

Grassroots Trust 13th Grade Championship Rules

27.1.17

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1 Objective

The main object of the Grassroots Trust 13th Grade Championship is to showcase the pinnacle of our Junior Club Rugby, unite Waikato Junior clubs and provide a long life love of the game.

2 Eligibility

All Clubs affiliated to the Waikato Rugby Union are entitled to enter a team subject to the terms and conditions (rules) specified.

Teams will still be required to comply with their own Club rules and regulations

3 Committee

The Championship will be run and administered by the Waikato Rugby Union with the assistance of a selective committee.

The Waikato Rugby Union may at its discretion co-opt members from Junior Clubs to assist with the competition.

4 Rules

This competition shall follow the rules within this document.

5 Rule Changes

Any changes to these rules may be made by the WRU in consultation with the 13th Grade Committee. All member bodies of the WJAB shall be advised of any changes as soon as practicable.

6 Trophies

The WRU Championship will offer trophies for the following:

- Overall winner- Kukri Cup
- Challenge trophy-the Aaron Hopa Trophy (Ranfurlly Shield type competition, but shall be played for both home and away)
- Top finishing Country team (at end of Round Robin) Waikato Wide teams
- Top finishing City team (at end of Round Robin) Waikato Central Teams

7 Draws

The draws and results will be collated by the WRU. There will be semi-finals if the length of the season and number of teams entered permits.

8 Tabulation of Weights and Ages

This will be done in the same manner as and when Clubs require for all other Junior Grades
All correct ages, birth dates, weights and photo must be entered on a 'Player Identification Sheet'
Photocopy of birth certificate should be with the 'Player Identification Sheet'

To compete in this competition the following weights and ages shall apply;

Age taken as at 1st January of Competition year

No High School Players, this includes year 9s

11 years old – open weight

12 years old – under 75kg

13 years old – under 60kg

Weigh –ins will be carried out as per the teams local sub-association rules, however the “1st time weight “rule must be applied.

Any conflict regarding a player’s weight will be dealt with by the WRU and their decision is final.

9 Dispensations

All dispensations to the table of weights are at the discretion of the WRU 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.

The Coach will be issued with a slip signed by the WRU and the convenor of the local Weigh in Committee for any player allowed a dispensation.

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 must wear bright orange coloured socks. (Or distinctive alternative) These are not provided by the WRU.

The following rules regarding Dispensations shall also apply;

- 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

- (i) Any dispensation may be revoked by the WRU at any time.
- (ii) 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 WRU.
- (iii) No dispensated player may, in the first phase of play from a penalty/free kick or No. 8, receive a ball and take it up at pace. Taking up in general play accepted.

(iv) 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
- Number of players in team

10. Game Playing time

- 30 mins each half

11. Minimum player game time

- Every player must take field for at least 2 quarters of a game.

12. Entering a Team

Teams must be entered in this Competition by **6th April** of the current year.

13. Challenge Trophy ‘Aaron Hopa Trophy’ Rules

- 1) The trophy is played for when the holder is playing both home and away games.
- 2) In the case of a draw, the current holder will be deemed to continue to be the holder.
- 3) The trophy is played for during the entire round robin round.
- 4) The trophy is not played for in semi-finals or finals.
- 5) The last holder at the end of the round robin is deemed to be the season winner and can have their name engraved on the trophy.
- 6) The trophy must be on prominent display when after match speeches are being done.

The holder of the challenge trophy from the previous season will be the holders at the start of the following season. In the case of this team not entering for a particular year, the holder will be drawn from a ballot.

This is currently held by Kihikihi from 2016 season.

APPENDIX 1.

13TH GRADE RULES

For any breaches of the Championship Rules please refer to the sanctions on page 12

1. Points
2. Championship
3. Venues
4. Game Time Changes
5. Default
6. Results
7. Quarter, Semis and Finals
8. Finals Day
9. Registrations
10. Transfers
11. Player Eligibility
12. Protests
13. Club Responsibilities
14. Judicial - Disciplinary Hearings
15. Sanctions the Judicial Committee may impose

1. POINTS

The competition points for 13th Grade competition grade will be:

- four (4) points for a win
- Five (5) points for a default to the opposition.
- two (2) points for a draw
- one (1) point for scoring four tries or more
- one (1) point for a loss by seven (7) or fewer points
- Zero (0) points for a loss by more than seven (7) points.

Note: It is important to write down tries on your score sheet, this important for bonus points.

- a) If two (2) or more teams are equal on points the rule of "who beat who" will apply.
 - i) If only two (2) teams are involved the team that won when they last met will be regarded as the higher ranked team of the two.
 - ii) If three (3) teams or more are involved the-who beat who rule will apply if one team has beaten all the other teams on the same points or if one team has lost to all the other teams on the same points.
- b) If the-who beat who rule cannot be applied, the ranking of the teams will be decided by the point's ratio involving the points FOR in relation to points AGAINST during the games in the previous round.
- c) In the event of a tie in the same competition, the rankings of the teams will be decided by the point's differential system, involving the points FOR minus points AGAINST, will apply.
- d) If two (2) teams or more are still equal then the team which scored the greatest number of tries will be ranked highest.
- e) If two (2) or more teams cannot be separated by these rules, a toss of the coin will apply.

2. Championship

To compete in this competition the following weights and ages shall apply;

- a) Age taken as at 1st January of Competition year
No High School Players, this includes year 9s at Primary
- b) 11 years old – open weight
- c) 12 years old – under 75kg
- d) 13 years old – under 60kg
- e) **All players are to have Player Identification Forms completed before the player takes the field.** Player Identification Forms and photocopies of Birth Certificates are to be taken to every match (in team book) by team management and be available for opposition management to view before commencement of a match, or by an independent club competitions committee member at any time. Players who are dispensated will be highlighted. Copies of all player IDs to be held by the Waikato Rugby Union.

3. VENUES

a) Changes of venues

Applications for changes to scheduled venues must be made to the Community Rugby Co-Ordinator in writing/email by both clubs involved no later than 10 days prior to the match being played. Confirmation of venue change will be notified to clubs.

b) Ground Closures

Requests from the Hamilton City Council and/or other District Councils for venue changes may occur due to inclement weather conditions. These changes will be published on the www.draws.nzrugby.co.nz website as soon as they are approved. Please note that the draw as published in the Waikato Times may not be accurate and it is the responsibility of team management to check for changes of venues.

4. GAME TIME CHANGES

Games are to be played at the time set by rules of the club competitions committee. Should a time change be required the WRU administrator must be notified in the first instance and both clubs must agree to the change. This must be done by Thursday 5pm before the game.

5. DEFAULTS

- a) Any team intending to default their game must inform the Community Rugby Co-Ordinator at Waikato Rugby Union (via fax/phone/email) by midday on Friday prior to the scheduled game.
- b) Any club who fails to notify of their default within the scheduled time will be subject to a fine of \$150. This fine will only be excused in the case of exceptional circumstances.
- c) A second default by a team after the scheduled time and subsequent defaults thereafter will result in a fine of \$250.
- d) All matches shall commence at the time and at the venue as per the published draw.
- e) Five (5) competition points will be awarded for a default to the opposition (except Junior non-competition grades).
- f) The reason for fines is due to bus, referee and hospitality bookings being confirmed.

6. RESULTS

- a) All team sheets must be fully completed, including results and referees signature, and must be sent only by email or fax 07 838 1713 to the Community Rugby Co-Ordinator by midday Monday immediately after the match.
- b) Technical default - Front row players **must be identified on your team sheet.**
 - i) The table below indicates the numbers of suitably trained and experienced players available for the front row when nominating different numbers of players.

Number of Players	Number of suitably trained and experienced players
15	Three players who can play in the front row
16, 17, 18,19,20	Three players who can play in the front row
21	Four players who can play in the front row
22	Five players who can play in the front row

- ii) Each player in the front row and any potential replacement(s) must be suitably trained and experienced.
- iii) When 21 or 22 players are nominated in a team there must be four or five players respectively, who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.
- iv) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

7. SEMIS AND FINALS

In all the 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 the coin.

Finals: Rules used in semi-finals to find winners will apply in finals.

Final Round Venues

The venues of the semi-finals will be based on the final rankings of the teams at the end of the round robin with the home advantage being given to the higher ranked team.

8. FINALS DAY

The 13th Grade final will be a curtain raiser to the **1st National Provincial home game**, of the season, depending on the draw.

9. REGISTRATIONS

- a) No player(s) may take the field in a competition controlled by WRU unless they have completed the registration process.

A player(s) is deemed to have complied with the above when his/her completed NZRU registration form is received by the Community Rugby Administrator at the WRU in hard copy format via fax or email, prior to midday on the first working day after the match that the player(s) is scheduled to play. The onus is on the sender to ensure that the registration sent by fax or email is received by WRU. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the WRU holds a hard copy of the NZRU registration form. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a current NZRU registration form.

- b) **During Season**

Any player(s) can be registered for a team, provided the completed NZRU registration form is received by the Community Rugby Co-ordinator at the WRU in hard copy format via fax or email, prior to midday on the first working day after the match that the player(s) is scheduled to play. The onus is on the sender to ensure that the registration sent by fax or email is received by WRU. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the WRU holds a hard copy of the NZRU registration form. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a current NZRU registration form.

- c) All registration forms must be in the hands of the Waikato Rugby Union before the **second playing day** of competition. Players joining club/team after the second playing week must have a completed registration form at the WRU by Friday of that week.

10. TRANSFERS

- a) Each year, players may register at the club of their choice. Movement between clubs outside of the club rugby competition window, both between unions and within WRU is a player's right and the player may not be prevented from transferring by the club with whom they last played. Arrears of subscriptions and other monies is a civil matter between the club and player and may not be used to prevent a player from changing clubs.
- b) Any players transferring to a WRU club from outside the Union after the first competition game must complete a new NZRU registration form and the new club must request the transfer electronically via the NZRU database. The Community Rugby Manager of the WRU will consider the transfer and the player concerned shall be stood down from all rugby until the transfer is approved. It is the responsibility of the player and the new club to facilitate the release from the existing club; otherwise this process can take up to 14 days.

All player transfers to clubs within the WRU after the first competition game must gain the approval of the WRU. Any player is ineligible for a transfer to another club within WRU after the second playing week, unless there are extenuating circumstances as approved by the WRU.

A player transferring before the 2nd playing week must complete a new NZRU registration form and must notify WRU Community Rugby Co-ordinator.

The WRU will request the transfer electronically via the NZRU database.

The WRU will consider the transfer and the player concerned shall be stood down from all rugby until the transfer is approved.

Player Transfers approved by WRU after the second week of the competition will have a three (3) week stand down period from all rugby.

In the case of a combined team, players register with their club, but state the combined team name.

11. PLAYER ELIGIBILITY

- a) To play in semi-finals and finals:

The player must be seen as a regular member of a team within that club and must have played more than 50% of games for that club in the current season before the semi-finals.

- b) In the case of a “returning player”, whether it be from Overseas or outside WRU, if the player has a proven history for that particular club they may be given dispensation for all games at the discretion of the WRU.(except semis and 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 WRU.

12. PROTESTS

Any protest must be in writing accompanied by any appropriate documentation to the Community Rugby Co-ordinator by midday Monday immediately after the match.

13. CLUB RESPONSIBILITIES

13th grade teams will provide an applaud manager per team for their match (applaud vests will be supplied by WRU) These managers are responsible for their own teams supporters.

Coaches, managers and reserves will position themselves in technical boxes (outlined by the home club) or behind the post.

- c) **Crowd Control**

The Home Club is required to erect barriers for crowd control if there are no permanent barriers.

- The Home Club is responsible for keeping spectators and team reserves behind the crowd control barriers.
- Only two water persons and team medic may be inside the barrier.
- **This relates to all grades of rugby**
- **Trophies**

The Aaron Hopa trophy must be cared for over the off season and be available for presentation at the first time it is played for, in the new season. If for any reason the trophy is damaged or lost whilst in your clubs possession, the club is liable for the cost of replacement or repair of the trophy

14. JUDICIAL – DISCIPLINARY HEARINGS

TEMPORARY SUSPENSION (“YELLOW CARD”)

A player Temporarily Suspended on two occasions during a playing season shall be advised in writing by the WRU that in the event he is Temporarily Suspended on any further occasion during the same playing season he will be subject to an automatic suspension of one week to be applied from the week immediately following the third Temporary Suspension.

A player Temporarily Suspended on three occasions during the same playing season and having received the notification required shall be automatically suspended to be applied to the next competition match immediately following the match in which the third Temporary Suspension was issued. The WRU will advise of the one week suspension in writing. This automatic suspension is subject to the right of the Player to request a hearing.

If the player and/or his club wish to request a defended hearing, this request must be made within 48 hours after the game following the third sin bin. The process will then follow the same process as for a hearing.

ORDERING OFF (“RED CARD”)

All team members ordered off (red card) in a game for any offence, are automatically stood down for two weeks.

However, the player, his club and/or the referee or the citing officer have the right to request a hearing. This request must be made within 48 hours after the game.

HEARINGS

If a hearing is requested the player is required to attend a disciplinary hearing, held under the authority of the Waikato Rugby Union (WRU).

Hearings will be held at WRU Office on the Wednesday following the game, from 6pm.

All team managers should be instructed to contact their club delegate for advice.

The WRU will fax a copy of the Referee’s Report and any other supporting documents to the player’s club following receipt by the WRU.

APPEAL COMMITTEE

- a) There shall be an Appeal Committee of the Union appointed by the WRU Board. Members of the Appeal Committee must not also be members of the Judicial Board that heard the original case.
- b) Any Club, player, referee or WRU citing officer may appeal to the Appeal Committee within seven (7) days of the decision they are aggrieved by. Such appeal must be in writing and state the grounds of the appeal. Appeals must be accompanied by a fee which will be determined by the complaints review officer. The fee will be refunded if the appeal is upheld.
- c) The Appeal Committee shall review the matter or rehear the case in respect of the decision of the Competitions Committee.
- d) The Appeal Committee shall have the power to reduce, increase or confirm any suspension/penalty imposed by the Competitions Committee.
- e) Decisions made by the Appeals Committee are binding and final.

15. SANCTIONS THE JUDICIAL COMMITTEE/WRU MAY IMPOSE

1. Written warnings:

A letter of censure, addressed to any or all of a player, team management member or club, advising that the Committee has decided that a breach of the rules has occurred and that no further action will be taken in the present circumstances, but warning that any further breaches of the rules, within a specified time limit, will entitle the Committee to take into account the existing breach, when considering the sanction to be imposed in the subsequent breach.

2. Stand down:

A player, team, team management member may be suspended from playing or participating in competition games for a time that the Committee deems appropriate, in the circumstances.

3. Fines:

A Player, team management member or Club may be fined an amount that is, in the opinion of the Committee, appropriate in the circumstances. Failure to pay the fine imposed within a reasonable period of time, as decided by the Committee, may result in additional or alternative sanctions being imposed.

4. Points deduction:

Competition points, for one or more games in the current competition may be deducted from a team, by the Committee, as the result of any Player, team management member or club, breaching the competition rules.

Breach	Rule	Sanctions
Age	2 a,b,c,d,e	Sanction 4
ID	2 f	1 st offence – Sanction 1 2 nd offence – Sanction 3
Defaults	5	As per rule 11
Results	6	1 st offence – Sanction 1 2 nd offence – Sanction 4
Registrations	9 a, b, c	1 st offence – Sanction 2 2 nd offence – Sanction 4
Transfers	10 a, b	1 st offence – Sanction 2 2 nd offence – Sanction 4
Player Eligibility	11	Forfeit the match

Appendix: 13TH Grade Committee 2017

Bill Heslop	Chair-WRU
Paul Martin	WRU –Competition Facilitator
Delegate (TBC)	WCJR
Kevin Alderman	Waikato Wide