



WAIKATO CENTRAL JUNIOR RUGBY

(trading as Hamilton Rugby Union Junior Board)

Constitution and Rules

Web site: www.wcjr.nz

Revised Date: 28th March 2021

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 development of players.

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 (6th, 8th, 10th and 12th Grades)
- Weigh In Convenor (7th, 9th, 11th 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 are to be entitled to an honorarium. This honorarium is to be set at the AGM.

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 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.
- (v) Keep an inventory of the assets and property of the WCJR in a book provided for that purpose. Asset values of over \$500.00 excl gst must be represented as part of the financial reports.

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) 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:

- Alex Henry Memorial 10-Aside Trophy

Grades

- 2.1 Tabulation of Weights and Grades (pg 6)
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- 2.3 Dispensations (pg 6 & 7)

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: 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: 9 years old under 45 kg, 10 years old under 35 kg
- 11th grade: 10 years old under 55 kg, 11 years old under 40 kg
- 12th grade: 11 years old under 60 kg, 12 years old under 50 kg
- 13th grade: 12 years old under 75 kg, 13 years old – under 60 kg

2.3. Restricted Players (Dispensations)

- (i) All dispensations to the table of weights are at the discretion of the WCJR Weigh In Committee and their decision can be appealed. 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 restricted 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 restricted players there are in the team.
- (iv) For the 8th to 12th Grades:
 - No more than five (5) 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 three restricted players can take the field at any one time.
- (v) All restricted players in 8th to 12th grades must wear coloured socks (colour to be specified by the WCJR and may change year to year) . 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 restricted player(s).

- (vi) Any dispensation may be revoked by the WCJR at any time.
- (vii) 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.
- (viii) No restricted 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.
- (ix) In the 12th Grade, teams that have 5 or more restricted players may have these restrictions placed on them for safety reasons:
 - No pushing in scrums.
- (x) 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 – number of years playing
 - Whether already registered and / or playing in a team in a higher grade.
- (xi) 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 7th grade, where it is expected they will be eligible to play 8th grade the following year.

Example: Sarah is 8 and weighs 30kg. Normally she would be graded in 9th grade, but this would enable her to play in 8th grade (maximum weight for a 7-year-old in 8th grade is 35kg). However, if she weighed 36kg, she would need to be dispensed to play 8th 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 13th, 12th and 11th 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.
- (ix) 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.
- (x) 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 warning if reported in a complaint. Failure to produce player identification sheets on the second occasion can result in that team being removed from the WCJR season. 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.
- (xi) 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 31st 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) 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.
- (vi) The Weigh in Convenors will then notify the Draws Convenor of that team’s eligibility to play in the current season.
- (vii) 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.
- (viii) Any additions to team lists shall be notified by the Club to the Weigh In Convenors. Any new players that weigh in for 11th, 12th and 13th Grade must be initialled by a Weigh in Committee member from another club. This process must be done within 24hrs of the registration of the player/s to be eligible to play. If this process isn’t completed by the Club, then the player/s can not play until the process is completed.
- (ix) 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.
- (x) Each Club is to supply details of Coaches and Managers for each team entered on the “WCJR Team List” spread sheet.
- (xi) Every tackle team in the WCJR competition grades must have an associate referee or forfeit the game.
- (xii) 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 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

- 4.1 Season Dates (pg 10)
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- 4.13 10th Grade NZR playing rules (pg 12)
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- 4.15 12th Grade NZR playing rules (pg 12)

4.1. Season Dates

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

4.2. Defaults / Minimum player numbers

- (i) The minimum number of players required by a team to contest a game is agreed upon by both game day coaches.
- (ii) Teams should be made up of even numbers as per NZR Game On
- (iii) When playing reduced numbers, teams must follow NZRFU Domestic Safety Laws.

4.3. 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.

4.4. 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.

4.5. 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.

4.6. 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.

4.7. 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.

4.8. 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.

4.9. 6th Grade WCJR / NZR playing rules

The 6th Grade is a Non-Competition Grade and played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.10. 7th Grade WCJR / NZR playing rules

The 7th Grade is a Non-Competition Grade and played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.11. 8th Grade WCJR / NZR playing rules

The 8th Grade is a Non-Competition Grade and played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.12. 9th Grade WCJR / NZR playing rules

The 9th Grade is a Non-Competition Grade and is played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.13. 10th Grade WCJR / NZR playing rules

The 10th Grade is a Non-Competition Grade and is played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.14. 11th Grade WCJR / NZR playing rules

The 11th Grade is a Non-Competition Grade and is played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

4.15. 12th Grade WCJR / NZR playing rules

The 12th Grade is a Non-Competition Grade and is played in accordance as per NZR Small Blacks Development Model Rules – available at <https://www.smallblacks.com/how-to-play/>

If a team gets down to 9 players, Game On initiative applies

During the game, all team subs, coaches and team manager must be stationed in team side-line 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 maybe one of these. Alternatively, if boxes are not provided, coaches and/or subs may also stand behind the dead ball line of the end that they are attacking not defending. The referee can not be approached at half time by any coach, manager or spectator.

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. If not, game may proceed with uncontested scrums.

In the event a team cannot field the required number of front-row players, the 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.

Notes for Coaches and Clubs

- 5.1 Spirit of the Game (pg 13)
- 5.2 Conduct (pg 13)
- 5.3 Referees (pg 13)
- 5.4 Disputes (pg 13 -14)
- 5.5 Disciplinary Procedures (pg 14)
- 5.6 WRU Social Media Policy (pg 14)
- 5.7 Judicial Committee (pg 14)

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 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. 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.

5.5. Disciplinary Procedures

The Disciplinary process will be as per the NZRFU Disciplinary Rules (Refer NZRFU Disciplinary Rules – “The Black Book”). 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, 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.

5.6 WRU Media Policy to be attached

5.7 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 15)
- 6.2 Travelling (pg 15)
- 6.3 Cancellations (pg 15)

6.1. Draws

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

www.wcjr.nz

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) 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) 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.

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 - 12th Grade – drop kick. 11th to 9th grades, Punt or drop kick by scoring side. Kick-offs to be rotated through all players. 8th 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 – 6th Grades Coaches to referee games; 12th 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.

Development Teams

- 8.1 Teams and Tournaments (pg 17)
- 8.2 Selection of Coaches (pg 17)
- 8.3 Gwynne Shield (pg 17 & 18)
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8.1. Teams & Tournaments

The following development 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

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 Anthonys, 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 31st 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, 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 31st 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 21)
- 9.2 Free Pass (pg 21)
- 9.3 Ripping (Tackle) (pg 21)
- 9.4 Knock On (pg 21)
- 9.5 Offside (pg 22)
- 9.6 Passing The Ball (pg 22)
- 9.7 Kicking (pg 22)
- 9.8 Advantage (pg 22)
- 9.9 Going To Ground (pg 22)
- 9.10 Full details of Rippa Rugby Rules (pg 22)

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.

Rip Rugby – Quick Rip Rules – Under 9yo

- 10.1 Playing Area (pg 23)
- 10.2 Duration of Play (pg 23)
- 10.3 Number of Players (pg 23)
- 10.4 Substitutes (pg 23)
- 10.5 Referees (pg 23)
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- 10.17 Going to Ground (pg 25)
- 10.18 The Scrum (pg 25)
- 10.19 The Lineout (pg 25)
- 10.20 Fair Play (pg 25)

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 offsides 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.