shall receive the points – until the dispute has been settled.

- (iv) If a team is found to be playing or played unregistered or ineligible players, any points earned during the game shall be awarded to the opposing team. The offending team shall have 4 points deducted from their standings.
- (v) The weigh-in committee or any delegate appointed by the WCJR Board has the right to check team folders – before, during, after a game or at any reasonable time.
- (vi) If any irregularity is discovered, the assigned Complaints Committee may award the points to the non-offending team.
- (vii) The winning team shall be awarded four (4) points; in the event of a drawn result, both teams to receive two (2) points each. One point is awarded to the losing team if within seven (7) points of the winner.

#### **4.3. Finals – 12<sup>th</sup> Grade Only**

If at the end of the game it is a draw, an extra ten (10) minutes shall be played; (five minutes each way). If the score is still drawn both teams shall be declared joint winners.

#### **4.4. Defaults – 12<sup>th</sup> Grade Only**

- (i) The minimum number of players required by a team to contest a game is as follows:  
12th Grade: 10 players.
- (ii) Below this number a team must default, however in the event of a default a friendly game may be played with the consent of both coaches.
- (iii) Teams should be made up of even numbers.
- (iv) When playing reduced numbers, teams must follow NZRFU Domestic Safety Laws.
- (v) **If a Coach has to default a game, that Coach must:**
  - Contact the opposing Team Coach or Manager
  - Contact the convenor of the draws and contact the opposing club delegates so they can inform their team concerned.
- (vi) Competitions grades - The time allowed for the arrival after the starting time is seven minutes only. If any later the team must default. Time lost is to be taken off the first half, unless there is no game on the ground to take place after completion of the delayed game, and then full time may be played.
- (vii) If the Draws Convenor is informed early enough an alternative game may be arranged with a team that has a bye, thus giving two teams a game instead of three teams not playing. Any team that defaults three (3) times within a season can be removed from the competition at the discretion of the WCJR Executive Committee.

#### **4.5. Interchange of Players**

Where Clubs/Schools have more than one team entered in the competition – or in the same grade, there can be no interchange of players between the teams once the competition has started. Each team remains a separate identity throughout the competition. However, in the event of any team losing a number of players through sickness or injury, or a team is disbanded, and players need to change teams, then contact must be made with the Weigh-In Convenor for approval. Confirmation must be received from WIC prior to making the changes.

#### **4.6. Competition Grade Uniforms – 12<sup>th</sup> Grade Only**

All competition grade teams must wear jerseys with numbers from 1-22.

#### **4.7. Footwear / Compression Garments**

Coaches of all grades should ensure that boots are in a tidy condition. No sharp edges on sprigs or eyelets. No compression garments are to be worn by any player at any level. All Footwear/Compression Garments permitted are as per IRB Rules.

#### **4.8. Mouth guards**

Mouth guards **MUST** be worn at all times while on the field of play. Players will be sent off for not wearing mouth guards. They can return to play only if wearing a mouth guard or can be replaced by a player wearing a mouth guard

#### **4.9. Roping Off of Fields**

Where possible, all full size rugby fields must be roped off, with roping circumnavigating the entire field, including dead ball lines. Roping must be a minimum of Two metres away from and running adjacent to sidelines, and a minimum of One metre away from and running adjacent to dead ball lines. It is recommended that signage be in place next to full fields stating that spectators are to remain off fields.

#### **4.10. Excessive Scores**

When at half time the difference in score between the two teams is 35 points or more, the coach of the team that is winning **MUST** work with the opposition coach to ensure the game is evened up. Both coaches must take steps to even-up the remainder of the game to ensure it is a fair and even contest.

The following are suggested steps that the coaches may agree to take:

Swap players: The notion that children will not swap teams is an adult one. There may be a few selected players (test your own team to see how they cope with playing against some of their own OR Swap forward packs or backlines with the other team.

Change positions: Move some selected players to see how well they cope with playing in another position.

Subbing: Sub-off some key players.

Wind advantage: Be willing to give away any wind-advantage that may exist.

Kick-offs: The weaker team restarts play with a tap and pass rather than the usual kick. OR the scoring team kicks-off to the weaker team.

Depower: Depower scrums, non-contested - non-contested lineouts

Conversions: No conversions or change your kicker to an untried player.

#### Penalties

Penalties up to and inclusive of suspension from the draw may be applied to Coaches or Teams that fail to abide by this policy.

**4.11. Minimum number of players to register a team – 12<sup>th</sup> Grade Only**

A club, school or any other organisation otherwise recognised by the WCJRB, must have a minimum of 15 players to be able to register a team in the competition under WCJRB control.

Club Delegates/Officials must provide a written explanation to WCJRB Executive committee as to reasons for their clubs 12<sup>th</sup> Grade Team turning up to games with less than 15 players for more than 3 consecutive weeks in a row.

**4.12. Trials**

A club, school or any other organisation otherwise recognised by the WCJRB, must not hold trials for any team, in any grade, for any reason.

#### 4.13. 6th Grade WCJR / NZRU playing rules

The 6<sup>th</sup> Grade is a Non-Competition Grade and played in accordance with the rules of Rippa Rugby (for more details see Section 10).

Ripper tags size and design must be as per tags issued from WRU.

Ball Size: Size 2½

Field Size: Half field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

- Time played can be less if coaches agree

Team Numbers: 7 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 6 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots or sandshoes (soft soled)

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: None

Restarts: Free pass by non-scoring side

- rotated through players

Tackles: - By ripping a ribbon from the belt of the ball carrier, the ripper stops, holds the flag above their head and shouts 'RIP!'

- When a rip is made, the ball carrier must pass the ball immediately (within threestrides)
- After 6 rips, the ball must be handed over to opposition
- No fending allowed
- No guarding or shielding of ribbons by the ball carrier

'Knock on – Play on'

In the event of a knock on, any player from either team may recover the ball and continue play.

Play is not to be stopped for a knock on or multiple knock on's by:

- The same player
- A teammate of the player knocking the ball on, or
- A subsequent knock on by an opposition player

A try is to be awarded irrespective of any knock on that may have occurred in the phase of play committed by any player.

Offside – Defenders must be back 5 metres from a free pass.

- When a rip is made, all the ripper's team must get back until they are behind where the rip is made
- When offside occurs and advantage cannot be played, a free pass is awarded

Kicking: None in general play

Scrum: None

- Free pass by non-offending side
- If the ball is knocked on or thrown forward whoever picks up the ball from either team shall carry on play.

Lineouts: None

- Free pass by non-offending side

Penalties: Free pass by non-offending side

- Awarded if the ball carrier goes to ground or a player dives on the ball

Assoc Referee: Not Required

- Referee plus one other from each team on the field

Referring - Shout, 'PASS' when a rip is made

- Blow the whistle only to stop play
- Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team
- Calling 'advantage' followed by 'play on' where possible

#### 4.14. 7th Grade WCJR / NZRU playing rules

The 7<sup>th</sup> Grade is a Non-Competition Grade and played in accordance with the rules of Rippa Rugby (for more details see Section 10).

Ripper tags size and design must be as per tags issued from WRU.

Ball Size: Size 2½

Field Size: Half full field (70m x 40m)

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

- Time played can be less if coaches agree

Team Numbers: 7 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 6 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots or sandshoes (soft soled)

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: None

Restarts: Free pass by non-scoring side

- rotated through players

Tackles: - By ripping a ribbon from the belt of the ball carrier, the ripper stops, holds the flag above their head and shouts 'RIP!'

- When a rip is made, the ball carrier must pass the ball immediately (within three strides)
- After 6 rips, the ball must be handed over to opposition
- No fending allowed
- No guarding or shielding of ribbons by the ball carrier

'Knock on – Play on'

In the event of a knock on, any player from either team may recover the ball and continue play.

Play is not to be stopped for a knock on or multiple knock on's by:

- The same player
- A teammate of the player knocking the ball on, or
- A subsequent knock on by an opposition player

A try is to be awarded irrespective of any knock on that may have occurred in the phase of play committed by any player.

Offside – Defenders must be back 5 metres from a free pass..

- When a rip is made, all the ripper's team must get back until they are behind where the rip is made
- When offside occurs and advantage cannot be played, a free pass is awarded

Kicking: None in general play

Scrum: None

- Free pass by non-offending side
- If the ball is knocked on or thrown forward whoever picks up the ball from either team shall carry on play.

Lineouts: None

- Free pass by non-offending side

Penalties: Free pass by non-offending side

- Awarded if the ball carrier goes to ground or a player dives on the ball

Assoc Referee: Not Required

- Referee plus one other from each team on the field

Referring - Shout, 'PASS' when a rip is made

- Blow the whistle only to stop play
- Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team
- Calling 'advantage' followed by 'play on' where possible



#### 4.15. 8th Grade WCJR / NZRU playing rules

##### The 8<sup>th</sup> Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field (70m x 40m)

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 9 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest Restarts: Tap and pass by non-scoring side
- rotated through players

Kicking: Allowed

Dead Ball: Dead ball area to be considered 3 metres in depth (unless already marked or restricted on field)

Scrum: 3 person scrums (coaches are to encourage a rotation of players in scrums)

- No contest or pushing
- All defending and attacking players must be 5 metres from the back of the scrum and may not move forward until the ball has been cleared from the scrum. Halfback must pass to players in backline.
- Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum.

Lineouts: 3 person lineouts (coaches are to encourage a rotation of players in lineouts)

- Not contested & no lifting
- All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as;
  - The Player who receipts the ball in the lineout may only hold the ball for no more than 3 seconds before that Player must pass the ball to the halfback. After 3 seconds of Player in lineout holding the ball, general play can continue (i.e. opposition player may tackle the player holding ball in lineout)
  - The Player who receipts the ball in the must pass with the ball to the halfback, halfback must pass to the players in backline.
  - If a Player loses the ball backwards from lineout, general play continues
  - If a player loses the ball forward from lineout, a scrum is awarded to the non-offending team

Penalties: Tap and pass by non-offending side

- Ball does not have to be on the ground to be tapped and restarted
- No kicking for touch line
- Awarded team may take a scrum

Tackles: Tackle can be played from the start of the season.

Coaches are to ensure they have coached tackling for at least three training sessions prior to the start of the season.

Fending: Must be below shoulder level i.e. no fending to the head

- No Fending allowed if two handed touch.

Assoc Referee: Required

- Referee plus one other from each team on the field
- If none, no tackling

#### 4.16. 9th Grade WCJR/NZRU playing rules

##### The 9<sup>th</sup> Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field (70m x 40m)

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 9 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest Restarts: Punt or drop kick by scoring side
- rotated through players

Kicking: Allowed

Dead Ball: Dead ball area to be considered 3 metres in depth (unless already marked or restricted on field)

Scrum: 3 person scrums (coaches are to encourage a rotation of players in scrums)

- No contest or pushing
- All defending and attacking players must be 5 metres from the back of the scrum and may not move forward until the ball has been cleared from the scrum. Halfback must pass to players in backline.

Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum.

Lineouts: 3 person lineouts (coaches are to encourage a rotation of players in lineouts)

- Not contested & no lifting
- All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as;

- The Player who receives the ball in the lineout may only hold the ball for no more than 3 seconds before that Player must pass the ball to the halfback. After 3 seconds of Player in lineout holding the ball, general play can continue (i.e. opposition player may tackle the player holding ball in lineout)
- The Player who receives the ball in the must pass with the ball to the halfback, halfback must pass to the players in backline.
- If a Player loses the ball backwards from lineout, general play continues
- If a player loses the ball forward from lineout, a scrum is awarded to the non-offending team

Penalties: Tap and pass by non-offending side

- Ball does not have to be on the ground to be tapped and restarted
- No kicking for touch line
- Awarded team may take a scrum

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head Assoc

Referee: Required

- Referee plus one other from each team on the field
- If none, no tackling

#### 4.17. 10th Grade WCJR/NZRU playing rules

##### The 10<sup>th</sup> Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field (70m x 40m)

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 9 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest Restarts: Punt or drop kick by scoring side
- rotated through players

Kicking: Allowed

Dead Ball: Dead ball area to be considered 3 metres in depth (unless already marked or restricted on field)

Scrum: 5 person scrums

- No contest or pushing
- All defending and attacking players must be 5 metres from the back of the scrum and may not move forward until the ball has been cleared from the scrum.
- Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum

Lineouts: 5 person lineouts

- Not contested & no lifting
- All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as;
  - The Player who receipts the ball in the lineout may only hold the ball for no more than 3 seconds before that Player can choose to run and exit the lineout with the ball or pass the ball to the halfback, after 3 seconds of Player holding the ball or receipt by half back, general play continues
  - The Player who receipts the ball in the lineout may choose to run and exit the lineout with the ball, if so general play continues
  - The Player who receipts the ball in the lineout may pass it to another player in the lineout, if so, general play continues
  - If a Player loses the ball backwards from lineout, general play continues
  - If a player loses the ball forward from lineout, a scrum is awarded to the non-offending team

Penalties: Tap and pass by non-offending side

- Ball does not have to be on the ground to be tapped and restarted
- No kicking for touch line
- Awarded team may take a scrum

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head Assoc

Referee: Required

- If none, no tackling
- No coaches on field of play during play. Only referee.

**4.18. 11th Grade NZRU playing rules**

**The 11<sup>th</sup> Grade is a Non-Competition Grade**

Ball Size: Size 3

Field Size: 100m x 55m

- Play try line to try line (length of field), one side line moves in to the 15 metre mark

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- Teams may borrow players from opposition team only
- If a team borrows players from opposition the score stands unless a team is below the default number.
- If a team chooses not to take players from opposition, the other team must match up and rotate their players.
- 9 players or less means a default

Substitutions: Substitution at Quarter Time, Half Time and Three Quarter Time ONLY. All players must play a minimum of half a game each match, whether it be in two quarter intervals or a full half game.

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest Restarts: Punt or drop kick by scoring side
- rotated through players

Kicking: Allowed

Dead Ball: Dead ball area to be considered 3 metres in depth (unless already marked or restricted on field)

Scrum: 5 person scrums

- No contest or pushing
- All defending and attacking players must be 5 metres from the back of the scrum and may not move forward until the ball has been cleared from the scrum.
- Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum

Lineouts: 5 person lineouts

- Not contested & no lifting
- All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as;
  - The Player who receipts the ball in the lineout may only hold the ball for no more than 3 seconds before that Player can choose to run and exit the lineout with the ball or pass the ball to the halfback, after 3 seconds of Player holding the ball or receipt by half back, general play continues
  - The Player who receipts the ball in the lineout may choose to run and exit the lineout with the ball, if so general play continues
  - The Player who receipts the ball in the lineout may pass it to another player in the lineout, if so, general play continues
  - If a Player loses the ball backwards from lineout, general play continues
  - If a player loses the ball forward from lineout, a scrum is awarded to the non-offending team

Penalties: Tap and pass by non-offending side

- Ball does not have to be on the ground to be tapped and restarted
- No kicking for touch line
- Awarded team may take a scrum

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head Assoc

Referee: Required

- If none, no tackling
- No coaches on field of play during play. Only referee.

#### 4.19. 12th Grade NZRU playing rules

##### The 12<sup>th</sup> Grade is a Competition Grade

Ball Size: Size 4 Field

Size: Full field

Time: 25 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers\* and opposing sides must match each other's numbers, despite one team having less than 15 players. i.e. 15 vs 15, 14 vs 14, 13 vs 13, 12 vs 12, 11 vs 11, 10 vs 10. Though a team must use 15 players in their side if they are available to play. It is encouraged for a team to loan an opposing team reserve players if your side has greater than 16 players to ensure every player gets as much game time as possible. 9 players or less in a team means that team defaults.
- Substitutions: Quarter Time(s)
- All players must play a minimum of half a game each match.

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest (at coaches' discretion)

Conversions: 2 points

- Not to be taken further out than the 15m line

Restarts: Normal as per NZRU U19 rules

Kicking: Yes

- Scrum: 8 person scrums (or equal numbers due to injuries / suspensions).
- In the event where a game proceeds with less than 15 players per side, scrums sizes must be reduced as per the following schedule;
  - 14 players per side stays at 8 person scrums
  - 13 players per side goes to 7 person scrums
  - 12 players per side goes to 5 person scrums
  - 11 players per side goes to 5 person scrums
  - 10 players per side goes to 5 person scrums
- (7 forwards – no number 8, 6 forwards – no flankers, 5 forwards – no loose forwards)
- Contested scrums
- Push is limited to half a metre maximum
- Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum

Lineouts: Lineouts will be contested

- No lifting
- Teams may have shortened numbers. The opposing team can have equal or less in the lineout.
- In the event where a game proceeds with less than 15 players per side, lineouts must be reduced as per the following schedule;
  - 14 players per side stays at 8 person lineouts
  - 13 players per side goes to 7 person lineouts
  - 12 players per side goes to 5 person lineouts
  - 11 players per side goes to 5 person lineouts
  - 10 players per side goes to 5 person lineouts

Penalties: Normal as per NZRU U19 rules

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head Assoc Referee:

Required

- If none, no tackling and no contested scrums

During the game, all team subs, coaches and team manager to be stationed in team sideline box as allocated by host club. Manager to be responsible for keeping all personnel inside box at all times. Only 3 persons from each team allowed on side-line (2 on one side and 1 on the other) this is the medic and 2 water carriers. An assistant coach may be one of those 3. The Referee cannot be approached at half time by any coach, manager or spectator.

**\*Even numbers:**

Any reduction in the number of players due to injury must be matched by the opposing team. Any reduction in the number of players due to suspension does not need to be matched.

If a team gets down to 9 players, the game must stop. If the reductions were due to injury and the stoppage is within the first half of the game, that team loses (by default) regardless of the score. If this were to happen in the second half of the game the result at the time stands. If any of the reductions were due to suspension, the team loses the match.

All teams must provide a minimum of 3 players who can play in the front row. If a team has 21 or 22 nominated players, there must be 4 or 5 players respectively who can play in the front row to ensure the team can continue to play safely with contested scrums. Each player in the front row must be suitably trained & experienced.

In the event a team cannot field the required number of front-row players, the result will be recorded as a default and a friendly game will be played with non-contested scrums. If a team has the required number of front-row players but they are unable to play the entire match with at least 3 front-row players due to injury or sending off, the game will continue with non-contested scrums.

**PLAYER ELIGIBILITY**

- a) To play in finals: The player must be seen as a regular member of a team within that club and must have played more than 50% of round robin games for that club in the current season before the finals.
- b) In the case of a "returning player", whether it be from Overseas or outside WCJR, if the player has a proven history for that particular club, they may be given dispensation for all round robin games at the discretion of the WCJR (except finals).
- c) In the case of a "returning player" due to injury, if the player has a proven history for that particular club, they may be given dispensation for all games at the discretion of the WCJR.

## Notes for Coaches and Clubs

- 5.1 Spirit of the Game (pg 23)
- 5.2 Conduct (pg 23)
- 5.3 Referees (pg 23)
- 5.4 Results Sheets (pg 23)
- 5.5 Disputes (pg 23)
- 5.6 Disciplinary Procedures (pg 24)
- 5.7 WRU Social Media Policy (pg 24)
- 5.8 Judicial Committee (pg 24)

### 5.1. Spirit of the Game

Coaches must endeavour to promote, encourage and foster a healthy and constructive attitude to and in the game of rugby. It should always be remembered that you are there to organise, teach skills and tactics and to encourage the players. The players play the actual game not you as parents or supporters.

**REMEMBER – THE WAY YOU PLAY THE GAME SHOWS PART OF YOUR CHARACTER. THE WAY YOU LOSE SHOWS ALL OF IT!!!**

### 5.2. Conduct

It is the Coach and Managers responsibility to ensure a good standard of conduct from all team members and supporters before, during and after the game. Illegal and foul tactics should be dealt with immediately. Swearing and offensive language will not be tolerated.

### 5.3. Referees

Official Referees will be provided **where possible** in competition grades only. If an official referee turns up to a game, they are to referee the whole game.

All tackle grade teams (from 8<sup>th</sup> Grade up) must have an associate referee present on game day and be available to referee the game if required.

Should neither team have an associate referee then the game is forfeited, and neither team is awarded points. **THE GAME CAN THEN ONLY BE PLAYED WITH TWO HANDED TOUCH. THERE WILL BE NO TACKLING AND NO CONTESTED SCRUMS.**

Referees are the sole judge of the game.

The referee's decisions are final and should be supported by Coaches.

Referees will be encouraged to use the sin bin for foul and/or dangerous play. Players to stay in the sin bin for a maximum of three minutes. The name of the player sent to the sin bin or ordered off, is to be recorded on the team sheet and the WCJR weigh in convenor notified. Where a player is sent off (red card) during a game refereed by a WRU referee or an Associate Referee (competition grades), the referee will advise the WRU judicial committee and the player may be requested to appear before that committee. Any player sent to the sin bin three times in a season will be required, with their coach, to appear before a judicial committee (refer to the Disciplinary procedure). Red and yellow cards may also be used for side line abuse. Referees must report these events within 48 hours of the game.

Home teams are to referee the first half of the game at all times.

### 5.4. Results Sheets

Each competition team per game must submit one online results sheet. When filling out your results sheet please ensure the following is observed: - list all players in jersey number and/or position that are present at the field the team is playing at, **DO NOT** include any player that isn't at the game. If there are any disputes arising during the game which may affect the result of the game. In this event, the coach/manager must advise the Club Delegate of the dispute, so this can be put in writing to the WCJR Secretary and the Weigh in Convenors within 3 days of the game being played

### **5.5. Disputes**

All disputes that cannot be resolved via the club delegates in the first instance, must be in writing and shall be forwarded in writing to the Secretary and a copy to the WCJR Executive Committee within Seven days of the game being played, and a copy handed to the Club Delegate for presenting at a WCJR meeting. Any disputes, regardless of their nature, will be heard by the WCJR. At any inquiry or appeal conducted by the Judicial Committee, no person shall sit as a member thereof in the determination of any matter in which he/she has an interest greater than any other of the committee.

If a coach has a reason to believe that the opposing team is infringing the rules, he/she should make this complaint known to the opposing coach. If no agreement on the problem can be reached, the coach must, on being sure of his/her facts, inform in writing his/her Club Delegate, who will then contact the delegate of the opposing club to resolve the matter as well as informing the secretary of the WCJR, if then no agreement can be reached then bring the matter up before the WCJR Executive committee, whose decision will be final.

If, after the dispute is heard by the WCJR Judicial Committee, the dispute is deemed to be a disciplinary matter, then the disciplinary process will be carried out according to the WCJR Disciplinary Process.

### **5.6. Disciplinary Procedures**

The Disciplinary process will be as per the NZRFU Disciplinary Rules (Refer NZRFU Disciplinary Rules – “The Black Book”). For players in the competition grades (12<sup>th</sup> grade) and for adults involved at all grades, this process will be overseen by the Waikato Rugby Union Judicial Committee. Any instances deemed to be of misconduct under NZRFU “Black Book” must be submitted in Writing to Waikato Rugby Union Community Rugby Management within 48 Hours of the offence occurring.

For players in the non-competition grades (6<sup>th</sup> to 11<sup>th</sup> grades) the disciplinary process will be overseen by the WCJR Judicial Committee. Players of concern- any player sent off (red carded) and / or 3 or more yellow cards in a season will have to face a hearing into their conduct. All players facing a judicial committee should be accompanied by a parent or guardian and the team coach. All penalties imposed through the judicial process must be adhered to. Failure to do so could result in further disciplinary action.

### **5.7 WRU Media Policy to be attached**

### **5.8 Judicial Committee**

Establishment of a Judicial Committee: (7 Members)

The Judicial committee will be made of no more than 7 independent members and no less than 5 independent members for any judicial hearing. In the event of use of 7 independent members, the committee will have representation of delegates from 6 clubs and an WRU representative. In the event of use of 5 independent members, the committee will have representation of delegates from 4 clubs and an WRU representative.

The Executive Committee will have a minimum of 2 representatives made up of WCJR President and Secretary in the first instance if either of these two positions are unable to sit on the committee for any reason then they shall be replaced by 2 other WCJR executive committee members. A standing agenda item for a Judicial report will be included in the WCJR monthly meeting agenda which will be reported by the WCJR President (This committee will not receive any honorariums).



## **Draws and Results**

- 6.1 Draws (pg 25)
- 6.2 Travelling (pg 25)
- 6.3 Cancellations (pg 25)
- 6.4 Results (pg 25)
- 6.5 Fines (pg 25)

### **6.1. Draws**

The official draw will be the draw posted on the following websites:

[www.wcjr.nz](http://www.wcjr.nz)

[www.mooloo.co.nz/Community-Rugby/Junior Rugby](http://www.mooloo.co.nz/Community-Rugby/Junior-Rugby)

Draws also to be found on My Rugby App by NZ Rugby

While every endeavour is made to be fair to all teams in each grade – in respect to home grounds and travelling, it must be accepted that factors such as ground availability, referees, early start times and ground conditions all dictate the time and venue of games.

The Waikato Central Junior Rugby Website ([www.wcjr.nz](http://www.wcjr.nz)) shall be the official and authoritative depository for all draws. In event of any late changes being made due to unforeseen reasons, the affected clubs or teams shall be contacted if this situation shall arise.

### **6.2. Travelling**

All home games will be played at Clubs home grounds.

### **6.3. Cancellations**

Cancellation of games due to weather or ground conditions will be announced on the WCJR website ([www.wcjr.nz](http://www.wcjr.nz)) and by email to the Delegates. This will usually occur by Friday afternoon, or 7am Saturday morning at the latest. If there are no changes noted on the website home page and no email sent, then assume that all games are on.

### **6.4. Results**

It is the club's responsibility to ensure competition grade results are submitted:

Scores need to be recorded on My Rugby App or if not working due to reception issues via email to [admin@mooloo.co.nz](mailto:admin@mooloo.co.nz) within 48 hours.

The weigh in convenors will contact the WRU admin for the team sheets entered via My Rugby App by Wednesday so that the Team sheets are checked for unregistered players, irregularities can lead to the loss of competition points.

Delays in the submission of results in either of the two forms defined above can lead to the forfeiture of competition points

### **6.5. Fines**

If a team defaults and does not inform the Draws Convenor or opposing Coach a fine of \$10 will be imposed. If sheets are not in within 2 weeks of games a fine of \$10 may be imposed, per team sheet.

## 10-A-Side Tournament

### 7.1. 10-Aside Tournament Rules

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

1. 12th – 8th grades teams to play ten a side with unlimited reserves, 7th & 6th grades teams to play seven a side with unlimited reserves.
2. Only 1 dispensated player to be on the field at any time.
3. 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.
4. 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.
5. 6th and 7th Grades– Rippa Rugby rules. 8th Grade– tackle
6. Lineouts - four man (except 6th and 7th grades) formed in the case of the ball going out of play. 12th grade can be contested, 11th – 8th not contested, win own ball.
7. Scrums - Players put ball in, five man scrums. 11th – 8th grades no pushing in scrums, 12th grade contested scrums, push is limited to half a metre maximum.
8. Kick Offs - 12<sup>th</sup> Grade – drop kick. 11th to 9th grades, Punt or drop kick by scoring side. Kick-offs to be rotated through all players. 8<sup>th</sup> Grade – All tap and pass. Kick offs to be rotated through all players.
9. Balls - Teams to supply own balls. Size as per NZRFU rules.
10. Touch Judges - All teams to supply touch judges.
11. Referees - 11th – 6<sup>th</sup> Grades Coaches to referee games; 12<sup>th</sup> Grades: independent referees for finals and other matches where possible.
12. ALL REFERESS DECISIONS ARE FINAL.
13. 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.
14. Any player ordered off is automatically out of the Tournament. That Team will remain with reduced player numbers for the remainder of the game.
15. 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.
16. No stoppages for injury, unless life threatening. Substitutes can be made for injury at any time.
17. Results of games to be handed to Draws administration by the coach/manager of the winning team – signed by both refs.
18. Spectators are to remain behind any ropes set up for the purpose of ground control.
19. ABIDE BY THE FAIR PLAY CODE.

## Representative Teams

- 8.1 Teams and Tournaments (pg 27)
- 8.2 Selection of Coaches and Players (pg 27)
- 8.3 Gwynne Shield (pg 27 & 28)
- 8.4 Bowers/Goord Cup (pg 28 & 29)
- 8.5 Invitational Under 45kg (pg 29)
- 8.6 Hamilton East / West Under 13 Open Weight Teams (pg 29)
- 8.7 Fixtures (pg 30)
- 8.8 Gear (pg 30)
- 8.9 Precedence of Games (pg 30)
- 8.10 Weight for Trials (pg 30)
- 8.11 Rep Team Fees (pg 30)

### 8.1. Teams & Tournaments

The following representative teams represent the WCJR:

- The Hamilton Bowers Cup teams consisting of: Northern Blues, Sothern Reds, Western Greens and Eastern Whites. (U13 / U45 kg's)
- The Under 45kg Invitational Teams Hamilton Gold and Hamilton Black. (U13 / U45 kg's)
- The Hamilton Eagles Gwynne Shield Team (U13 / U57kg's)
- The Hamilton Wasps Gwynne Shield Team (U13 / U57kg's)
- The Hamilton Panthers Gwynne Shield Team(U13 / 57kg's)
- The Hamilton Tigers Gwynne Shield Team (U13 / 57kg's)
- Hamilton East / West Under 13 Open Weight Teams

All players in the above teams must be registered NZRFU players, attending Primary or Intermediate Schools in the WCJR area. **NO Year 9 and above players accepted.**

### 8.2. Selection of Coaches, & Players

Requests for written nominations for the positions of Coaches for all the representative teams will be called for by the WCJR Representative Committee, who will select these people and then notify the WCJR at the next meeting.

### 8.3. Gwynne Shield

The WCJR Representative Committee organises the Gwynne Shield Teams on behalf of Hamilton JAB and call for the nomination of players who meet the following eligibility requirements:

- 12 yrs and under and not at High School
- Under 57 kg on trial day

A trial must be held. A list of players' names, schools and weights MUST be submitted to the Representative Committee 5 days after the trial.

Weight for Gwynne Shield is under 57kg.

Players must apply for the team in the area of the school they attend.

Players MUST not be transferred between teams until they have been agreed through the Representative Committee or Executive Board. If you wish a player to be transferred, you are required to apply in writing to either of the above not less than 14 days prior to the start of the tournament.

**Panthers:** Maeroa Int., Crawshaw, Forest Lake, Whitiora, Frankton, Nawton, Rotokauri, Rhode St, St Columbus, St Peters Chanel, Whatawhata, Raglan, Te Uku, Te Mata, Aberdeen, Waitetuna, Te Akau

**Tigers:** Fairfield Int., St Josephs, Farifield, Insoll, Woodstock, Bankwood, Pukete, Hukanui, Te Totara, St Andrews, Vardon, Hamilton Christian, Te Rapa

**Wasps:** Peachgrove Int., Southwell, Marian, Tōku Māpihi Maurea, Knighton, Silverdale, Hamilton East, Newstead, Te Ara Rima, Matangi, Tamahere, Eureka

**Eagles:** Melville Int., Berkley Middle, South City, Whakawatea, St Pius, Deanwell, Melville, Glenview, Hamilton West, Koromatua, Hillcrest, Rukuhia

**North Waikato:** Bernard Fergusson, Ngaruawahia, St Josephs, Waipa Primary, Rakaumanga, Huntly Primary, Taupiri, St Anthony's, Glen Massey, Pukemiro, Waingaro, Ohinewai, Waiterimu, Waerenga, Rototuna, Orini, Horsham Downs, Kimihia, Huntly West, Puketaha, Gordonton, Ruawaro, Te Kowhai

These nominations are then given to the selected Coach to organise a trial to select their team.

#### **8.4. Bowers/Goord Cup**

**Goord Cup is played inside the Bowers Tournament.**

The WCJR Representative Committee organises the Bowers/Goord Cup Tournament for players of WCJR clubs who meet the following eligibility requirements:

- 12 yrs and under at December 31<sup>st</sup> the year prior and not at High School
- Under 45kg on trial day

This Tournament is divided into four areas:

**Northern Blues:** Huntly, Taupiri, Ngaruawahia, Te Kowhai, Eastern Suburbs  
**Southern Reds:** Melville, Frankton, Raglan  
**Western Greens:** Fraser Tech, Ham Old Boys, Te Rapa  
**Eastern Whites:** Marist, Varsity-Taiohi, Southwell

It is the responsibility of the clubs associated with each team to organise the following:

- Coach
- Nomination of players
- Selection of team

These teams can then be entered into the Invitational Under 45kg tournament.

The purpose of the competition is to give eligible players an opportunity to play rugby above their normal club level – and to aid the selection of the two Hamilton Invitational Under 45kg teams.

The “Goord Cup” shall be presented to the winning team on the final day of the Bowers competition, and all players will be given a ribbon of participation.

**To assist selections for Invitational Under 45kg Hamilton Gold and Hamilton Black teams**, team coaches/managers are asked to bring two complete lists of players names – and beside them the jersey number they will be wearing – which will need to be the same for the whole competition.

The competition is a round robin format, with each team playing the other teams once – over two weekends.

Points will be awarded as below. The winning team will be the team with the most points at the end of the competition.

Win	4 points
Draw	2 points
Loss by 7 pts or less	1 point
Four tries scored	1 point

Should two teams have equal points at the end of the competition; the team who was the winner of the match between the two teams will be declared the winner of the competition.

### **8.5. Invitational Under 45kg**

The Invitational Coaches can select players for this team from the following:

- 4 Gwynne Shield Teams
- 4 Bowers Cup Teams
- Any registered club player

Players are to meet the following criteria:

- 12 yrs and under at December 31<sup>st</sup> the year prior and not at High School
- Under 45kg on trial day

Invitational Under 45kg selection – Approx. 50 players to be selected / nominated from Gwynne Shield and Bowers teams, a trial game to be played to select Gold and Black squads.

- Coach / selectors of Invitational Under 45kgs Gold squad have the first choice of 22 players
- All players must have filled out a NZRU player registration form
  
- - Players selected for any representative team shall be available for the duration of the tournament.
- - No private sponsorship of teams that requires additional branding or advertising to be displayed while representing the WCJRB at tournaments or official engagements is permitted.

### **8.6. Hamilton East / West Under 13 Open Weight Teams**

Eligibility

All players must be NZRU registered and affiliated to either a Waikato Central Junior Rugby or Waikato Wide Club.

All players must be either 12th or 13th grade players only. No high school players (i.e: no 12 year olds or 13 year olds who attend high school).

### **8.7. Fixtures**

All fixtures times, dates, venues and method of travel will be advised by WCJR, once known.

### **8.8. Gear**

The WCJR will supply a tracksuit, a jersey and socks for each representative team. Players are required to supply their own boots and shorts.

Coaches and Managers are responsible for ensuring the gear is well looked after and no article is lost.

A ball of good quality will be provided for match play, and 2 or 3 practise balls.

Black shorts are to be worn when playing in Gwynne Shield, Bowers Cup and Invitational Under 45kg Tournaments.

### **8.9. Precedence of Games**

Club games are to take precedence over any game for any representative team under the control of the WRU / WCJR.

### **8.10. Weight for Trials**

- Gwynne Shield: - less than 57kg on the day of the trial.
- Bowers/Goord Cup: - less than 45kg on day of trial.
- Invitational Under 45kg: - less than 45kg on day of trial.

### **8.11. Rep Team Fees**

Player Rep fees must be paid up in full one week before opening day of the tournament. If not, the player must not be allowed to represent these teams.

## **Rippa Rugby Rules**

- 9.1 Starting Play (pg 31)
- 9.2 Free Pass (pg 31)
- 9.3 Ripping (Tackle) (pg 31)
- 9.4 Knock On (pg 31)
- 9.5 Offside (pg 32)
- 9.6 Passing The Ball (pg 32)
- 9.7 Kicking (pg 32)
- 9.8 Advantage (pg 32)
- 9.9 Going To Ground (pg 32)
- 9.10 Full details of Rippa Rugby Rules (pg 32)

### **9.1. STARTING PLAY**

One team start/restarts the match from the centre of the field with a free pass.

When a try is scored, the non-scoring team starts at the centre of the field with a free pass.

### **9.2. FREE PASS**

To make a free pass, the player taking the pass starts with the ball in two hands. When the referee calls "Play", the player passes the ball backwards to a member of their own team.

The opposition team must remain five metres back from the free pass. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.

A free pass is also used to restart play on any turnover of possession, or at any other time that play has halted and needs to be restarted.

If the ball is carried out of the field of play, the game is restarted with a free pass to the non-offending side. Free passes cannot take place less than five metres from the try line. The free pass is taken from the point where the ball went out.

A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as a forward pass, an offside or for not returning the flag to the ball carrier.

### **9.3. RIPPING (TACKLE)**

To complete a 'rip' one of the two flags from the ball carriers belt must be removed. The only person who can be ripped is the ball carrier.

The ripper stops, holds the flag above their head and shouts "RIP!"

The ball carrier must then pass the ball immediately (within three strides is a good guideline). He or she does not have to stop, return to the mark or roll the ball between their legs.

Remember, six rips in a row leads to a turnover in possession.

After the ball carrier has passed the ball the ripper must hand the flag back to the player who then reattaches it to their belt before they rejoin play.

If either of these players doesn't adhere to this, they will be penalized, and a free pass awarded against them at the place of the infringement.

### **9.4. KNOCK ON**

When a player knocks the ball to the ground towards the opponents' try line, a free pass is awarded to the non-offending team unless an advantage can be played.

### **9.5. OFFSIDE**

Offside only occurs at the rip. When a rip is made, all players from the ripper's team must get back until they are behind where the rip was made. Failure to do so results in possession changing to the opposition team and the game resumes with a free pass.

If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

### **9.6. PASSING THE BALL**

The game has been designed to encourage passing. The ball can only be passed in a sideways or backwards direction. There are no forward passes and it cannot be handed to another player.

A free pass to the opposition will be the result of either occurring.

### **9.7. KICKING**

There is no kicking of any kind in Rippa Rugby.

### **9.8. ADVANTAGE**

Not stopping the game when an infringement happens is called 'advantage'.

Referees should play 'advantage' to the non-offending team if there is any chance that they may get the ball.

The referee should call 'advantage' followed by 'play on'. If no advantage occurs play restarts with a free pass.

### **9.9 GOING TO GROUND**

If the ball carrier goes to ground or a player dives on the ball, a free pass is awarded to the opposition. Players can dive for a try or dive on the ball for a try.

### **9.10. FULL DETAILS OF RIPPA RUGBY RULES**

Full details of the Rippa Rugby Rules are located at the NZ Rugby website: [www.nzrugby.co.nz](http://www.nzrugby.co.nz).



## Rip Rugby – Quick Rip Rules – Under 9yo

- 10.1 Playing Area (pg 33)
- 10.2 Duration of Play (pg 33)
- 10.3 Number of Players (pg 33)
- 10.4 Substitutes (pg 33 & 34)
- 10.5 Referees (pg 34)
- 10.6 The Rip Belt (pg 34)
- 10.7 Attackers (pg 34)
- 10.8 Defenders (Rippers) (pg 34)
- 10.9 Starting Play (pg 34)
- 10.10 Free Pass (pg 34)
- 10.11 Rip (pg 35)
- 10.12 Knock On (pg 35)
- 10.13 Offside (pg 35)
- 10.14 Passing the Ball (pg 35)
- 10.15 Kicking (pg 35)
- 10.16 Advantage (pg 35)
- 10.17 Going to Ground (pg 36)
- 10.18 The Scrum (pg 36)
- 10.19 The Lineout (pg 36)
- 10.20 Fair Play (pg 36)

### 10.1. PLAYING AREA

- (i) The playing area will be approximately 70 metres in length and approximately 40 metres in width.
- (ii) The playing area will be clearly marked.
- (iii) The seven players on a team and the referee will be the only people entitled to be on the playing area
- (iv) during a game. Coaches, substitutes and spectators must not be on the playing area during a game.

### 10.2. DURATION OF PLAY

- (i) A game is made up of four quarters of five minutes each. 20 minutes in total. (Small Blacks follow duration from Development model).
- (ii) There will be a one-minute interval at each quarter for substitutions.
- (iii) After half time the teams will change ends.
- (iv) A quarter can only end at the next stoppage in play.
- (v) A half cannot end on a penalty. If a penalty is signalled, the team awarded the penalty shall be entitled to a free pass and the game will continue until the next stoppage in play.
- (vi) A rip is not a stoppage in play.

### 10.3. NUMBER OF PLAYERS

- (i) The game is played between teams of equal numbers of players.
- (ii) Teams are to be seven per side.
- (iii) Except in the case of injury or a sending off, every player must play at least two quarters of each game.

### 10.4. SUBSTITUTES

- (i) Substitutions must be made at quarter time except in the case of injury defined in 10.4 (ii).
- (ii) An injured player can be substituted but only once the injured player has left the playing area. Any substitution of an injured player must be approved by the referee, and an injured player who has been substituted cannot re-join the game.

- (iii) Players who are substituted at any quarter time may re-join the game when replacing an injured player under Rule 10.4 (ii)

#### **10.5 REFEREES**

- (i) The referee for each match will be agreed upon and appointed by the two teams.
- (ii) The referee should have a whistle.
- (iii) The referee will shout, "PASS!" when a rip has been made, and "TURNOVER!" after a fourth rip.
- (iv) The referee will blow the whistle to signal the start of the four quarters or when play is to stop.
- (v) The referee will signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team.

#### **10.6 THE RIP BELT**

- (i) The belt is adjusted to fit the waist of the player and fastened so that two flags hang — one from each side.
- (ii) Velcro attaches the flags so they are positioned on each hip.
- (iii) Care needs to be taken to ensure that for safety the tail of the belt is tucked away.
- (iv) Each team is distinguished by the colour of the flags they wear.
- (v) The belt must be worn outside the clothing, shirts tucked in and flags free so they can be ripped off.
- (vi) If a player accidentally loses a flag when they have the ball, the game will be stopped to allow the player to replace the flag. Once the flag has been replaced the game will restart with a free pass by the player in possession. The stoppage will not count towards the rip count.

#### **10.7 ATTACKERS**

- (i) The ball carrier cannot fend defenders off using their hands, or the ball.
- (ii) The ball carrier cannot guard or shield their flags in any way. A player can spin once (360) in a movement (no helicopters).

#### **10.8 DEFENDERS (RIPPERS)**

- (i) There is no contact in Rip Rugby. Defenders (Rippers) ripping the flag off the belt of the ball carrier stops the ball carrier's progress.
- (ii) Defenders (Rippers) cannot physically touch the ball carrier.

#### **10.9 STARTING PLAY**

- (i) One team start/restarts the match from the centre of the field with a punt kick. (Some Small Blacks grades should start with a tap and pass).
- (ii) Kick must travel in a forward direction 5 metres minimum.
- (iii) Kick not making the 5 metres – free pass on halfway to the receiving team.
- (iv) When a try is scored, the team that scored starts at the centre of the field with a punt kick.

#### **10.10 FREE PASS**

- (i) To make a free pass, the player making the pass starts with the ball on the ground, moves the ball slightly forward using the side of their foot, then picks up the ball and passes the ball backwards to a member of their own team. The player who taps the ball MUST pass and cannot run with the ball.
- (ii) The Defenders (Rippers) must remain five metres back from the player making the free pass. They cannot start moving forward until the ball leaves the hands of the player making the free pass.
- (iii) A free pass is used to restart play at any other time that play has halted and needs to be restarted other than with a lineout or scrum.
- (iv) Free passes cannot take place less than five metres from the try line.
- (v) A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as an offside or for not returning the flag to the ripped player. A free pass or kick for touch as in normal rugby applies here.

### **10.11 RIP**

- (i) To complete a rip one of the two flags from the ball carrier's belt must be removed.
- (ii) The only person who can be ripped is the ball carrier.
- (iii) The Defender (Ripper) must stop, hold the flag above their head and shout "RIP!"
- (iv) The ball carrier must then pass the ball immediately (within three strides). He or she does not stop, return to the mark or roll the ball between their legs.
- (v) Four rips in a row leads to a turnover in possession.
- (vi) After the ball carrier has passed the ball the Defender (Ripper) must hand the flag back to the player who then reattaches it to their belt before they re-join play. If either of these players doesn't adhere to this, they will be penalised, and a free pass will be awarded to the nonoffending team at the place of the infringement.
- (vii) If a player is ripped before the try line and doesn't pass before they get over the line, they restart play five metres out from the try line with a free pass.
- (viii) Restarting the rip count occurs when there is a turnover or when either team is penalised.
- (ix) If a player accidentally loses a tag when they have the ball, stop the game, replace the tag and restart with a free pass.

### **10.12 KNOCK ON**

- (i) 12.1 When a player knocks the ball towards the opponents' try line and does not regain control of the ball before it touches the ground, another player or the referee, a scrum is awarded to the nonoffending team unless an advantage can be played.

### **10.13 OFFSIDE**

- (i) Offside only occurs at a rip.
- (ii) When a rip is made, all players from the Defender's (Ripper's) team must get back until they are behind where the rip was made. Failure to do so, results in a free pass to the team in possession and the rip count will restart at zero.
- (iii) If a player is offside and they intercept, prevent or slow down a pass, they will be penalised and a free pass will be awarded to the non-offending team, unless an advantage can be played.

### **10.14 PASSING THE BALL**

- (i) The ball can only be passed to the ball carrier in a backwards direction.
- (ii) Attackers must not pass the ball forward; towards the Defenders' (Rippers') try line.
- (iii) Attackers cannot hand the ball to another Attacker.
- (iv) A scrum will be awarded to the opposition if an Attacker passes the ball forward or hands the ball to another Attacker.
- (v) If the ball is not caught to conclude a pass but is not knocked on, play can continue.

### **10.15 KICKING**

- (i) There is kicking in Rip Rugby.
- (ii) If you are 'Ripped' – you cannot kick the ball.
- (iii) If a kick in general play crosses the dead ball line, it is a free pass at the mark from where the kick was made.
- (iv) Normal offsidings from kicking situations apply.
- (v) There are no conversions or shots at goal.

### **10.16 ADVANTAGE**

- (i) Not stopping the game when an infringement happens is called 'advantage'.
- (ii) Referees should play 'advantage' to the non-offending team if there is any chance that they may be advantaged by there being no stoppage in play, for instance if the team gets the ball or retains the ball in circumstances that are more favourable than if a free pass was called.
- (iii) The referee should call 'advantage' followed by 'play on' if an advantage is deemed by the referee to occur.
- (iv) If no advantage occurs within a reasonable period play restarts with a scrum, penalty or free pass.

### 10.17 GOING TO GROUND

- (i) Subject to 17.2, if the ball carrier intentionally goes to ground or a player dives on the ball, a free pass is awarded to the opposition.
- (ii) Players can dive for a try or dive on the ball for a try.

### 10.18 THE SCRUM

- (i) These consist of three players from each side.
- (ii) No pushing – win your own ball.
- (iii) Follow the ref's calls to 'crouch – bind - set'.
- (iv) Both halfbacks must stand next to the scrum and can't advance past the middle of the tunnel.
- (v) Players who are not in the scrum and who are not the team's halfback, are offside if they remain in front of their offside line or overstep the offside line which is 5 metres behind the hindmost player of each team in a scrum.

### 10.19 THE LINEOUT

- (i) If the ball is carried or kicked out of the field of play, the game is restarted with a lineout with the non-offending side throwing the ball in.
- (ii) The lineout must consist of three forwards from each team and a scrum half.
- (iii) One player throws the ball in; other players jump for the ball.
- (iv) There is no lifting the jumper in Small Blacks grades.
- (v) The player catching the ball should hopefully pass it back to the player that threw it in as they run round to
  - (i) pass to the backs, but usual lineout law applies.
  - (vi) For players not taking part in the lineout, the offside line is 5 metres behind the line of touch or their goal
    - (ii) line, if that is nearer.

### 10.20 FAIR PLAY

- (i) All players must play games in a positive spirit following the principles of good sportsmanship.
- (ii) In instances of verbal abuse, physical abuse, poor sportsmanship, intentional offending, persistent reoffending or any other offending, a referee may send a player from the playing area.
- (iii) If a player is sent from the playing area by the referee under (ii) they must remain off for the remainder of that game. However, that player can be replaced by another player who has not been sent off.
- (iv) There shall be no intentional physical contact between players.