



# WAIKATO WIDE 11<sup>th</sup> and 12<sup>th</sup> GRADE RUGBY Competition 2016

## RULES AND REGULATIONS

### Start Date:

**10<sup>th</sup> Grade** To be organized between teams

**11<sup>th</sup> Grade** Entries close 1<sup>st</sup> April 2016 to Kevin Alderman [kp.dj@xtra.co.nz](mailto:kp.dj@xtra.co.nz)  
Team sheets and coaches in by 6<sup>th</sup> May 2016 to Kevin Alderman [kp.dj@xtra.co.nz](mailto:kp.dj@xtra.co.nz)

**12<sup>th</sup> Grade** Entries close 1<sup>st</sup> April 2016 to Kevin Alderman [kp.dj@xtra.co.nz](mailto:kp.dj@xtra.co.nz)  
Team sheets and coaches in by 6<sup>th</sup> May 2016 to Kevin Alderman [kp.dj@xtra.co.nz](mailto:kp.dj@xtra.co.nz)

**13<sup>th</sup> Grade** Team Sheet & Entries close to WRU TBC 2016 Attn; [fionaw@mooloo.co.nz](mailto:fionaw@mooloo.co.nz)

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

**First competition game date for 2016 TBC**

### Weigh Dates:

All official weighing in will be done between 26<sup>th</sup> April and the 5<sup>th</sup> May 2016 by the Waikato Wide convener or someone appointed by them.

**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 -12<sup>th</sup>, 13<sup>th</sup> Grades

Size 3 Ball -10<sup>th</sup>, 11<sup>th</sup> Grades

### Duration Of Games:

30 minutes maximum each way 12<sup>th</sup> & 13<sup>th</sup> Grade

25 minutes maximum each way 11<sup>th</sup> Grade

### Team Numbers:

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

### Size of Fields:

Play on full field - 11<sup>th</sup>, 12<sup>th</sup> and 13<sup>th</sup> Grade

Play on half field - 10<sup>th</sup> grade

### Footwear:

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:** 13<sup>th</sup> Grade will follow WRU 13th Grade rules

### 11<sup>th</sup> 12<sup>th</sup> 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.

**Please note;** At our meeting held on 18<sup>th</sup> of March 2015 it was decided to not use the for and against points system. This is to try and keep score blowouts to a minimum. This means winning a game by say 50 points will be the same as winning by 10 points.  
The above will apply.

## Semi-finals and Finals:

All players in semi- finals in 12<sup>th</sup> grade will be weighed in before the semi-finals with a maximum weight of 4kgs 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 12<sup>th</sup> and 13<sup>th</sup> Grades. Safety is paramount. **If no qualified Referee is available, the Uncontested Rules will apply.**

**Note;** 10<sup>th</sup> and 11<sup>th</sup> Grade **NO PUSH** in Scrum. 11<sup>th</sup> Grade #8 may break of 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 two quarters 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.

## 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 3<sup>rd</sup> 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 1<sup>st</sup> January 2016  
***NO Yr 9 SECONDARY SCHOOL/MIDDLE SCHOOL PLAYERS PERMITTED***

### **10<sup>th</sup> Grade**

Under 10 years

Open Weight

**NO DISPENSATIONS**

### **11<sup>th</sup> Grade:**

9 yr old Open Weight

10 yr old 55kg or under

11 yr olds 40kgs or under

NOTE: This includes Yr 7 players at the corresponding age and weight

**NO DISPENSATIONS**

### **12th grade:**

10 Yrs Old open weight

11 Yrs Old - 60 kg or Under

12 Yrs Old - 50 kg or Under

**NO DISPENSATIONS**

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

Please use Waikato Grass Roots 13<sup>th</sup> 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 1<sup>st</sup> January and weight as per weigh in sheet.

Completed Team Lists must be to Kevin Alderman by **Thursday 5<sup>th</sup> May 2016.**  
[kp.dj@xtra.co.nz](mailto:kp.dj@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](mailto: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 - 11<sup>th</sup>, 12<sup>th</sup> Grades only.

**13<sup>th</sup> Grade as per WRU 13<sup>th</sup> 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 [fionaw@mooloo.co.nz](mailto:fionaw@mooloo.co.nz) and [kp.dj@xtra.co.nz](mailto: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; [fionaw@mooloo.co.nz](mailto:fionaw@mooloo.co.nz)
- (c) Contact WW Convener 07 827 8115 , 027 961 4370 Kevin Alderman  
[kp.dj@xtra.co.nz](mailto:kp.dj@xtra.co.nz)
- (d) Contact local Referee Association to cancel ref
- (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**.

- 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.

#### **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/](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 [fionaw@mooloo.co.nz](mailto:fionaw@mooloo.co.nz) or, by fax to Fiona Wilson at 07 838 1713 and to [kp.dj@xtra.co.nz](mailto: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.