



# WAIKATO CENTRAL JUNIOR RUGBY

(trading as Hamilton Rugby Union Junior Board)

## Procedures & Rules HANDBOOK

Web site: [www.wcjr.nz](http://www.wcjr.nz)

Revised Date: January 2024

### 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.

### **Objective/Purpose**

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 selection of representative teams.

### **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!!!**

### **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.

## WCJR Executive Directory 2024

<b>General Email</b>	<a href="mailto:wcjrcommittee01@gmail.com">wcjrcommittee01@gmail.com</a>
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# 1. Registration Weights and Grades

## 1.1 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: 7 years open weight, 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: 8 years old open weight, 9 years old under 45 kg, 10 years old under 35 kg

11th grade: 9 years old open weight, 10 years old under 55 kg, 11 years old under 40 kg

12th grade: 10 years old open weight, 11 years old under 60 kg, 12 years old under 50 kg

13th grade: 11 years old open weight, 12 years old under 75 kg, 13 years old – under 60 kg

## 1.2 Registration weights and grades

### 1.2.1 Player details

Every player must be weighed in by a member of the Weigh in Committee, or other such person approved by the WCJR

All correct ages, birth dates, weights and photo must be entered for each player on their own 'Player Identification Sheet' form will be provided by the WCJR: all ages as at 31st December the year prior.

Photos must be an accurate representation of the player at weigh in.

No player can play for a team until they have been officially weighed in and graded.

Proof of birth date is required for all players with a photocopy of birth date verification attached to their player ID sheet.

A player must only weigh in and be graded at one club per season but may transfer between clubs.

For a player to transfer during the season, approval from the WCJR Executive with consultation of the weigh-in convenors (in writing) is to be given.

### 1.2.2 Player Identification Sheets

Player ID sheets are required to 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.

### 1.2.3 Weighing in of 12th - 13th grade

12th & 13th grade players must be weighed in by a Weigh In Committee member independent of said players club.

The weight, in kilograms, is to be recorded on a Player Identification Sheet.

It is the responsibility of the Club administrators to ensure that all other details on the sheet are correct i.e. name, address, date of birth, age and photo. The Player Identification Sheet template can be found on the WCJR Website.

### 1.2.4 At a Club Weigh In:

All club player, coach, manager profiles must be retained by the club administration and the player weights entered into Sporty for each player so team squad sheets can be prepared. The player profile sheets will be returned to clubs for team allocation

### A coach/manager identification sheet

Each coach and manager is required to have an identification sheet 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 NZR Associate Referee courses attended

### 1.2.6 Weigh-in Convenor Sign off

The WCJR weigh-in convenors 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.

The Weigh in Convenors will then notify the Draws Convenor confirmation of all team's eligibility to play in the season.

### 1.2.7 Late player registration

For any players registered after team lists 'squad sheets' have been submitted to the weigh-in convenor, club administration must add the player to the team list on Sporty.

Club administration must notify weigh-in convenor of late change and organise approval for weigh-in 11th - 13th grade to meet independent weigh in committee member requirements.4.1

Club administration will weigh in the player - refer to 1.2.1 - 1.2.3 to meet player registration requirements

Club administration will update the team - refer to 1.4.1 Sporty player registration SOP

Club administration will then email an updated team list to the weigh-in convenors for sign off.

The new signed sheet is to be placed at the front of the player ID folder. Any additions to team lists shall be notified by the Club to the Weigh In Convenors.

No players may change teams unless the club seeks approval, in writing from the Weigh-in Convenors to allow a player to change teams.

### 1.3 Trials

A club, school or any other organisation otherwise recognised by the WCJR, must not hold trials for any team, in any grade, for any reason.

### 1.4 Player/Coach/Manager/Referee/Volunteer Registration

Each Club is to supply details of Coaches and Managers for each team entered on Sporty in Teams

#### 1.4.1 Sporty Player registration

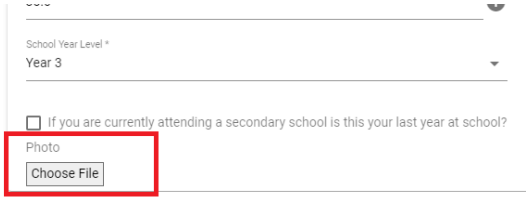


To allow for all players within WCJR format to be registered online in Sporty.

All players for each club will be used to create 'Team Lists' Squad Sheets

Clubs will use the Squad sheets to submit to WCJR Weigh-in Convenor and Executive committee for sign off.

**Before you begin:** All details entered in the registration form must be correct, with player photo included. Details cannot be amended and resubmitted once the form is initially submitted.

Initiate Registration	Go to your club sporty website, click on link to register junior player
Complete Player information	<b>Mandatory Field to Complete.</b> Complete all fields related to player information. Name Date of Birth Gender Ethnicity Email Address (Use parent/guardian email) Mobile Phone Number

	<p>School Year Select School child attends if child is of school age. NB: Statistical information could potentially be used by Waikato Rugby for funding applications. For example, ethnicity/gender/number of registered players in each grade.</p>
Add photo of player	<p><b>Mandatory Field to Complete.</b></p> <p>Attach a photo by clicking on the choose file icon as per below example:</p>  <p><b>Photo Criteria:</b> Current Photo Head and shoulders only Clothed Hair off face</p> <p> If this step is not completed the player registration will need to be redone correctly as photos are not able to be attached once form is submitted.</p>
Parent/Guardian Information	<p><b>Mandatory Field to Complete.</b> Complete Parent/Guardian fields</p>
Club School/Help	<p>Select any of the fields that may be relevant</p>
Medical	<p>State any medical condition for coaches and managers/club administration to be aware of.</p>
Emergency Contact	<p><b>Mandatory Field to Complete.</b> Provide contact information of someone reliable that you trust to support your child if the club is not able to contact you.</p>
Playing Details	<p><b>Mandatory Field to Complete.</b> Enter the grade your child will potentially be playing in for example...</p> <p>5 years old and under (6<sup>th</sup> Grade)– Select Under 6 Year 3 – select Under 8 This will assist club administrators to have an indication of how many teams they will potentially have for each grade. Decision will be made final by club administrators after the player has been weighed in.</p>
Privacy	<p>Please read information provided – this is a statement from NZ Rugby</p>
Communications	<p>Select options that are relevant to you.</p>
Terms and Conditions	<p>Please read to ensure you agree with what you are registering your player for. Check the Accept terms and conditions box</p>
Review Registrations form	<p>Scroll to the top of the form, review the information you have entered. Correct any spelling mistakes or incorrect details. Confirm photo of player has been attached.</p> <p> If this step is not completed the player registration will need to be redone correctly as photos are not able to be attached once form is submitted.</p> <p>Confirm Terms and Conditions have been accepted</p>

Submit	Click on submit
Registered	Player registration will be added to your club's sporty database

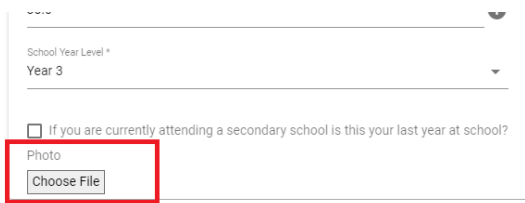

### 1.4.2 Sporty - Coach/Administrator/Volunteer/Referee/Manager Registration

To allow for all coaches and managers within WCJR format to be registered online in Sporty.


All coaches and managers for each club will be added to 'Team Lists' Squad Sheets

Clubs will use the Squad sheets to submit to WCJR Weigh-in Convenor and Executive committee for sign off.

**Before you begin:** All details entered in the registration form must be correct, with player photo included. Details cannot be amended and resubmitted once the form is initially submitted.

<b>Initiate Registration</b>	Go to your club sporty website, click on the link to administrator/volunteer for managers/referee's/team helpers Click on link to coaches to register coaches.
<b>Complete Player information</b>	<b>Mandatory Field to Complete.</b> Complete all fields related to player information. Name Date of Birth Gender Ethnicity Email Address Mobile Phone Number Current role within the organisation  NB: Statistical information could potentially be used by Waikato Rugby for funding applications. For example, ethnicity/gender/number of registered players in each grade.
Add photo of Administrator/Manager/coach/referee	<b>Mandatory Field to Complete.</b> Attach a photo by clicking on the choose file icon as per below example:   <p><b>Photo Criteria:</b> Current Photo Head and shoulders only Clothed Hair off face</p> <p> If this step is not completed the registration will need to be redone correctly as photos are not able to be attached once form is submitted.</p>
Police Vetting	<b>Mandatory Field to Complete.</b> All adults volunteering to work with Under 18 year old kids are required to be police vetted.
Privacy	Please read information provided – this is a statement from NZ Rugby
Communications	Select options that are relevant to you.
Terms and	Please read to ensure you agree with what you are registering your player for.



Conditions	Check the Accept terms and conditions box
Review Registration form	<p>Scroll to the top of the form, review the information you have entered. Correct any spelling mistakes or incorrect details. Confirm photo volunteer/coach/manager has been attached.</p> <p> If this step is not completed the registration will need to be redone correctly as photos are not able to be attached once form is submitted. Details cannot be amended if incorrect once the form is submitted.</p> <p>Confirm Terms and Conditions have been accepted</p>
Submit	Click on submit
Registered	Your registration will be added to your club's sporty database

## 1.5 Team Lists

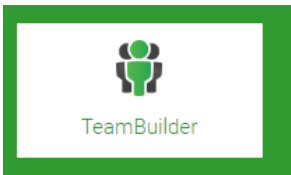
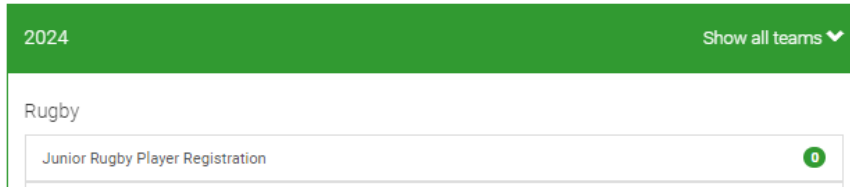
A club, school or any other organisation otherwise recognised by WCJR. 12th and 13th grade must have a minimum of 15 players to be able to register a team for the season to be entered into WCJR Format. Each club will form teams in Sporty refer to 1.5.1 Sporty - Team Entry to WCJR Format

Once a team is formed, the team list is to be prepared using the Sporty – Team Entry guidelines SOP based on the grade indicated on the player profile identification sheets.

### 1.5.1 Sporty – Team Entry to WCJR Format

For all clubs to register their teams into the correct grades for the WCJR draw convenor and Waikato Rugby Admin to be able to create the draw for the season.

Before you begin: Ensure you have Sporty administrator access for your club

<b>Login to Sporty Database</b>	Use your administrator login details to access your club sporty dashboard
<b>Team Builder</b>	<p><b>Mandatory Field to Complete.</b></p> <p>Click on Team Builder</p> 
<b>Select the year</b>	<p><b>Mandatory Field to Complete.</b></p> <p>Click on the correct year and Junior Registration</p> 
<b>Create Teams</b>	<p><b>Mandatory Field to Complete.</b></p> <p>Your player registrations will be listed on the left hand side of the screen. The right hand side has a list of available grades that you can create teams for.</p>

	<div><div><div><div><div><div>TeamBuilder - Junior Rugby Player Registration (2024)</div><div><div>2023</div><div>2024</div></div><div>Administration/Volunteer Registration</div><div>Rugby Scores</div><div>Rugby Coach Registration</div></div><div><div>2024 Teams</div><div><div>Under 6 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 7 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 8 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 9 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 10 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 11 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 12 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 13 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 14 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 15 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 16 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 17 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 18 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 19 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 20 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 21 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 22 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 23 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 24 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 25 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 26 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 27 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 28 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 29 (0 teams) <a href="#">+ ADD TEAM</a></div><div>Under 30 (0 teams) <a href="#">+ ADD TEAM</a></div></div></div></div></div><div><div>Click on Add Team for the grade that you want to create a team. For example, Under 6</div><div><div>Under 6 (0 teams) <a href="#">+ ADD TEAM</a></div></div><div><div>Enter Team Name into Team Name Field</div><div>Click on Add Team</div><div><div>Add team</div><div><div>Team name</div><div>Grade</div></div><div><div>MJR 6 Red</div><div>Under 6</div></div><div><div>Add team</div></div></div></div><div><div>Repeat process for all of your teams</div><div>Select any of the fields that may be relevant</div></div></div></div></div>
Club School/Help	

1.5.2 Sporty – Build a Team

For all clubs to be able to build their teams for their ‘Squad Sheets’ Team Lists to be sent to WCJR Executive Committee to review and sign off.

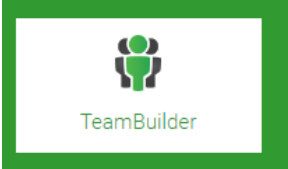
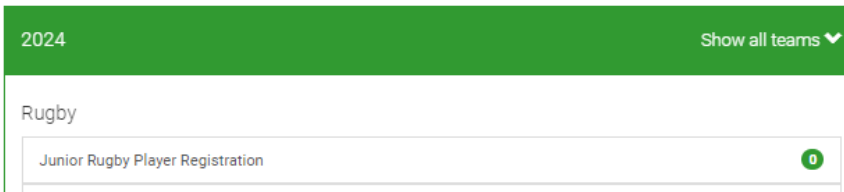
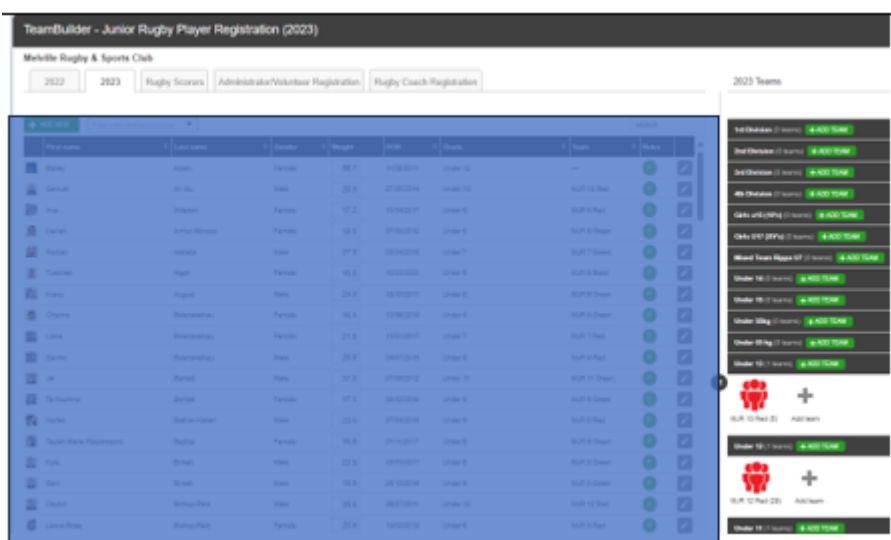
Before you begin:

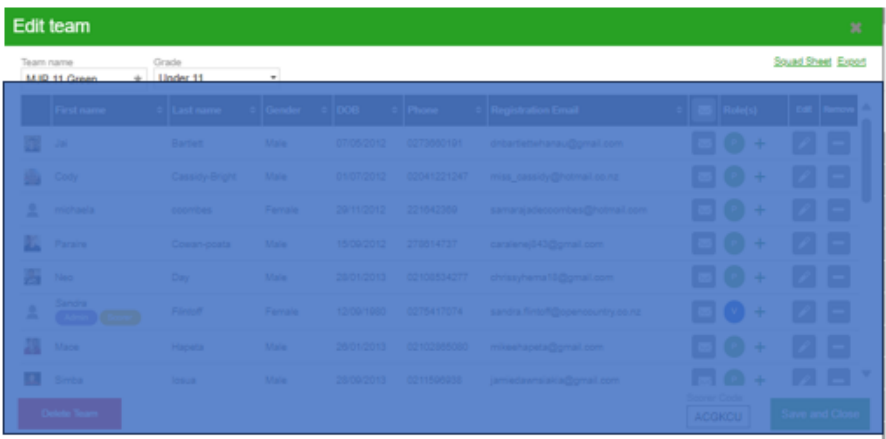
Ensure you have Sporty administrator access for your club.

All player registrations have been entered. (Refer to Sporty – Player Registration SOP)

All Teams have been created in Sporty (Refer to Sporty – Team Entry SOP)

Login to Sporty Database	Use your administrator login details to access your club sporty dashboard
Team Builder	<div><div>Mandatory Field to Complete.</div><div>Click on Team Builder</div></div>

	
<p><b>Select the year</b></p>	<p><b>Mandatory Field to Complete.</b></p> <p>Click on the correct year and Junior Registration</p> 
<p><b>Assigning</b></p> <p><b>players</b></p> <p><b>coaches</b></p> <p><b>managers</b></p> <p><b>referees</b></p> <p><b>to teams</b></p>	<p><b>Mandatory Field to Complete.</b></p> <p>Your registrations will be listed on the left-hand side of the screen.</p> <p>Use the tabs 20XX for players, Administrator/Volunteer for referees and managers and, Rugby Coach Registration for coaches</p> <p>The right-hand side has your list of teams in each grade</p>  <p>Hover mouse over the player you want to add to a team.</p> <p>Hold Left Mouse down to select your player and drag to the team you want to add the player to. Release the Left mouse button to drop the player onto the team.</p> <p>If you have added the player to the wrong team, you can repeat the process to move them to the correct team.</p> <p>If you have a player that pulls out you can update the Playing Details on their player profile so the Team playing this year field is blank</p> <p>Repeat process to assign all your players</p>

<p><b>Printing Squad Sheets</b></p>	<p>Double click on a team from the right hand side this will open the team list.</p> <p>Review your team list to ensure the correct players have been added.</p>  <p>Click on Squad Sheet.</p> <p>Your team will appear as per below example.</p> <p>Save as PDF File.</p> <p>Use naming convention: Club Team Name Year</p> <p>For example: <b>MLV MJR 11 Green 2023</b></p> <p>Repeat the process for each of your teams.</p>
<p><b>Send Team Lists to Weigh in Convenor</b></p>	<p>Email your finalised 'Squad Sheets' Team Lists to WCJR Weigh-in Convenor for review and sign off.</p>

### 1.5.3 WCJR Field Allocation - Google Form

The WCJR Draw steward will notify all clubs when the allocation form is available for the current season including the date the form is required to be completed by.

Club administration must complete the form to ensure all home games for each club are allocated to the correct fields and at the correct times that suit

Based on the data completed by clubs the WCJR draw steward and WR Administrator will enter the data into the template to assist with creating the draw.

The draw system is set up for home and away scenarios with the aim to provide teams with an even number of home and away games. NB: This is also dependent on the number of teams entered into each grade and pool.

## 1.6. Dispensations

- 1.6.1. 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 7<sup>th</sup> grade,

where it is expected they will be eligible to play 8<sup>th</sup> grade the following year.

Example: Sarah is 8 and weighs 30kg. Normally she would be graded in 9<sup>th</sup> grade, but this would enable her to play in 8<sup>th</sup> grade (maximum weight for a 7-year-old in 8<sup>th</sup> grade is 35kg). However, if she weighed 36kg, she would need to be dispensated to play 8<sup>th</sup> grade as she would exceed the maximum weight by 1kg

**1.6.2.** All dispensations to the table of weights are at the discretion of the WCJR Executive Committee and their decision is final.

Only WCJR Executive 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.

Guidelines for consideration when deciding on dispensations:

- Age (in relation to the grade concerned)
- Weight (in relation to the grade concerned)
- Playing ability of player – e.g. representative honours, number of years playing
- Whether already registered and / or playing in a team in a higher grade.

**1.6.3.** The Coach will be issued with a slip signed by the weigh in convenor and one other of the WCJR Executive committee for any player allowed a dispensation.

For the 8<sup>th</sup> to 13<sup>th</sup> 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 WCJR Executive committee.

Only three dispensated players can take the field at any one time.

All dispensated players from 8<sup>th</sup> to 12<sup>th</sup> grade players must wear coloured socks decided by WCJR at the beginning of each season. 6<sup>th</sup> and 7<sup>th</sup> grades are not required to wear different coloured socks but MUST show and TELL the other team of their dispensated player(s).

Any dispensation may be revoked by the WCJR at any time. A player who has previously played in a representative team will not be eligible for dispensation.

No dispensated player may, in the first phase of play from a penalty / free kick / lineouts or No. 8, receive a ball and take it up at pace. Taking up in general play is accepted.

12<sup>th</sup> & 13<sup>th</sup> Grade

Teams that become too competitive due to too many dispensations should have these restrictions placed on them for safety reasons:

No pushing in scrums.

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 WCJR Executive Committee

## **2. NOTES FOR COACHES & MANAGERS**

### **2.1 NEW ZEALAND DOMESTIC SAFETY VARIATIONS**

All coaches must review Section 7: NEW ZEALAND DOMESTIC SAFETY VARIATIONS & SMALL BLACKS LAWS appendix at the start of each season.

### **2.2 Disputes**

For disputes, Disciplinary procedures and Judicial committee information please refer to the WCJR constitution.

### **2.3 Duties on Game day**

**2.3.1** Coaches / Managers must have the team folder containing all Player Identification Sheets and the Sporty Squad sheet at all games and MUST produce for sighting if requested by the opposition coach / manager or referee.

**2.3.2** Failure to produce the player identification sheets must be managed by clubs as per the complaints section 9 of the WCJR constitution if no resolution or a specific team repeatedly defies 2.3.2 of the WCJR Procedures & rules handbook the matter can be escalated to the WCJR Judicial Committee.

**2.3.3** If the Team has any dispensation players the The Coach / Manager of the dispensation players is to approach the opposition Coach / Manager with player profiles to identify those players in the team who are dispensation, and to notify how many dispensation players there are in the team.

### 3. DRAWS AND RESULTS

#### 3.1 Draws

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

[www.mooloo.co.nz/Community-Rugby/Junior Rugby](http://www.mooloo.co.nz/Community-Rugby/Junior Rugby)

Or the 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 [www.mooloo.co.nz/Community-Rugby/Junior Rugby](http://www.mooloo.co.nz/Community-Rugby/Junior Rugby) Website shall be the official place 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 arises.

#### 3.2 Cancellations

Cancellation of games due to weather or ground conditions will be announced on the WCJR Facebook page and by email to the WCJR Delegates. This will usually occur by Friday afternoon, or 7am Saturday morning at the latest. If there are no changes noted on the Facebook page and no email sent, then assume that all games are on.

#### 3.3 Grading Results

It is the club's responsibility to ensure grading results are submitted for the first three weeks of the season

Scores need to be recorded on My Rugby App or if not working due to reception issues via email to [wcjrentries@gmail.com](mailto:wcjrentries@gmail.com) within 48 hours.

Delays in the submission of results in either of the two forms defined above can lead to incorrect grading of teams.

## 4. GAME DAY DUTIES

### 4.1 Defaults -Game On to be applied

#### 4.1.1 The minimum number of players required by a team to contest a game is as follows:

12<sup>th</sup> and 13<sup>th</sup> grade 10 players – Below this number a team must default.

However in the event of a default a friendly game may be played with the consent of both coaches.

#### 4.1.2 Teams should be made up of even numbers.

#### 4.1.3 When playing reduced numbers, teams must follow NZR Domestic Safety Laws.

#### 4.1.4 If the Draws Convenor is informed early enough an alternative game may be arranged with a team that has a bye, thus giving two teams a game instead of three teams not playing.

### 4.2 Roping off fields

#### 4.2.1 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 (2) 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.

### 4.3 Mouth guards

#### 4.3.1 Mouth guards **MUST** be worn at all times while on the field of play. Players will be sent off for not wearing mouth guards. They can return to play only if wearing a mouth guard or can be replaced by a player wearing a mouth guard

### 4.4 Footwear / Compression Garments

#### 4.4.1 Coaches of all grades should ensure that boots are in a tidy condition. No sharp edges on sprigs or eyelets.

#### 4.4.2 No compression garments are to be worn by any player at any level. All Footwear/Compression Garments permitted are as per World Rugby rules.

### 4.5 Referees

#### 4.5.1 If an official referee turns up to a game, they are to referee the whole game.

#### 4.5.2 All tackle grade teams (from 8<sup>th</sup> Grade up) must have an associate referee present on game day and be available to referee the game if required.

#### 4.5.3 The referee's decisions are final and should be supported by Coaches.

#### 4.5.4 Referees will be encouraged to use the sin bin for foul and/or dangerous play. Players stay in the sin bin for a maximum of five minutes. Where a player is sent off (red card) during a game refereed by a WR referee or an Associate Referee, the referee will advise the WCJR judicial committee and the player may be requested to appear before that committee.



**4.5.5** 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 in constitution). Red and yellow cards may also be used for sideline abuse. Referees must report these events within 48 hours of the game to WCJR Executive which may be forwarded to WR.

**4.5.6** Home teams are to referee the first half of the game at all times.

## **4.6 Interchange of players**

Where Clubs/Schools have more than one team entered in the season – or in the same grade, there can be no interchange of players between the teams once the season has started.

Each team remains a separate identity throughout the season.

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 WCJR executive committee for approval.

Confirmation must be received from the WCJR executive committee prior to making the changes.

## **4.7 12<sup>th</sup> & 13<sup>th</sup> Grade uniforms**

All teams must wear jerseys with numbers from 1-22 with club colours and emblem.

## **4.8 Excessive Scores**

**4.8.1** 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.

**4.8.2** Both coaches must take steps to even-up the remainder of the game to ensure it is a fair and even contest.

**4.8.3** The following are suggested steps that the coaches may agree to:

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 - uncontested lineouts

Conversions: No conversions or change your kicker to an untried player.

Penalties up to and inclusive of suspension from the draw may be applied to Coaches or Teams that fail to abide by this policy.

## **4.9 Minimum number of players to per team – 12<sup>th</sup> Grade & 13<sup>th</sup> Grade**

Club Delegates must provide a written explanation to WCJR Executive committee as to reasons for their clubs 12<sup>th</sup> or 13<sup>th</sup> Grade Team turning up to games with less than 15 players for more than 3 consecutive weeks in a row.

## 5 HEAD KNOCK PROTOCOL (WORK IN PROGRESS)

There are clear procedures for dealing with head knocks. In our junior grades, it doesn't happen much but when it does, we all have to support the procedure.

### **Pink Card (Make the call)**

This initiative with the pink card supports an awareness of concussion within our junior space.

### **Trial Period**

### **Volunteer Match Official**

This person is a must at all Junior Rugby fixtures in Waikato.

He/ she could be a parent / coach/ manager but usually not a qualified Match official / Doctor.

This pink card is a mechanism to bring the attention to the team management of a possible knock to the head (Concussion).

### **Actions:**

- Ref sees a player who may have had a head knock they will then blow his/her whistle / stop the game.
- Raise their Pink card and at the same time identify which player these concerns to the team's management.
- Once this has been done the management decide to keep that player on or bring them off for a concussion assessment and follow the process to allow the player to return to the playing field.
- Ref then continues play.

### **Why a pink card?**

The volunteer ref has not been skilled enough to issue a BLUE card so they can't issue that color.

But can with a pink as he/she can alert the Management of a potential clash and then the responsibility is no longer on the ref but now on the Management staff of that player.

Management will have attended the small blacks and will know the Concussion protocols and can deal with the player and caregiver/ parent.

### **Small Blacks**

This initiative will be discussed at our small blacks delivery in 2024

#### **a. Referee's what to do?**

In the lower grades, it can be hard to tell if something happened or not. The game is a lot more 'messy' in that players can be all over the place at times. It's not always easy to see a clear knock. You may have seen nothing but the player may say they got knocked in the head. Maybe you did see something but the player denies it. Kids may be less truthful or understanding when asked questions. So what's the approach?

The child should be sent to the sideline where they can be better assessed. There is no issue substituting them for 5-10 minutes to the sideline. Let the people on the sideline (managers\parents) take the time to assess the child better.

We need to encourage our players at this age to accept that this is what we do.

If you are a referee and the opposition coach argues your decision, you are still right to insist they go off to be assessed by that coach and parent before they can come back to play. It is good to raise this procedure before each game with the opposition team, so they know what to expect from you.

**If there is a clear head knock, even if the player is fine. Then their game is over.**

#### **b. Managers & Coaches, what to do?**

When your player comes to the sideline the first thing you do is assume that there was a head knock and assign someone to watch over the player. Run through some simple questions about the morning starting with 'what just happened?' If they can not remember or recall why they have been taken off this is a sign that you should seek some medical attention.

**If they experience any of the following, seek medical attention.**

- New and persisting neck pain or tingling in the arms or legs
- Vomiting
- Decreasing levels of consciousness
- Double vision
- Bad headache

Other things to watch for as a sign that a concussion has happened include:

- Headaches or dizziness
- Blurry vision
- Difficulty with bright light or loud noises
- Having trouble with thinking, concentrating or memory
- More emotional or irritable

These signs don't have to show right away and should be watched out for over the next 24 hours and the player should not be left alone. The player should also not be allowed to sleep for the first four hours and should just rest. Use lite and casual conversation to help keep an eye on them and any unusual change in reactions/responses.

These guidelines are by no means a definitive source of dealing with head knocks with young children. Its aim is to ensure we are all aware of things to look out for and are following an advised approach to head injuries. You can find several articles on the NZR '[Rugby Toolbox](#)' website to further understand the topic.

You can download several protocol resources to print out and keep on hand from the [Rugby Smart](#) web page.

### **5.3 Recovery**

Never does a player need to return for any other reason than that they have finished their recovery. Sometimes the hardest part about recovery from a head injury is being forced not to participate and this can be much harder for our young players to understand. You can read more about this topic with this article on the [Rugby Toolbox](#) site.

A diagnosed concussion is 23 days stand-down from playing a game.

Each player's recovery steps can be different but the end goal should be a week that includes normal training that is free from any symptoms. How you get to that stage should be a discussion between the parents, coach, manager and involved medical practitioner. With everyone supporting the player the best outcome can be reached.

### **5.4 Resources**

[Handbook: Concussion for Coaches](#)

[Information Card: Recognise, Remove, Recover, Return](#)

[Fact Sheet: Concussion Recovery](#)

[Booklet: Recognising and Managing Concussion](#)

[Information Card: Concussion: The first two days](#)

[Rugby Toolbox resources](#)

<https://www.rugbytoolbox.co.nz/the-game/rugby-laws/head-contact-process>

## 6. CHILD PROTECTION PROGRAM

These guidelines have been developed by New Zealand Rugby (NZR) to provide Provincial

- i. Unions (PUs) and Clubs with guidance about the steps required regarding child protection in their organisations.  
The key points are:
- ii. PUs and Clubs are strongly encouraged to implement the Child Protection Policy (section H) in their organisations.
- iii. There are a number of best practice steps that a PU and Club can take to minimise the opportunities for harm to take place which are included in these guidelines and in the Child Protection Policy.
- iv. All Small Blacks coaches are Police vetted by NZR to be able to coach, but it is recommended that PUs and Clubs vet staff and volunteers who have a duty of care for children and young people when providing a service for the organisation.

Follow the below steps for carrying out police vetting for all coaches, managers, administrators supporting kids with rugby both on and off the field within your club.

Step 1: Register with RealMe. If you do not have a personal RealMe account you will be required to create one. ...

Step 2: Register your agency. ...

Step 3: Access the Vetting website.

<https://www.police.govt.nz/advice-services/businesses-and-organisations/nz-police-vetting-service/register-nz-police>

<https://www.realme.govt.nz/realme-for-business/>

- v. It is recommended that every PU appoints a Child Protection Advisor who will be the main point of contact for anyone who has concerns or would like to discuss an issue around the safety of children and young people.
- vi. All those involved with children and young people in rugby should be made aware of the organisation's policy and specifically the steps to report suspected or actual child abuse (Appendix B of the Child Protection Policy).
- vii. These guidelines will be available on the NZR Community and NZR and Mooloo

<https://www.nzrugby.co.nz/about-nzr/policies-regulations-and-rules/safety-and-welfare/child-protection/#:~:text=Safe%20Clubs%20Safe%20Kids%20is,young%20people%20involved%20in%20rugby>

<http://www.mooloo.co.nz/Community-Rugby/Resources-and-Information>

### 6.2 Club Child Protection direct quick links

[Child Protection Programme](#)

[Child Protection Checklist for Committee](#)

[Child Protection Guide for Coaches and Managers](#)

[Brief Child Protection Policy](#)

[NZR Child Protection Policy Implementation Guidelines v2](#)

[NZR Steps for Reporting Suspected or Actual Child Abuse](#)

### 6.3 WR Child Protection Contacts

For any Child Protection Policy concerns please contact the Game Developer (Junior Rugby) at WR:

Deano Herewini

Phone: 0210889 2806

Email: [deanoh@mooloo.co.nz](mailto:deanoh@mooloo.co.nz)

## 7. New Zealand Domestic Safety Variations & Small Blacks Laws

NZ Rugby has approved a number of domestic Safety Law variations from the International Laws of the Game.

Date	Law Variation
2021	<p><b>Law 4 – Players clothing</b> The wearing of a mouth guard in an approved manner is compulsory for all players at all levels of New Zealand Domestic Rugby</p> <p><b>Law 5 – Time</b> At Under 19 level and below, each half of a match lasts 35 minutes playing time. Play in a match that lasts no longer than 70 minutes. After 70 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock out competition.</p> <p><b>Law 8 – Scoring</b> Applicable to all levels of New Zealand Domestic Rugby Conversion The use of an approved kicking tee is compulsory for all place kicks at goal. Penalty Goal The use of an approved kicking tee is compulsory for all place kicks at goal.</p> <p><b>Law 18 – Touch, quick throw and lineout</b> Applicable to all levels of New Zealand Domestic Rugby grades Under 13 and below Forming a line-out At all levels of domestic rugby grades Under 13 and below, supporting or lifting of the jumper at the lineout is NOT permitted</p>

Sanction: Penalty kick on the 15-metre line

Players must not jump before the ball has left the hands of the player throwing in.

Sanction: Free kick

### Law 20 Penalty and free-kick

Applicable to all levels of New Zealand Domestic Rugby

Taking a penalty or free-kick

The kicker may punt, drop kick or place kick (other than for touch) the ball.

The use of an approved kicking tee is compulsory for all place kicks at goal.

## DOMESTIC SAFETY LAW VARIATIONS



### APPENDIX 1 – GAME ON PROVISIONS

1. Game On is a flexible game format designed to enable games to proceed with meaningful outcomes despite teams being unable to meet normal team number and/or front row considerations. It applies to all adult club and secondary school rugby competitions that are not Designated Premier Grade Competitions.
2. Game On is only to be used when a team(s) has less than 15 players and/or insufficient players trained to play in front row positions to commence the match.
3. The rules to apply to matches under the Game On Provisions are determined as follows:
  - a. Team Size (when one or both teams has less than 15 players). Playing numbers (from 10 to 15 aside) are determined by agreement between the Teams. In the event of no agreement, the playing numbers will match the number of players of the team with the fewest players.
  - b. Rolling Replacements (Grades above Secondary School Rugby only). Rolling Replacements will be permitted in all games played under the Game On Provisions unless the teams agree that Rolling Replacements will not be used, and notify the referee prior to kick-off. Half Game rule applies to Secondary School Rugby below 1st XV grades.
  - c. Contested or Uncontested Scrums. Subject to availability of a minimum of three players trained to play in front row positions to start in each team, the match will commence with contested scrums, but for the avoidance of doubt will revert to Uncontested Scrums if any of those trained players leave the field.
  - d. Length of match. To be agreed between the teams (with 40 minutes being the minimum and 70 minutes being the maximum for Secondary School Rugby, and 80 minutes being the maximum for grades above Secondary School Rugby). If no agreement is reached, the match duration will be based on team size as follows:

Number	Time	Maximum
10 a side	2 x 20 min halves	40 min
11 a side	2 x 25 min halves	50 min
12 a side	2 x 30 min halves	60min
13/14 a side	2 x 35 min halves	70 min
15 a side	2 x 40 min halves	80 min
(Secondary School Rugby 70 mins max)		

	<a href="#"><u>NEW ZEALAND DOMESTIC SAFETY LAW VARIATIONS &amp; SMALL BLACKS LAWS</u></a>
<b>2023</b>	<p>Under 6 &amp; 7 to be changed to a ¼ field (The primary purpose is to enhance player experience)</p> <p>TRIAL (All Small blacks grades that tackle) All tackles must target, and initially contact below the sternum, i.e “The tummy” or below. Sanction – Penalty kick If a second tackler arrives, this player will be subject to the standard high tackle rugby law (no high that the nipple line of the ball carrier) Sanction – Penalty kick If two or more tacklers arrive at the same time, at least one must target, and initially contact below the sternum ie “the tummy” or below, whilst the other/s will be subject to the existing high tackle rugby law (no higher than the nipple line of the ball carrier) Sanction – Penalty kick</p> <p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/experimental-dslvs/small-blacks"><u>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/experimental-dslvs/small-blacks</u></a></p>
<b>2024</b>	Under 8 – 7 aside, no scrum, no lineout



## 8. Rules for ALL Grades

### 8.1 6<sup>th</sup> & 7<sup>th</sup> Grade Rippa Rugby Rules

(Also known as Under 6 and Under 7 or Year 1 and Year 2)

Rippa rugby is a game for young rugby players. It is a very safe, non-contact, easy to play game for both boys and girls alike. It is fun and exciting for all involved.

While the rules are simple and the game is easy to learn. Rippa rugby will promote excellent ball-handling and running skills, and give all kids a chance to participate in our national game.

<b>Rip flag size</b>	33cm x 5cm
<b>Ball Size</b>	2.5
<b>Field Size (Playing area)</b>	Quarter field 40m x 27.5m maximum Play goal to 10m (across field) Use small Portable posts at ends if available The playing area will be clearly marked  Substitutes and spectators must not be on the playing area during the game.
<b>Duration of Game</b>	20 minutes each way (including stoppages) Or four quarters of ten minutes each. 20 minutes in total) Time played can be less if the coaches agree
<b>Team numbers</b>	7 a side (maximum) Games must proceed with equal numbers If a team doesn't have enough players to start a game, it should be played with even numbers. If a team borrows players from opposition the score stands unless a team is below the default number. If a team chooses not to take players from opposition, the other team must match up and rotate their players. 6 players or less means a default
<b>Substitutions</b>	Substitutions should be made at half time or agreed upon by both teams . All players must play a minimum of half a game (this is to include at least two full quarters)  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.
<b>Footwear</b>	Regulation rugby boots or sandshoes(soft soled)
<b>Referee</b>	Referee plus one other from each team on the field The Referee will carry a whistle. The referee will shout "PASS" when a rip has been made, and "TURNOVER" after the sixth rip. The referee will blow the whistle to signal the start of the two halves or when play is to stop. The referee will signal to the team who is starting with a free pass, by pointing with an outstretched arm towards that team.
<b>Fair Play</b>	All players must play games in a positive spirit following the principles of good

	<p>sportsmanship.</p> <p>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. If a player is sent from the playing area by the referee, the player must stay off for two minutes to reflect on their actions. If the player repeats the behaviour the player will be sent off for the remainder of the game.</p> <p>However, that player can be replaced by another player who has not been sent off.</p> <p>There shall be no intentional physical contact between players.</p>
<b>Starting play</b>	<p>One team starts each half of the game from the centre of the field with a free pass.</p> <p>When a try is scored, the non-scoring team starts at the centre of the field with a free pass.</p> <p>Rotated through players</p>
<b>Attackers</b>	<p>The ball carrier CANNOT fend defenders off using their hands, or the ball.</p> <p>The ball carrier CANNOT guard or shield their tags in any way.</p>
<b>Defenders (RIPPERS)</b>	<p>There is no contact in Rippa rugby.</p> <p>Defenders (rippers) ripping the flag off the belt of the ball carrier stops the ball carriers progress</p> <p>Defenders (rippers) cannot physically touch the ball carrier</p>
<b>Passing the ball</b>	<p>The ball can only be passed by the ball carrier in a backwards direction.</p> <p>Attackers must not pass the ball forward, towards the Defender' (Rippers') try line</p> <p>Attackers cannot hand the ball to another attacker.</p> <p>In both cases a FREE PASS is awarded.</p> <p>If the ball is not caught to conclude a pass, but is knocked on, play can continue.</p>
<b>Tackle</b>	<p>When 'rip' is made, player passes the ball</p>
<b>Rip</b>	<p>To complete a rip one of the two tags from the ball carrier's belt must be removed.</p> <p>The only person who can be ripped is the ball carrier</p> <p>The Defender (Ripper) must stop, hold the tag above their head and shout</p> <p>The ball carrier must then pass the ball immediately (within three strides). He or she does not have to stop, return to the mark or roll the ball between their legs.</p> <p>SIX rips in a row leads to a turnover in possession.</p> <p>After the ball carrier has passed the ball, the defender must hand the tag 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 penalised and a free pass will be awarded to the non-offending team at the place of the infringement.</p> <p>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.</p> <p>Restarting the rip count occurs when there is a turnover or when either team is penalised.</p>
<b>Kicking</b>	<p>No kicking in general play</p>
<b>Going to ground</b>	<p>Players can dive for a try or dive on the ball for a try.</p> <p>If the ball carrier intentionally goes to ground or a player dives on the ball, a FREE PASS is awarded to the opposition.</p>
<b>Free pass</b>	<p>To make a free pass, the player making the pass starts with the ball on the ground (with the ball in two hands), 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.</p> <p>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.</p> <p>A free pass is also used to restart play at any time that play has halted and needs to be restarted.</p> <p>If the ball travels out of the field of play, the game is restarted with a free pass to</p>

	<p>the opponents of the side that was last to touch it immediately prior to the ball travelling out of play.</p> <p>Free passes cannot take place less than five metres from the try line.</p> <p>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 ripped player.</p>
<b>Knock on</b>	<p>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 free pass is awarded to the non-offending team unless an advantage occurs.</p>
<b>Offside</b>	<p>Offside only occurs at a rip</p> <p>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.</p> <p>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.</p>
<b>Tries</b>	<p>If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas)</p> <p>Try = 5 pts</p>
<b>Penalty</b>	Tap and pass
<b>Conversions</b>	None
<b>Lineouts</b>	None
<b>Scrums</b>	None
<b>Resources</b>	<p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/rip-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/rip-rugby-laws</a></p> <p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/beginning-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/beginning-rugby-laws</a></p>

## 8.2 8<sup>th</sup> Grade Tackle Rugby Rules

Also known as Under 8 or Year 3

<b>Ball Size</b>	3
<b>Field Size (Playing area)</b>	¼ field goal to 10m (across field) 40m x 27.5m Full size posts on one touchline need to have bolsters on them.
<b>Duration of Game</b>	2 x 25 minutes (Maximum)
<b>Team numbers</b>	<b>7 aside (See section 7)</b> If a team doesn't have enough numbers to start a game, it should be played with equal numbers.
<b>Substitutions</b>	Substitutions may be made at quarter, half and three quarter time when the referee will allow and signal a substitution break. All players must play a minimum of half a game Rolling substitutions are NOT permitted
<b>Footwear</b>	Regulation Rugby boots
<b>Referee</b>	Yes, referee plus one other on the field, for the first three grading games and only the referee for the remainder of the season.
<b>Starting play</b>	The non-scoring team will restart play with a tap kick from halfway The opposing team will be back five metres from half way. Kick-offs are to be rotated through the players
<b>Tackle</b>	Yes A 'tackle clinic' session must be carried out by all coaches before the season kicks off. Tackle must be below the sternum "Tummy Tackles" A player must not tackle an opponent whose feet are off the ground. The tackled player must release the ball when either the player or the ball is grounded. No fending Coaches are to ensure they have coached tackling for at least three training sessions prior to the start of the season.
<b>Ruck and Maul</b>	Players must not join from the side. Players must be bound to the maul or behind the last player Players must not collapse a maul.
<b>Kicking</b>	Allowed but encourage running and passing
<b>Tries</b>	If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas) Try = 5 pts
<b>Penalty</b>	Tap and pass by non-offending side Ball does not have to be on the ground to be tapped and restarted No kicking for touch line
<b>Conversions</b>	Taken from in front of the posts either drop goal or punt. Points don't count.
<b>Lineouts</b>	No lineouts. Tap and pass, 5m in from where the ball went out.
<b>Scrums</b>	No scrums. Tap and pass from where infringement occurred.
<b>Resources</b>	<a href="https://www.rugbytoolbox.co.nz/uploads/media/default/ad/42/4cf1bd503607e204656723d41515845496b7ee5b.pdf">https://www.rugbytoolbox.co.nz/uploads/media/default/ad/42/4cf1bd503607e204656723d41515845496b7ee5b.pdf</a>

<https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws>

### 8.3 9<sup>th</sup> Grade Tackle Rugby Rules

Also known as Under 9 or Year 4

<b>Ball Size</b>	3
<b>Field Size (Playing area)</b>	½ field goal to 10m (across field) Full size posts on one touchline need to have bolsters on them.
<b>Duration of Game</b>	2 x 25 minutes (Maximum)
<b>Team numbers</b>	10 Players If a team doesn't have enough numbers to start a game, it should be played with equal numbers.
<b>Substitutions</b>	Substitutions may be made at quarter, half and three quarter time when the referee will allow and signal a substitution break. All players must play a minimum of half a game Rolling substitutions are NOT permitted
<b>Footwear</b>	Regulation Rugby boots
<b>Referee</b>	Yes It is recommended that one referee will control the entire match The home team will provide a referee If there is no referee available from the home team then a referee from the visiting team will officiate Referee plus one other on the field, for the first three grading games and only the referee for the remainder of the season.
<b>Starting play</b>	Punt or drop-kick by the scoring side Kick-offs to be rotated through the players. There is no lifting from kick-starts
<b>Tackle</b>	Yes A 'tackle clinic' session must be carried out by all coaches before the season kicks off. Tackle must be below the sternum (See section 7) A player must not tackle an opponent whose feet are off the ground. The tackled player must release the ball when either the player or the ball is grounded. No fending to the head, face or neck regions
<b>Ruck &amp; Maul</b>	Players must not join from the side Players must be bound to the maul or behind the last player Players must not collapse a maul
<b>Kicking</b>	Allowed but encourage running and passing
<b>Tries</b>	If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas) Try = 5 pts
<b>Penalty</b>	Tap and pass by non-offending side The defending team will be five metres back from the infringement mark. All penalties are tapped on the ground. Ball does not have to be on the ground to be tapped and restarted No kicking for touch line Awarded team may take a scrum

	(WCJR rules)
<b>Conversions</b>	Taken from in front of the posts either drop goal or punt. Points don't count.
<b>Lineouts</b>	<p>Five person</p> <p>Lineouts not contested There is to be NO lifting The side throwing the ball in to the lineout wins the ball If the ball is not caught or goes over the back the ball becomes "fair game" If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies The two lines must be one metre apart</p> <p>All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared.</p> <p>This is defined as; The player who receives the ball in the lineout may only hold the ball for no more than 3 seconds before the player then must pass the ball to the halfback. After 3 seconds with a player in the lineout holding the ball, general play can continue (opposition player may tackle the player holding ball in lineout)</p> <p>If a player loses the ball backwards from the lineout, general play continues. If a player loses the ball forward from the lineout, a scrum is awarded to the non-offending team.</p> <p>(WCJR rules)</p>
<b>Scrum</b>	<p>Five person No pushing and no contest</p> <p>All defending and attacking players must be 5 metres from the back of the scrum and may not move forward until the ball has been cleared from the scrum. The halfback must pass the ball not run with it. Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum.</p> <p>(WCJR rules)</p>
<b>Resources</b>	<a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws</a>

## 8.4 10<sup>th</sup> Grade Tackle Rugby Rules

Also known as Year 5 or Under 10

<b>Ball Size</b>	3
<b>Field Size (Playing area)</b>	½ field goal to 10m (across field) Full size posts on one touchline need to have bolsters on them.
<b>Duration of Game</b>	2 x 25 minutes (Maximum)
<b>Team numbers</b>	10 players If a team doesn't have enough numbers to start a game, it should be played with equal numbers.
<b>Substitutions</b>	Substitutions may be made at quarter, half and three quarter time when the referee will allow and signal a substitution break. All players must play a minimum of half a game Rolling substitutions are NOT permitted
<b>Footwear</b>	Regulation Rugby boots
<b>Referee</b>	Yes It is recommended that one referee will control the entire match The home team will provide a referee If there is no referee available from the home team then a referee from the visiting team will officiate
<b>Starting play</b>	Punt or drop-kick by the scoring side Kick-offs to be rotated through the players. There is no lifting from kick-starts
<b>Tackle</b>	Yes A tackle must be below the sternum (See section 7) A player must not tackle an opponent whose feet are off the ground. The tackled player must release the ball when either the player or the ball is grounded.  No fending to the head, face or neck regions
<b>Ruck &amp; Maul</b>	Players must not join from the side Players must be bound to the maul or behind the last player Players must not collapse a maul
<b>Kicking</b>	Allowed but encourage running and passing
<b>Tries</b>	If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas) Try = 5 pts
<b>Penalty</b>	Tap and pass by non-offending side  Ball does not have to be on the ground to be tapped and restarted No kicking for touch line Awarded team may take a scrum (WCJR rules)
<b>Conversions</b>	Taken from in front of the posts either drop goal or punt. Points don't count.

<p><b>Lineouts</b></p>	<p>Five person</p> <p>Lineouts not contested. There is to be NO lifting. The side throwing the ball into the lineout wins the ball. If the ball is not caught or goes over the back the ball becomes “fair game” If the throw isn’t straight, advantage applies to the non-offending team, otherwise normal law applies. The two lines must be one metre apart.</p> <p>All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as; The player who receives the ball in the lineout may only hold the ball for no more than 3 seconds before that player can choose to run and exit the lineout with the ball or pass the ball to the halfback, or another player. After 3 seconds of the player holding the ball or the half back receiving the ball general play continues. If a player loses the ball backwards from the lineout, general play continues. If a player loses the ball forward from the lineout, a scrum is awarded to the non-offending team. (WCJR rules)</p>
<p><b>Scrum</b></p>	<p>Five person</p> <p>No pushing and no contesting. The side throwing the ball into the scrum wins the ball. The opposing team cannot advance until the halfback has played the ball The halfback must pass the ball and not run with it. The opposing halfback must not advance past the middle line ie tunnel.</p>
<p><b>Resources</b></p>	<p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws</a></p>



## 8.5 11<sup>th</sup> Grade Tackle Rugby Rules

Also known as Y6 or Under 11

<b>Ball Size</b>	3
<b>Field Size (Playing area)</b>	100m x 55m Play try line to try line (length of field), one side line moves in to the 15 metre mark  Wcjr rule
<b>Duration of Game</b>	2 x 25 minutes (Maximum)
<b>Team numbers</b>	10 Players If a team doesn't have enough numbers to start a game, it should be played with equal numbers.
<b>Substitutions</b>	Substitutions may be made at quarter, half and three quarter time when the referee will allow and signal a substitution break. All players must play a minimum of half a game Rolling substitutions are NOT permitted
<b>Footwear</b>	Regulation Rugby boots
<b>Referee</b>	Yes It is recommended that one referee will control the entire match The home team will provide a referee If there is no referee available from the home team then a referee from the visiting team will officiate  No coaches on field of play during play. Only referee. (WCJR rule)
<b>Starting play</b>	Punt or drop-kick by the scoring side There is no lifting from kick-starts
<b>Tackle</b>	Yes A Tackle must be below the sternum (See section 7) A player must not tackle an opponent whose feet are off the ground. The tackled player must release the ball when either the player or the ball is grounded.  No fending to the head, face or neck regions
<b>Ruck &amp; Maul</b>	Players must not join from the side Players must be bound to the maul or behind the last player Players must not collapse a maul
<b>Kicking</b>	Normal
<b>Tries</b>	If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas) Try = 5 pts
<b>Penalty</b>	Tap and pass by non-offending side The defending team will be five metres back from the infringement mark. All penalties are tapped on the ground.
<b>Conversions</b>	Can take conversions in front of the posts either drop goal or punt. Point's don't count.

<b>Lineouts</b>	<p>Five person Lineouts can be contested but NO lifting at any level.</p> <p>If the ball is not caught or goes over the back the ball becomes “fair game” If the throw isn’t straight, advantage applies to the non-offending team, otherwise normal law applies The two lines must be one metre apart</p> <p>All defending players must be 5 metres from the lineout and may not move forward until the ball has been cleared. This is defined as; The player who receives the ball in the lineout may only hold the ball for no more than 3 seconds before that player can choose to run and exit the lineout with the ball or pass the ball to the halfback, or another player. After 3 seconds of the player holding the ball or the half back receiving the ball general play continues. If a player loses the ball backwards from the lineout, general play continues. If a player loses the ball forward from the lineout, a scrum is awarded to the non-offending team. (WCJR rules)</p>
<b>Scrum</b>	<p>Five person No contesting and no pushing. The side throwing the ball into the scrum wins the ball. The opposing team cannot advance until the halfback has played the ball. The halfback must pass the ball and not run with it. The opposing halfback must not advance past the middle line ie tunnel.</p>
<b>Resources</b>	<p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws</a></p>

**8.6 12<sup>th</sup> & 13<sup>th</sup> Grade Tackle Rugby Rules**

Also known as Year 7 &amp; 8

<b>Ball Size</b>	4
<b>Field Size (Playing area)</b>	Full field
<b>Duration of Game</b>	2 x 30 minute halves ( This is maximum)
<b>Team numbers</b>	<p>15 If a team doesn't have enough players to start a game, it should be played with equal numbers.</p> <p>Games must proceed with even numbers* and opposing sides must match each other's numbers, despite one team having less than 15 players. i.e. 15 vs 15, 14 vs 14, 13 vs 13, 12 vs 12, 11 vs 11, 10 vs 10. Though a team must use 15 players in their side if they are available to play. It is encouraged for a team to loan an opposing team reserve players if your side has greater than 16 players to ensure every player gets as much game time as possible. 9 players or less in a team means that team defaults. (WCJR Rule)</p>
<b>Substitutions</b>	<p>All players must play a minimum of half a game (this is to include at least two full quarters.</p> <p>Rolling substitutions are not permitted</p> <p>Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a substitution break.</p>
<b>Footwear</b>	Regulation rugby boots
<b>Referee</b>	<p>Yes</p> <p>It is recommended that one referee will control the entire match</p> <p>The home team will provide a referee</p> <p>If there is no referee available from the home team then a referee from the visiting team will officiate</p> <p>Assoc Referee: Required</p> <p>If none, no tackling and no contested scrums</p>
<b>Starting Play</b>	Normal
<b>Tackle</b>	<p>Tackle must be below the sternum.</p> <p><b>No fending to the head, face or neck regions.</b></p>
<b>Ruck &amp; Maul</b>	<p>Players must not join from the side</p> <p>Players must be bound to the maul or behind the last player</p> <p>Players must not collapse a maul</p>
<b>Kicking</b>	General - normal
<b>Tries</b>	<p>If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come to an agreement as to how they can generate a more even contest. (see section 4.6 for some ideas)</p> <p>Try = 5 pts</p>
<b>Penalty</b>	Yes

	<p>Normal</p> <p>The defending team will be 10 metres back from the infringement mark.</p>
<b>Conversions</b>	<p>Yes</p> <p>Conversions not be taken further than the 15m line</p> <p>2pts</p> <p>(WCJR rule)</p>
<b>Lineouts</b>	<p>Yes</p> <p>Always 8 in lineout. Lineouts can be contested.</p> <p>There is no lifting in lineouts at any level.</p> <p>The two lines of players must be one metre apart</p> <p>Backline must stand 10 metres from the centre line</p> <p>If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.</p> <p>Players can advance when the halfback receives the ball</p> <p>The halfback may pass the ball or run with it</p> <p>Teams may have shortened numbers. The opposing team can have equal or less in the lineout.</p> <p>In the event where a game proceeds with less than 15 players per side, lineouts must be reduced as per the following schedule;</p> <ul style="list-style-type: none"> <li>14 players per side stays at 8 person lineouts</li> <li>13 players per side goes to 7 person lineouts</li> <li>12 players per side goes to 5 person lineouts</li> <li>11 players per side goes to 5 person lineouts</li> <li><b>10 players per side goes to 5 person lineouts</b></li> </ul> <p>(WCJR rules)</p>
<b>Scrum</b>	<p>Always 8 in scrum. Safety is paramount.</p> <p>Contest and pushing.</p> <p>The push is limited to <b>half a metre maximum</b>.</p> <p>The opposing team cannot advance until the halfback has run or played the ball.</p> <p>Note: A number 8 can also pick up the ball</p> <p><b>The opposing halfback must not advance past the middle line i.e tunnel</b></p> <p>There is an offside line five metres behind the hindmost feet of the scrum.</p> <p>Scrum: 8 person scrums (or equal numbers due to injuries / suspensions).</p> <p>In the event where a game proceeds with less than 15 players per side, scrums sizes must be reduced as per the following schedule;</p> <ul style="list-style-type: none"> <li>14 players per side stays at 8 person scrums</li> <li>13 players per side goes to 7 person scrums</li> <li>12 players per side goes to 5 person scrums</li> <li>11 players per side goes to 5 person scrums</li> <li>10 players per side goes to 5 person scrums</li> </ul> <p>- (7 forwards – no number 8, 6 forwards – no flankers, 5 forwards – no loose forwards)</p> <p>If a team cannot field such suitably trained players because: - either they are not available, or - a player in one of those five positions is injured or - has been sent off or temporarily suspended and no suitably trained replacement is available, then the referee must order Uncontested Scrums (Domestic Safety Law Variation)</p>
<b>Resources</b>	<p><a href="https://www.rugbytoolbox.co.nz/the-game/rugby-laws/playing-rugby-laws">https://www.rugbytoolbox.co.nz/the-game/rugby-laws/playing-rugby-laws</a></p> <p><a href="https://www.rugbytoolbox.co.nz/uploads/media/default/c1/17/f6570e459c591a93ba0dfb">https://www.rugbytoolbox.co.nz/uploads/media/default/c1/17/f6570e459c591a93ba0dfb</a></p>

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### 8.7 Aaron Hopa Trophy (13<sup>th</sup> Grade only)

**Ranfurly shield type competition**, but shall be played for both home and away.

#### Challenge Trophy 'Aaron Hopa Trophy' Rules

- c. The trophy is played for when the holder is playing both home and away games.
- d. In the case of a draw, the current holder will be deemed to continue to be the holder.
- e. The trophy is competed for during the entire round robin round.
- f. 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.
- g. The trophy must be on prominent display when after match speeches are being done.
- h. 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.

## 9. REPRESENTATIVE TEAMS

### 9.1 Power Farming Cup Rules

#### 9.1.1 Purpose of Power Farming Cup

To provide kids an additional format of rugby to play rugby with another set of kids outside of their weekly saturday team. To provide an opportunity for kids to learn from different coaches in a competitive format that promotes a space for all to thrive.

#### 9.1.2 Player Criteria:

Priority is to be given to Year 8's across all divisions

Players are to be Year 8 or under and to be under 13 years of age as at the 1<sup>st</sup> of January of the current playing year.

Player attitude and coachability

Even mix of players proportional to the total number of eligible players per club within any franchise

Years played for each club (Long service)

#### 9.1.3 Tournament Duration:

Played over four consecutive Sundays. Usually in July and August

#### 9.1.4 Divisions:

Under 45kg, Under 60kg and Over 60kg

#### 9.1.5 Franchises:

Each Power Farming Cup Franchise will have two teams

U45kg team

U60kg team

Each franchise will be made up of a mixture of all clubs aligned to their respective franchise.

There are to be NO trials or ability-based selection.

**FRANCHISES** are made up of the below

- a. **Central Eagles** – Hamilton Marist, Southwell
- b. **Western Sharks** – Fraser Tech, Te Rapa, Frankton
- c. **Southern Bears** – Hamilton Old Boys, Melville, Raglan
- d. **Northern Eels** – Suburbs, Taupiri, Te Kowhai, Ngaruawahia,
- e. **Te Awamutu Rams** – Te Awamutu Sports, Pirongia, Ohaupo, Kihikihi, Te Awamutu Marist
- f. **Cambridge Colts** – Cambridge, St Peters, Leamington
- g. **Morrinsville Herd** – Morrinsville, Kereone
- h. **Matamata Bulls** – United Matamata Sports, Hinuera
- i. **South Waikato Stags** – Southern United, Putaruru

## 2. Kukri Cup Franchises

Kukri cup format is for WCJR registered players who are Over 60kg in weight. Franchises are made up of players from across the WCJR region.

Three franchises

- a. **Waikato Kauri**

- b. Waikato Kowhai
- c. Waikato Nikau

#### 9.1.6 SELECTION FOR OVER 60KG

Waikato Rugby will facilitate skills clinics to introduce players and coaches to the next phase of rugby (Secondary school rugby)

Priority to year 8 kids then year 7 kids - Year 6 kids and below are not eligible to play in this format of rugby.

WCJR will create 3 teams with the intent to be as even as possible based on player preferred playing position and ability.

#### 9.1.7 Team Entry

Teams are to consist of a MINIMUM of 20 players. With a MAXIMUM of 22.

A maximum of 22 players are to be named/available for each game. With a maximum of 7 reserves per game.

Each Franchise will nominate Coaches and Managers for both teams.

#### 9.1.8 TEAM SHEETS must be available and completed one month before the 1<sup>st</sup> round.

Team sheets (template supplied) must be completed for all players and ready for weigh in on the first day of competition.

#### 9.1.9 Player Weight

Players are to be UNDER the specified weight listed below. There will be no tolerance outside these ranges

1<sup>st</sup> round – Under 45kg/Under 60kg

- i. If at the first weigh-in the player is 45kg/60kg or over, they CANNOT play the whole tournament and MUST be replaced.

2<sup>nd</sup> round – Under 45kg/Under 60kg

- ii. If a player is 45.5kg or 60.5kg or OVER, the player CANNOT play until the next round.

3<sup>rd</sup> round – Under 45kg/Under 60kg

- iii. If a player is 46kg or 61kg or OVER, the player CANNOT play until the next round.

4<sup>th</sup> round – Under 45kg/Under 60kg

- iv. If a player is 46.5kg or 61.5kg or OVER, the player CANNOT play this round.

WCJR Power Farming sub committee will provide the scales and the official weigher

**ADDITIONAL PLAYERS** (emergency circumstances only) are permitted at the discretion of WCJR Power Farming Sub committee.

#### 9.1.10 FEES

Fees for each year will be decided in conjunction with the Power Farming Team and the WCJR Power farming subcommittee, each player will receive a training t-shirt and hoodie as part of their fee.

Fees will need to be paid to Power Farming two weeks before the 1<sup>st</sup> round.

In case of genuine hardship, franchises can apply for funding via The WaterBoy

#### **9.1.11 UNIFORM**

All Franchises will be allocated and supplied 22 playing jerseys and 22 playing shorts. These MUST BE RETURNED at the end of the competition.

#### **9.1.12 EQUIPMENT:**

All Franchises will be supplied a team bag. These must be returned at the end of the competition.

#### **9.1.13 SUBSTITUTIONS:**

All players must play a minimum of half a game (As per the NZR ruling)

Rolling subs are NOT PERMITTED

Subs are to be made at quarter, half and three quarters (unless there is an injury)

#### **9.1.14 DISCIPLINE:**

Any player sent from the field (or has sufficient evidence against them) will automatically miss the next game. AND/OR be disciplined as deemed appropriate by the WCJR Power farming sub committee

#### **9.1.15 REFEREES:**

Referees will be organised by WCJR Power Farming Cup Sub Committee. Host clubs are to organise fields.

#### **9.1.16 POSITION OF MANAGEMENT DURING GAME:**

All Coaches and reserves are to position themselves beyond the dead ball line of the opposition end of the field.

The Manager and 2 water boys/girls may position themselves on the sideline for access to the field for water.

#### **9.1.17 GAME TIME:**

Games are to be two twenty-minute halves. Five minutes for half time and one minute for quarter time to apply substitutions (NO coaches or Managers are to be on the field at quarter and three-quarter time)

In each two-hour field allocation window, the U45kg teams of the franchises will play first followed by the U60kg team of the same franchises after a 10 MINUTE interval BETWEEN games.

#### **9.1.18 RULES**

Game day rules are as per section 8.6 of the WCJR Rules handbook, with the following exceptions

- v. Scrums will be non-contested in the U45kg division
- vi. Scrums will be contested in the U60kg & O60Kg divisions
- vii. Line-outs will be contested but NO lifting.



WCJR Power Farming Sub Committee will consist of a minimum five members with at least one member from the WCJR Executive team. This will be formed near the start of each calendar year.

Failure to observe any of the above rules will result in disqualification from the tournament.  
Any dispute will be decided by the WCJR Power Farming Sub Committee

## 11. WCJR Rules Handbook Review

The WCJR rules handbook can be reviewed annually with proposed changes to be made via remit process.

### 11.1 Remits refer to 8.4.2 - 8.4.4 of WCJR Constitution.

Any changes to the rules in the 20XX WCJR Rules handbook 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.

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 held.

Such motions, or any part thereof, shall be of no effect unless passed by a seventy five percent (75%) majority (Special Resolution) of those present and entitled to a vote at the Annual General Meeting, Special General Meeting, as the case may be.

2023 Remits	<p>All Remits that were carried at the 2023 AGM</p> <p><b>Remit 3:</b> All additional references to weigh chart removed eg: Section 2.2</p> <p><b>Remit 4:</b> Section 2.3.v Amend wording from ‘Any coloured socks’ to Coloured socks for dispensated players decided by WCJR at the beginning of each season.</p> <p><b>Remit 5:</b> Draw steward to create weekly draw for first 3 weeks of grading for 12 th and 13 th grade .</p> <p>Realign WCJR handbook with WCJR Constitution</p> <p><b>Remit 6:</b> Remove the playing rules references from the constitution and transfer all WCJR rules to the WCJR Community handbook.</p> <p>SGM to be set in the new year 2024 to confirm the transfer changes and wording in the constitution prior to the season starting.</p> <p><b>Remit 7:</b> Constitution Updates: Replace NZRU with NZR, Replace WRU with WR</p>
2024 Remits	