

# JUNIORS



# W.R.U

**Community Rugby**

# HANDBOOK 2017

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## MESSAGE FROM THE WRU General Manager

Welcome to the 2017 Waikato club rugby season.

The continued rise of numbers of people getting involved in club rugby in the Waikato, on and off the field, is a testament to the pride people place in this sport and to help lay the groundwork of our proud union.

The WRU Management and Board believe support and resources are a necessity to ensure the development and growth of the sport at grassroots level in this region. Through our community rugby objectives we have the support and opportunities available to make certain that everyone involved can enjoy and contribute to our national game.

One of the priorities for the game is to guarantee a safe and enjoyable environment to newcomers and the ones who continue to play the game. This means keeping everyone involved whether they are players, coaches, referees or administrators. WRU prides itself on good sportsmanship as one of our key values and we appeal for all those involved in club rugby to be mindful of this.

Finally, a massive thanks to all of the WRU sponsors, in particular those who contribute to our community game, for the tremendous support that you all give to rugby in the Waikato region.

All the best for the 2017 club rugby season, I look forward to seeing all the clubs in action throughout the season.

Regards

A handwritten signature in dark ink, appearing to read 'Blair Foote', with a stylized flourish at the end.

Blair Foote  
**WRU General Manager**

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**For all Waikato Central Junior Rugby Rules and regulations please visit <http://www.wcjr.org.nz/>**

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# **Grassroots Trust 13th Grade Championship Rules**

27.01.17

## **Objective**

## **Eligibility**

## **Committee**

## **Player Safety Rules**

## **Rules**

## **Rule Changes**

## **Trophies**

## **Draws**

## **Tabulation of Weights and Ages**

## **Dispensations**

## **Entering a Team**

## **Challenge Trophy Rules**

## **Appendix 1 (WRU Rules)**

### **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 (Ranfurly 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

Any dispensation may be revoked by the WRU at any time.

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.

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.

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.  
Team entries available at [www.mooloo.co.nz](http://www.mooloo.co.nz)

### **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.

**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](http://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.

- d) **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

- d) 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.
- e) 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.

It 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.**

### **a) 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	1st offence – Sanction 1 2nd offence – Sanction 3
Defaults	5	As per rule 11
Results	6	1st offence – Sanction 1 2nd offence – Sanction 4
Registrations	9 a, b, c	1st offence – Sanction 2 2nd offence – Sanction 4
Transfers	10 a, b	1st offence – Sanction 2 2nd 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**



## WAIKATO WIDE

### 11th and 12th GRADE RUGBY Competition 2017 RULES AND REGULATIONS

Start Date:

#### 10th Grade

To be organised between teams

#### 11th Grade

Entries close 13th April 2016 to Kevin Alderman kp.dj@xtra.co.nz

Team sheets and coaches in by 1st May 2016 to Latisha Kelly  
latishakelly@xtra.co.nz

#### 12th Grade

Entries close 13th April 2016 to Kevin Alderman kp.dj@xtra.co.nz

Team sheets and coaches in by 1st May 2016 to Latisha Kelly  
latishakelly@xtra.co.nz

#### 13th Grade

Team Sheet & Entries close to WRU TBC 2017 Attn; admin@mooloo.co.nz

No play Queens Birthday weekend (Unless required to fit in season games)

**First competition game date for 2017 is Saturday 6th May**

### Weigh Dates:

All official weighing in will be done on the following dates by the Waikato Wide convener or someone appointed by them.

Morrinsville and Kerone - Monday 1st May

Putaruru and SURF - Tuesday 2nd May

Cambridge – Wednesday 3rd May

Matamata and Hinuera – Thursday 4th May

**The first time weight rule must be applied.**

The convener reserves the right to re-weigh any team at any time during the competition and stand down any players not meeting the weight criteria.

**NOTE: Photos must be on team sheets for weigh in as there will be a stamp seal at weigh in**

### Game Time:

Saturday 11.00am (unless otherwise agreed in writing – fax or email – 3 days prior to the game). Postponed games due to weather conditions may be rescheduled prior to the final game of that round. All games to be played on a home and away basis wherever possible.

Times and field allocations of matches may alter at **some venues** according to field availability, clubs will be notified during the week prior to matches

#### Ball Sizes:

Size 4 Ball - 12th, 13th Grades

Size 3 Ball - 10th, 11th Grades

#### Duration Of Games:

30 minutes maximum each way 12th & 13th Grade

25 minutes maximum each way 11th Grade

#### Team Numbers:

15 aside 11th, 12th and 13th Grade (22 players max striped per game)

<b>Size of Fields:</b>	Play on full field - 11th, 12th and 13th Grade Play on half field - 10th grade
<b>Footwear:</b>	Players to wear regulation rugby boots. Coaches should ensure that boots are in tidy condition. No sharp edges on sprigs or eyelets.

## Championship Points:

NOTE: 13th Grade will follow WRU 13th Grade rules

### 11th 12th Grades

1. The winning team shall be awarded
  - Four (4) points for a win
  - Both teams to receive two (2) points each for a drawn match
  - One (1) point for a lose by seven (7) or fewer points
  - One (1) point for scoring four tries or more
  - Zero (0) points for a loss by more than seven (7) points
2. At the completion of the Championship Round if a number of teams are on equal points the following system shall apply to find the semi-finalist.
  - a) If two (2) or more teams are equal on points the rule of “who beat who” will apply
  - b) 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
  - c) 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.
  - d) If two (2) teams or more in the grade are still equal then the team which scored the greatest number of tries throughout the competition will be ranked highest.
  - e) If two (2) or more teams cannot be separated by these rules a toss of the coin will apply.

### No for and against points will be awarded

## Semi-finals and Finals:

All players in semi- finals in 12th grade will be weighed in before the semi-finals with a **maximum weight of 2kgs above** the maximum weigh in weight.

**All players in Semi-finals and Finals must have played at least 50% of Competition games.**

**In all the Semi Finals a winner must 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 also.

**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.

## **LOSS OF POINTS:**

A team may lose points because of the following actions:

- i) The team is playing unregistered players. In the event of this the points shall go to the opposing team.
- ii) If an opposing manager/coach or a team member identifies player anomalies by querying from the team photos after the game has commenced, no team shall get the points. If a fault is found with the player identifications before the game and notified to the manager of offending team, the game is defaulted.

## **Goal Kicks:**

Teams are allowed goal kicks, arising from penalties, conversions of tries or field goals. Goal kicks may be placed or drop kicked. Tries scored between 15 metre and corner flag: conversion to be taken from 15 metre line.

## **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 WRU Waikato Wide Competitions Convener for approval. **The leaving of messages on voice mail or fax does not constitute approval.**

## **Scrum/Lineout Rules:**

**Contesting and pushing only;** the push is limited to half a metre maximum for 12th and 13th Grades. **Safety is paramount. If no qualified Referee is available, the Uncontested Rules will apply.**

**NOTE:** 10th and 11th Grade **NO PUSH** in Scrum. 11th Grade #8 may break off if they wish.

Lineouts are contestable with no lifting.

## **Mouthguards:**

Mouthguards **MUST** be worn at all times while on the field of play. Players will be sent off for not wearing mouthguards. They can return to play only if wearing a mouthguard or can be replaced after ten (10) minutes by a player wearing a mouthguard.

## Player Identification Sheets:

Coaches shall have the folder with all Player Identification Sheets in and Team List at all games and SHALL 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 WRU Waikato Wide competitions.

Any complaints regarding player identification sheets shall be forwarded in writing to the Waikato Wide Convener and the WRU within three days of the game being played.

**Please note that these sheets are for management purposes only and are not to be taken away from the opposition management to be shown to any other party. Privacy of players is to be protected at all times.**

## Substitutions:

All Players must take the field for at least half of a game as per new NZRU ruling.

Injured players can be substituted but the injured player cannot come back to the field once taken off injured.

Blood injuries may come back on within a 10 minute timeframe.

Substitutions may only take place at half time – Managers for each team are to meet on field at half time to state which **numbers** are to be substituted and which **numbers** are coming onto the field. **(Numbers on jerseys NOT positions on the field)**

## Sideline Rules:

**All coaches and reserves are to position themselves beyond the Dead Ball line of the opposition end of field. The manager and two (2) water boys may position themselves on the sideline for easy access to the field for water. It should be noted that coaches and managers are responsible for the behaviour of players during warm-up and game time and should at all times reinforce the principles of Fair Play.**

## Referees:

Official Referees will be provided where possible in competition grades only. All competition grade teams must have an associate referee available for each team. If no official Referee is available games to be refereed by coaches who have completed the associate referee course – half a game each.

## Ordering Offs and Sin Bins:

Referees will be encouraged to use the **Yellow Card** for foul or dangerous play. Players to stay in the sin bin for a maximum of ten (10) minutes. Name of the player sent to the sin bin, or ordered off, to be recorded on the team sheet. Any player sent to the sin bin three times or ordered off in a season will be referred to and dealt with under the WRU Judicial System.

If a player is sin binned 2 times a letter will be sent to the player, the coach and club concerned. The player will have an automatic stand down of 1 week if sin binned the 3rd week.



**Red Card:** The player will receive an automatic stand down of 2 weeks. The player, the coach or the referees have the right to request a defended hearing. This request must be made by 5pm on the Monday following the game.

Notification of the procedure of hearings and appeals are in the WRU Handbook 2015/16.

## ENTERING A TEAM:

**Weights and Ages For 2016:** All ages as at 1st January 2016

**NO Yr 9 SECONDARY SCHOOL/MIDDLE SCHOOL PLAYERS PERMITTED**

## Age & grade guideline:

	Age as at 1st January 2017	Weight limit
<b>12th Grade</b>	12 years old	55kg or under
	11 years old	65kg or under
	10 years old	open weight
<b>11th Grade</b>	11 years old	40kg or under
	10 years old	55kg or under
	9 years old	open weight

## 13th grade : Tabulation of Weights and Ages:

Please use Waikato Grass Roots 13th grade rules available from WRU

## Weigh In's:

- 1. Weigh In** – Every player must be weighed in by the Waikato Wide Convener or a person appointed by them. The weight, in kilograms, is to be recorded on a WW Player Identification Sheet and signed off by the person adjudicating the weigh in. The first time weight rule must apply.
- 2. Photos** shall be an accurate representation of the player at weigh in. **Photos will be stamp sealed at weigh in.** 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, and age. No player can play for a team until they have been officially weighed in and graded. **Proof of birth date maybe required.**
- 3. Team Lists** – Once a team is formed, a team list is to be prepared **on the sheets provided.** Please do not use any other format or you will be asked to correct. The team list is to be in alphabetical order (Surname) giving full name, age as at 1st January and weight as per weigh in sheet.  
Completed Team Lists must be to Latisha Kelly by **Monday 1st May 2016.** latishakelly@Xtra.co.nz
- 4. The WRU Waikato Wide Competition Convener** will check team lists, which shall be kept in the player ID folder. Any additions to teams shall be forwarded to the WRU Waikato Wide Convener kp.dj@xtra.co.nz. A new team card will then be produced. Once team lists have been supplied to the WRU Waikato Wide Competition Convener no players may change teams unless the Club seeks and gains approval, in writing, from the WRU Waikato Wide Competitions Convenor.

## TEAM MANAGEMENT:

Each Club will provide the names of their Coaches and Managers along with contact details (both phone and email) to the Waikato Wide Competitions Convenor, with their team entries and team lists - 11th, 12th Grades only.

### 13th Grade as per WRU 13th Grade Comp Rules

## Team Sheets:

One team sheet is required per team per game. Books of team sheets are available through your Club Delegates. When filling out your team sheet please ensure the following is observed:

1. Use teams full name and put in players surname and the number they played in , eg: Smith. J - Hooker, the player name and position is written in the corresponding jersey line on the team sheet.

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

2. Use oppositions full name
3. State correct date, ground, time.
4. Show results clearly **with number of tries scored**.
5. Send your team sheet win or lose to WRU fax 07 838 1713 or email to admin@mooloo.co.nz and kp.dj@xtra.co.nz by noon on Monday following match. These are the official result.

## Defaults:

The minimum number of players required by a team to contest a game is **15**

Below this number a team must default and the opposing team will be awarded 5 competition points. However in the event of a default a friendly game may be played with the consent of both Coaches. Teams should be made up of even numbers. If a coach has to default a game, that Coach must;

- a) Contact the opposing Coach or Manager
- b) Contact the WRU Fiona Wilson 07 839 5675; admin@mooloo.co.nz
- c) Contact WW Convener 07 827 8115, 027 961 4370 Kevin Alderman kp.dj@xtra.co.nz
- d) Contact local Referee Association to cancel referee
- e) Fax 07 838 1713 - WRU

The time allowed for the arrival after the starting time is seven minutes only. If any later the team must default. Time lost to be taken off the first half, unless there is no game on the ground to take place after completion of the delayed game, full time may be played. If the WRU 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.

## Technical default -

Front row players must be identified on your team sheet.

- v) 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

- vi) Each player in the front row and any potential replacement(s) must be suitably trained and experienced.
- vii) 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.
- viii) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

## Disputes:

All disputes will be resolved as per the process agreed by the WRU JRB

## DRAWS AND RESULTS

### Draws:

The official draw appears on the WRU Mooloo Website. 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, and ground conditions all dictate the time and venue of games. Fields may change on the day at times. If in any doubt check the draws on the WRU Website: [www.mooloo.co.nz/club\\_rugby/draws\\_and\\_results](http://www.mooloo.co.nz/club_rugby/draws_and_results).

### Results:

Results must be sent through to the WRU on the WRU Team Sheet, by email to

admin@mooloo.co.nz or, by fax to Fiona Wilson at 07 838 1713 and to kp.dj@xtra.co.nz, before noon on the Monday following that Saturdays competition or they will not be counted for the competition. Every team's Team Sheet, clearly showing the result must be sent win or lose. All tries; conversions and penalties must be included on the team sheet to enable the correct awarding of points.

### Fines

If a team defaults and does not inform the WRU and/or opposing Coach a fine of \$100 will be imposed. If sheets are not in within 2 weeks of games a fine of \$100 will be imposed, per team sheet.

## **HOW THE SYSTEM WORKS:**

For each game, a team sheet is filled in. At the conclusion of the game the result is to be clearly shown on the bottom of the team sheet. The team sheet is passed to the Club delegate responsible for sending in the results to the WRU. The team sheets are checked for the names of the players and any irregularities, and the results are recorded.

**Please be sure to state amount of tries scored on your team sheet.**

## **SERIOUS INJURIES:**

Any Serious Injuries must be reported to WRU in writing.

The form used in these cases can be found on the Mooloo Website: [www.mooloo.co.nz](http://www.mooloo.co.nz) under Referees - scroll down to the forms and print off the form. The form describes what constitutes a Serious Injury. If uncertain call Kevin 027 961 4370 or contact Fiona at WRU 07 839 5675.

## NOTES

**For up to date draws and results please visit**

**[www.mooloo.co.nz](http://www.mooloo.co.nz)**

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