

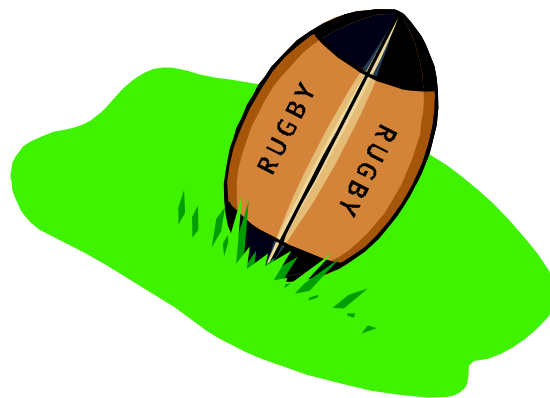
Waikato Central Junior Rugby

(trading as Hamilton Rugby Union Junior Board)

Constitution and Rules

Web site: www.wcjr.org.nz

Revised Date: 1 February 2016



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. This shall include the selection of representative teams and the subsidising of travel costs of such teams.

1.3. Membership

Membership is open to all registered rugby clubs and schools in the Hamilton, Central, East and North Waikato and Te Awamutu Rugby Unions / Regions - and other interested persons.

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 Annual General Meeting (AGM), 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 Committee. No person shall hold more than one position on the WCJR Executive committee. All members of the Executive Committee, Weigh In Committee and Representative Convenor to be entitled to an honorarium. This honorarium is to be set at the AGM.

Note: **Weigh In Convenors** is plural

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.
- (vi) Ensure that elected delegates supply a register of their clubs or school's officials and coaches and team lists.

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 written notice, signed by at least ten (10) members of the WCJR, be handed to the Committee, 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), all of whom must be associated to a Registered Rugby Club or School in the Waikato Rugby Union, and / or be other interested persons.
- (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 handled.

1.12. Trophies

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

- 13th Grade Championship – Deighton Memorial Cup
- 12th Grade Championship – K. Dormer Cup
- 11th Grade Championship – HRU Cup

1.13. Draws Sub-Committee

(i) A Draws Sub-Committee will be chaired by the Draws Convenor and comprise of:

- Draws Convenor
- Webmaster (if not Draws Convenor)
- Weigh In Convenor
- Member
- Member

(ii) The sub-committee will bring to the WCJR Board recommendations on the following matters for approval or delegated authority:

- To ensure a draw is prepared
- Decide on number of grading games
- Decide on makeup of pools in each grade once grading games are completed
- Number of teams per pool
- Number of pools per grade
- Decide on the makeup of the semi-finals teams and draw
- Advise on rules / disputes / queries in respect to the draw

Grades

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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 1st January. The grading list shall be set each year by the WCJR.

2.2. Weight and Ages

Age taken as at 1st of January

- 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 40kg , 9 years old under 30 kg
- 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 45 kg
- 13th grade: 11 years old open weight, 12 years old under 75 kg, 13 years old – under 60 kg

Aaron Hopa Trophy: 11 years old open weight, 12 years old under 75 kg, no high school players, 5 dispensations with only 3 players on field, players must be from own club; if teams cannot meet these conditions they forfeit to the next eligible team.

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. 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.

All dispensated players in all grades must wear bright orange coloured socks. These are not provided by the WCJR.

- (iv) For the 6th 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) For the 13th Grade:

- Maximum 5 dispensated players per team
- Up to 3 dispensated players on the field at any one time
- 13 years olds in Year 8 at school – may be eligible for dispensation
- The WCJR Competition is for players in year 8 and below.

- (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 11th to 13th Grades 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.
 - Number of players in team

Entering a Team

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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 recognised by the WCJR.
- (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 new players from the 2008 season onwards are to have a photocopy of birth date verification attached to their player ID sheet. Any current players requiring a new players ID sheet will also need to meet this requirement.
- (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 transferring with 4 weeks of the semi-finals will be ineligible to play in any semi-finals or finals.

3.2. Grading

All Player Identification Sheets will have the grade the player is to play in entered onto it by a member of the Weigh in Committee at the time of weigh in, or other such person recognised 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 alphabetical order giving full name, age as at 1st January and weight as per the weight listed on player I.D. sheet onto the "WCJR Team List" spreadsheet.
- (iv) Copies of team lists shall be sent to WCJR Weigh In Convenor no later than the date stated by the WCJR committee.
- (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 Committee 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 Convenor.
- (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 Convenor 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 with a current referee card as proof – 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 20th 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.

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.

3.6 Weigh In Player Register

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.

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4.1. Season Dates

- (i) The WCJR season will finish on or by the last weekend of August 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

- (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 above is missing for the 13th, 12th or 11th grades, 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
- (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 players, any points earned during the game shall be awarded to the opposing team. The offending team shall also lose 4 points.
- (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 Weigh-In 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.
- (viii) Any team which defaults in the competition grade should have the score recorded as a 50 point win to the opposition.
- (ix) The winning team for a blow-out score wins by 50 points.

4.3. Semi-finals

- (i) In the competition grades the places for the teams to make the semi -finals will be decided upon by their place in the results standings for their pool. This is based upon competition points, then points differential. If still tied, it will then be decided by who beat who in their match. If still tied, the count-back will go to the team with the most points scored, followed by the least points conceded. If still tied, it will go to the number of bonus points gained. If still tied, a toss of the coin will decide.
- (ii) Any players weighed in within 4 weeks of the semi-finals cannot play in the semi-final / finals (see 3.1.viii)
- (iii) Semi finals: a winner has to be found

In the case of a drawn match at full time, the following will apply:

- a) 5 minutes extra time each way will be played
- b) If no winner is found after this time the winner will be found by the team who has scored the most tries in the game.
- c) If no winner is found after this the winner will be the team who scored the first try in the match.
- d) If at this time no winner is found the winner of the match will be the team who won the previous match in the main round
- e) If there is still no clear winner / decision the winner will be decided by the toss of a coin.

4.4. Finals

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.

4.5. Defaults

- (i) The minimum number of players required by a team to contest a game is as follows:
 - 13th, 12th and 11th Grades : 15 players
 - 10th, 9th, 8th Grades: 10 players
 - 7th and 6th Grades: 7 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. Both coaches must sign each other's team book with the words "WON BY DEFAULT" (or) "LOST BY DEFAULT".
- (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 Coach or Manager
 - Contact the Convenor of the Draws Committee

- (vi) 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.

4.6. 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.

4.7. Competition Grade Uniforms

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

4.8. 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.**

4.9. 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

4.10. Player Identification Sheets

- (i) 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
- (ii) 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.

4.11 Coach / Manager Identification Sheets

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

4.12. Roping Off of Fields

All fields must be roped off for competition grade games.

4.13 6th Grade WCJR / NZRU playing rules

The 6th 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

- 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

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 7th Grade is a Non-Competition Grade and played in accordance with the rules of Rippla 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

- 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

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 8th Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field

- 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

Conversions: Drop kick or punt taken from in front of posts

- No points

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: 5 man 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 man 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.

Penalties: Tap and pass by non-offending side

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 9th Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field

- 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

Conversions: Drop kick or punt taken from in front of posts

- No points

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 man 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 man 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.

Penalties: Tap and pass by non-offending side

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 10th Grade is a Non-Competition Grade

Ball Size: Size 3

Field Size: Half full field

- 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

Conversions: Drop kick or punt taken from in front of posts

- No points

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 man 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 man 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.

Penalties: Tap and pass by non-offending side

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 11th Grade is a Competition Grade

Ball Size: Size 3

Field Size: Full field

Time: 25 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers *
- 14 players or less means a default

Substitutions:

- 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 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- No Contest or Pushing
- Number 8 is allowed to run off the back of a scrum provided they are not a dispensated player
- 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.

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.

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 personal 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.

* *Even numbers:*

Teams must start with 15 or more players.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury and the 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.

4.19. 12th Grade NZRU playing rules

The 12th 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 *
- 14 players or less means a default

Substitutions:

- 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 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- 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.

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 personal 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.

* *Even numbers:*

Teams must start with 15 or more players.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury and the 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.

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4.20 13th Grade WCJR/NZRU playing rules

The 13th Grade is a Competition Grade

Ball Size: Size 4

Field Size: Full field

Time: 30 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers *
- 14 players or less means a default

Substitutions:

- 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 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- 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.

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 personal 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.

* *Even numbers:*

Teams must start with 15 or more players.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury and the 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.

Notes for Coaches

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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 8th Grade up) must have an associate referee (with a current valid referee card) 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

One results sheet is required per competition grade per game.

Books of results sheets are available through your Club Delegates.

When filling out your results sheet please ensure the following is observed:

- Use team's full name and put players in surname alphabetical order (the same order as the registered team sheet). Coaches are to add the jersey number next to the player's name.
- Use opposition's full name

- State correct date, ground, time
- Show results clearly. Home team to be listed first
- Obtain referees OR coaches' signature on results sheet – after the game

Failure to do so will result in rejection of the team sheet.

A coach has the right not to sign the team sheet after the game if there are any disputes arising during the game which may affect the result of the game. In this event, the coach must advise the Club Delegate of the dispute, so this can be put in writing to the WCJR Secretary AND Weigh In Convenor – within 3 days of the game being played.

5.5. Disputes

All disputes must be in writing and shall be forwarded in writing to the Secretary and a copy to the Weigh In Convenor within three 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 bring the matter up before the WCJR, 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 (11th to 13th grades) and for adults involved at all grades, this process will be overseen by the Waikato Rugby Union Judicial Committee. For players in the non-competition grades (6th to 10th grades) the disciplinary process will be overseen by the WCJRB 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.

Draws and Results

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6.1. Draws

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

<http://draws.nzrugby.co.nz/competitions/Fixtures.aspx?Provincial=2530&Name=Waikato%20RFU>

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.org.nz) shall be the official and authoritative depository for all draws. In event of any late changes been 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.org.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 in two forms:

- (i) Competition Grade results shall be submitted electronically/verbally to the Draws Convenor or the Web Master within 48 hours of the completion of the game. This should be done preferably by email, or alternatively by an SMS text, or by a phone call.
- (ii) The competition grade team sheets also must be delivered to the Weigh-In Convenor by midday Wednesday immediately after completion of the game and must clearly show the results of the game. 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

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7.1. 10-Aside Tournament Rules

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– Ripa 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) **Scrum**s - 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 REFERESS 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.**

Representative Teams

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8.1. Teams & Tournaments

The following representative teams represent the WCJR:

- The Hamilton Goldfields Team (U13 / U45 kg's)
- The Hamilton Gold / Hamilton Black Bowers Cup Teams (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 60 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, Whitiara, Frankton, Nawton, Rotokauri, Rhode St, St Columbus, St Peters Chanel, Whatawhata, Te Kowhai, 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 Anthonys, Glen Massey, Pukemiro, Waingaro, Ohinewai, Waiterimu, Waerenga, Rototuna, Orini, Horsham Downs, Kimihia, Huntly West, Puketaha, Gordonton, Ruawaro

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

8.4. Goord Cup

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

- 12 yrs and under at January 1st 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

This team can then be entered into the Goord Cup 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 Bowers Cup teams.

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

Competition Rules:

1. All teams (22 players only) will be weighed on the Opening Day of the competition
2. All **players must be U45kg** (if over 45kg – they will not play)
3. All players must be 12 yrs and under at January 1st
4. Players **must not** be attending High School (up to Year 8 only)
5. Games will be 25 minutes each way

To assist selections for Bowers 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. Bowers Cup

The Goord Cup Tournament is used by the two WCJR Bowers Cup Coaches to select their teams under the following criteria:

- 12 yrs and under at January 1st and not at High School
- Under 45kg on trial day

The two Bowers Cup teams are selected from the following teams:

Hamilton Gold: Northern Blues & Eastern Whites

Hamilton Black: Southern Reds & Western Greens

8.6. Goldfields

The Goldfields Coach can select players for this team from the following:

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

Players are to meet the following criteria:

- 12 yrs and under at January 1st and not at High School
- Under 45kg on trial day

Goldfields selection – Approx. 50 players to be selected / nominated from Gwynne Shield and Bowers teams, a trial game to be played to select A and B squads.

- Coach / selectors of Goldfields A squad have the first choice of 22 players
- If a players in the A squad is injured or withdraws, a replacement player can be selected from the B squad if required
- All players must have filled out a NZRU player registration form

8.7. 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).

8.8. Fixtures

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

8.9. 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 3 or 4 practise balls.

Black shorts are to be worn when playing in Gwynne Shield, Bowers Cup and Goldfields Tournaments.

8.10. Precedence of Games

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

8.11 Weight for Trials

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

8.12. Rep Team Fees

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

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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.