

WAIKATO RUGBY SENIOR CLUB COMPETITION RULES



WAIKATO RUGBY



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Part One

All Waikato Rugby Club Competitions

1. BACKGROUND

- 1.1 These Rules amend and restate the various competition rules and handbooks from Waikato Rugby that have existed in previous years. It standardises the way in which all Waikato Rugby Club Competitions are administered and creates a single reference point for all of those involved with either participating in or administering those Waikato Rugby Club Competitions.

2. APPLICATION OF LAWS AND RULES

- 2.1 **Application:** These Rules apply to all Matches played under or in connection with Waikato Rugby Club Competitions.
- 2.2 **‘Laws of the Game’ - Incorporation of World Rugby, NZR and Waikato Rugby laws and policies:** In addition to these Rules, World Rugby’s laws, NZR’s national framework and Waikato Rugby’s policies and procedures are also deemed to apply to Waikato Rugby Club Competitions as follows:
- (a) World Rugby provides the laws by which rugby is played globally;
 - (b) NZR provides the national framework for which the game is played, including the provision of the Domestic Safety Law Variations (DSLVS) and Experimental Domestic Safety Law Variations (EDSLVS) to the law book, the policies that guide the age for which participants can play senior age grade rugby, the dispensations policy and the disciplinary process; and
 - (c) Waikato Rugby provides certain policies and procedures from time to time which govern how the game of rugby is played and administered within Waikato Rugby’s jurisdiction.
- 2.3 **Waikato Rugby Rules:** Through these Rules, Waikato Rugby provides the framework on how the World Rugby laws and NZR’s national framework are implemented within Waikato Rugby, as well as providing mechanisms for the following matters including:
- (a) Waikato Rugby Club Competition formats;
 - (b) the objects and principles by which Waikato Rugby operates Waikato Rugby Club Competitions;
 - (c) game and event management;
 - (d) player eligibility and transfers;

- (e) judiciary and disciplinary matters; and
- (f) sanctions for breaches of the Rules.

2.4 **Individual Competition Formats:** Part One of these Rules applies to all Waikato Rugby Club Competitions (insofar as each Rule is relevant to a specific Waikato Rugby Club Competition). In addition, Part Two of these Rules will apply to each specific Waikato Rugby Club Competition and Part Two may be amended prior to the start of any season in respect of the relevant Waikato Rugby Club Competition. To the extent of any inconsistency between Part One and Part Two, Part Two shall prevail.

3. DEFINITIONS AND INTERPRETATION

3.1 **Definitions:** In these Rules, unless the context requires or indicates otherwise, the following definitions will apply:

Appeal has the meaning given to that term in Rule 16.7.

Appeals Panel means Waikato Rugby's appeals panel.

CEO means Waikato Rugby's Chief Executive Officer (or any equivalent position).

Club means any rugby club that is a member of Waikato Rugby (in accordance with Waikato Rugby's constitution).

Club Official means the Chairperson, President, Club Captain or Secretary of any relevant Club.

Complaint has the meaning given to that term in Rule 16.1.

CRC means Waikato Rugby's Community Rugby Committee.

DSL means Domestic Safety Law Variation.

EDSL means Experimental Domestic Safety Law Variation.

Judicial Panel means Waikato Rugby's judicial panel.

Match means any rugby match falling within the jurisdiction of Waikato Rugby, including but not limited to any match played under a Waikato Rugby Club Competition.

Match Official means any:

- (a) Referee; or
- (b) any other match official appointed by WRR.

NZ means New Zealand Rugby.

Played means, in respect of any relevant Match, a player who was both:

- (a) named in the Match day 1-22 for the relevant team in NZ's Rugby Explorer App; and

- (b) otherwise ready and available to take the playing field in that Match.

Play-Off Match means any quarter-final, semi-final, preliminary final, final or promotion-relegation Match.

Referee means a referee of a match, appropriately appointed in accordance with these Rules.

Rules means these Waikato Rugby Club Competition rules.

Season means the period between 1 January and 31 December in each year.

WRRRA means Waikato Rugby Referees Association.

Waikato Rugby means Waikato Rugby Union, and as the context requires, shall include reference to Waikato Rugby's board and its management team.

Waikato Rugby Club Competition means each of the senior club rugby competitions run by Waikato Rugby, including:

- (a) each of the relevant competitions set out in Part Two of these Rules; and
- (b) any other club rugby competition within Waikato Rugby's jurisdiction.

3.2 **Interpretation:** In these Rules unless the context otherwise requires:

- (a) Words referring to the singular include the plural and vice versa.
- (b) Headings are for reference only.
- (c) References to Rules and Parts are references to Rules and Parts of this document.
- (d) Reference to any document includes reference to that document as amended, novated, supplemented, or replaced from time to time.
- (e) 'Including' (and its similar expressions) shall be interpreted as if followed by 'without limitation'.
- (f) References to any policies and procedures (including, but not limited to any policies and procedures of World Rugby, NZR or Waikato Rugby), will be construed as references to those policies and procedures as amended or re-enacted or as their application is modified from time to time.

4. **OBJECTS AND PRINCIPLES**

4.1 The application and interpretation of these Rules shall always be read subject to the objects and principles by which Waikato Rugby operates, including in respect of the operation of Waikato Rugby Club Competitions. Those objects and principles are to:

- (a) control, promote, foster and develop the game of rugby within Waikato Rugby's boundaries;

- (b) form and manage rugby teams representing Waikato Rugby;
- (c) represent Waikato Rugby to, and on, NZR;
- (d) comply with the laws of the game and submit to any amendments to the laws of the game;
- (e) encourage participation in, and support for, rugby by all participants in, and supporters of, the game and at all levels (including by way of example administrators, Club Officials, players, coaches, Referees, Match Officials and supporters) within Waikato Rugby's boundaries; and
- (f) provide a structure within which all participants and players can enjoy the game in a positive and safe manner;
- (g) encourage sporting merit and reward fair play; and
- (h) do all such other things as Waikato Rugby may consider necessary or desirable to promote the interests of rugby within the boundaries of Waikato Rugby.

5. COMMUNITY RUGBY COMMITTEE

5.1 **Role:** The purpose and role of the CRC is to provide:

- (a) an open, direct and regular line of communication between Waikato Rugby and Clubs in respect of Waikato Rugby Club Rugby Competitions; and
- (b) upon request by Waikato Rugby or where these Rules explicitly provide for:
 - (i) give consideration and determination of all complaints and/or breaches of these Rules;
 - (ii) give consideration and determination of any matter requiring authorisation under these Rules; and
 - (iii) give consideration and evaluation of any aspect of the game within Waikato Rugby's jurisdiction as referred to the CRC by Waikato Rugby or any Club, and to provide a recommendation(s), offer or give advice, offer an opinion, consult, and/or give information.

5.2 **Charter:** All other matters relating to the membership, meetings, authority and responsibilities of the CRC are determined in accordance with CRC's charter.

6. CLUB PARTICIPATION

6.1 **Competition Participation:** A Club may participate in any Waikato Rugby Club Competition in accordance with these Rules and must ensure that its members are aware of and comply with these Rules.

6.2 **Entry Forms:**

6.2.1 Each year a Club must forward to Waikato Rugby a grade entry form (in a form acceptable to Waikato Rugby) covering Waikato Rugby Club Competitions and grades in which it seeks to enter teams and this must be done at least three clear Fridays prior to the first round of the relevant Waikato Rugby Club Competition.

6.2.2 Waikato Rugby has full discretion as to whether it will accept late entries and will work with Clubs to maximise the teams involved Waikato Rugby Club Competitions.

6.3 **Grade Division:** Subject to the application of any specific Waikato Rugby Club Competition rule in Part Two, Waikato Rugby may divide any grade and/or any division within a Waikato Rugby Club Competition into sections and may determine the composition of the number of teams within any grade, division and section.

6.4 **Club Colours:** The playing colours of each Club must be registered with Waikato Rugby and any changes to these must be approved by Waikato Rugby before use. New Clubs must have their proposed playing colours approved by Waikato Rugby.

7. **GAME MANAGEMENT**

7.1 **Playing Times:** All Matches will be played at any of the following times:

- (a) 1:00pm;
- (b) 2:45 pm; or
- (c) at any other time as determined by Waikato Rugby, including due to field availability; or
- (d) in accordance with Rule 8.1.

7.2 **Draws and Results:** All draws, results and team standings will be published and available at <https://www.sporty.co.nz/mooloo/community/draws-and-results>.

7.3 **Similar Playing Strip:**

7.3.1 Where the playing strip of the two competing teams and/or Clubs are alike or similar, the visiting team and/or Club shall change to an alternative playing strip that does not match with the basic colours contained in the home team's playing strip.

7.3.2 Any alternative playing strip used by any team must be approved in advance by Waikato Rugby and in order to keep any potential clashes to a minimum, potential playing strip clashes are identified in the annual Club Competition Handbook.

7.3.3 Any disputes regarding a team's playing strip must be referred to Waikato Rugby at least 48 hours before the Match is to be played and otherwise, the Match is to proceed as arranged.

- 7.4 **Neutral Venues:** In the event of any Match being played at a neutral venue, the home team will be the team listed first in the relevant Waikato Rugby Club Competition draw. In the event of any final, the higher finishing team in the preceding round of the relevant Waikato Rugby Club Competition will be declared the home team.
- 7.5 **Control Ropes:** At any Match, the home team's Club is responsible to erect crowd control barriers or ropes on both sides of the field. These must be at least 5 metres (or as far as practicable) from the touch lines. The area inside these crowd control barriers form part of the playing enclosure and forms part of the area under the jurisdiction of the Referee.
- 7.6 **Technical Zones:** At any Match, the home team's Club is responsible to designate two technical zones either:
- (a) at opposite ends of the field beyond the respective dead-ball lines; or
 - (b) on opposite sides of the playing field at the half-way line, or
 - (c) one the same side of the field adjacent to the respective 22 metre marks, for each team.
- The technical zones shall each be approximately 10 metres long by 3 metres wide. Only team reserves, coaches, managers, and water carriers are permitted in the confines of the technical zone during the Match. All other personnel are to remain outside the playing enclosure. The host team shall provide adequate seating for reserves and team management within each technical zone.
- 7.7 **Permitted Entrants to Field of Play:** Medical personnel, water carriers and/or ball people must be clearly identified and are the only personnel permitted to enter onto the field of play during playing time. For clarity, team reserves, coaches, and managers are not permitted in the playing enclosure during playing time, including but not limited to the dead ball area. The Referee is the sole judge of who can and who cannot enter the field of play during a Match and when they can do that.
- 7.8 **Medical Personnel:** At any Match, each team can allocate one medical person only. During playing time, a team's medical person may roam along the touch line, touch in goal line, or dead ball line, ensuring that they do not interfere with or get in the way of any player or Match Official performing their duties. A team's medical person may enter the playing area during play to attend to an injured person.
- 7.9 **Water Carriers:** At any Match, each team can allocate two water carriers only. Water carriers must remain between the halfway and 10 metre line or in the technical zone, ensuring that they do not interfere with or get in the way of any player or Match Official performing their duties. Water carriers may enter the playing area at a stoppage in play or at a conversion attempt. Water carriers (or another person) may bring on the kicking tee at an attempted penalty kick at goal. However, this is not a stoppage in play and drinks are not permitted at this time. Water carriers must wear a clearly marked high-viz vest during the relevant Match and cannot be the head coach of the respective team.
- 7.10 **Media Personnel:** Any person clearly identified as media personnel is permitted inside the playing enclosure but outside the playing area and technical zones with their camera or video

equipment for the purposes of performing their media role, so long as they do not interfere with or get in the way of any player or Match Official performing their duties.

- 7.11 **Coaches and Managers:** Coaches and managers must remain in the designated technical zone during playing time. At halftime, team reserves, coaches, managers, and water carriers are permitted in the playing area.
- 7.12 **Filming of Matches:** In the event that any Waikato Rugby Club Competition Match has been filmed by a Club playing in that Match, such footage shall be provided to Waikato Rugby within 48 hours of a request by Waikato Rugby (acting reasonably).

8. DEFERMENT OF GAMES AND VENUE CHANGES

- 8.1 **Change of venue and/or time:** Applications for changes to scheduled venues must be made to Waikato Rugby in writing by both relevant Clubs involved in a Match, no less than three days prior to the scheduled Match.
- 8.2 **Ground Closures:** Each of the local and regional councils within Waikato Rugby's jurisdiction may give effect to ground closures due to inclement weather conditions or for any other reason.
- 8.3 **Granting of Deferments:** If a deferment or change of venue is granted (including in each case as a result of ground closures pursuant to Rule 8.2 above), Waikato Rugby shall set the playing date, time and location for a deferred Match.
- 8.4 **Failure to play:**
 - 8.4.1 Any team or teams who do not abide by the published draw will lose the Match or Matches by default.
 - 8.4.2 Any team or teams who do not abide by the selected date and time for the playing of the deferred Match will lose the Match by default.

9. REFEREES

- 9.1 **Appointment:** The WRRRA appoints Referees, and Assistant Referees where applicable, for Matches under the jurisdiction of Waikato Rugby. Appointments of Referees shall be made by WRRRA through Rugby Xplorer which in turn shall be available for the relevant Clubs to view through <https://www.sporty.co.nz/mooloo/community/draws-and-results> and the Rugby Xplorer app.
- 9.2 **No Referee:**
 - 9.2.1 Where the Referee does not report to fulfil his or her appointment, or there has been no appointment of a Referee for that Match, the respective team captains must endeavour to agree upon a substitute Referee who must have completed NZR's Associate Referee and Rugby Smart course. If the respective team captains fail to agree, the home team appoints a Referee who must have completed an Associate Referee and Rugby Smart course. If the appointed Referee arrives, he or she shall replace the substitute Referee.

- 9.2.2 If the Referee is unable to complete the Match, the Referee appoints a replacement who must have completed an Associate Referee and Rugby Smart course. If the Referee cannot do so, the home team appoints a replacement who must have completed an Associate Referee and Rugby Smart course.
- 9.2.3 If no qualified Referee is available, then Rule 9.5 applies.
- 9.3 **Touch Judges:** Where no appointment of an assistant referee is made by WRRRA, each competing team shall appoint a touch judge.
- 9.4 **Delivery of Information:** All relevant information relating to any situation covered by Rule 9.2 must be notified to Waikato Rugby within 48 hours of kick-off the relevant Match. In accordance with any relevant NZR policy, a referee who has not completed the Rugby Smart course in a calendar year must not be appointed to any Match in that same year.
- 9.5 **Effect of Game Not Played:**
- 9.5.1 If a Match is not played because there was no Referee or for any other reason (other than a default pursuant to Rule 13) both teams may be given the option to play that Match at an agreed date and time, with home ground advantage being as per the original draw where possible, but Waikato Rugby will determine the venue.
- 9.5.2 If the teams are given the option to play, that Match must be played before the end of the relevant round or the commencement of any Play-Off Match.
- 9.5.3 Should the teams not be given the option to play or be unable to agree on a date and time for that Match, then both teams will be allocated two competition points for that Match and no other points are awarded to either team.
- 10. GAME ON**
- 10.1 **Game On Purpose:** 'Game On' is a flexible game format designated to enable games to proceed with meaningful outcomes despite teams being unable to meet normal team number and/or front row considerations.
- 10.2 **Spirit of Game On:** The 'Game On' provisions are to be applied in the spirit for which they are intended and are not to be exploited in order to win at all costs.
- 10.3 **Game On Application:** Those Waikato Rugby Club Competitions who will play by the 'Game On' protocols are set out in Part Two of these Rules.
- 10.4 **Use of Game On:** '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 relevant Match.
- 10.5 **Consecutive use of Game On:** If a team plays two consecutive Matches or four Matches in aggregate under the 'Game On' protocols it may:
- (a) be withdrawn from the relevant Waikato Rugby Club Competition by Waikato Rugby;
or

- (b) otherwise face sanction from the CRC, a Judicial Panel or Appeals Panel in accordance with Rule 17.

10.6 Rules of Game On: The rules to apply to Matches under the 'Game On' provisions are determined as follows:

- 10.6.1 If one or both teams have less than 15 players, playing numbers are to be determined by agreement between the teams. In the event of no agreement, the playing numbers will match the number of players that the team with the fewest players has.
- 10.6.2 Rolling substitutes will be permitted in all games played under the 'Game On' provisions unless the teams agree that rolling substitutes will not be used and notify the Referee prior to kick-off.
- 10.6.3 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.
- 10.6.4 The length of the Match being played under Game On protocols is to be agreed between the teams with 40 minutes being the minimum and 80 minutes being the maximum. If no agreement is reached, the Match duration will be based on team size as follows:
 - (i) 10 players per side – 20-minute halves;
 - (ii) 11 players per side – 25-minute halves;
 - (iii) 12 players per side – 30-minute halves;
 - (iv) 13 or 14 players per side – 35-minute halves; and
 - (v) 15 players per side – 40-minute halves.
- 10.6.5 Any other 'Game On' provisions provided for by NZR from time to time.

11. PLAYER ELIGIBILITY

11.1 Registration: Prior to first playing for any Club during a Season, a player must register with that Club:

- (a) which is located within Waikato Rugby's provincial boundaries or has been accepted by Waikato Rugby to compete in a Waikato Rugby Club Competition; and
- (b) which is a participant in Waikato Rugby Club Competitions; and
- (c) by completion of the NZR online registration process.

For the purposes of this Rule, registration is deemed to occur upon completion of the Waikato Rugby online registration form, under the Club through Rugby Xplorer.

11.2 Domestic Clearance:

- 11.2.1 Subject to Rule 11.2.2, any player who has played club rugby within another NZR Member union or province during a Season must comply with both the requirements of this Rule 11 as well as any other relevant NZR regulations including those for the transfer of a player between NZR member unions or provinces.
- 11.2.2 If a player and a Club have completed all relevant NZR protocols and procedures that are within their control to allow for the inbound transfer of a player, then Waikato Rugby may permit the registration of that player with a Club, even if NZR or any other NZR Member union or province has not completed all relevant protocols and procedures to give effect to such transfer.

11.3 International Clearance:

- 11.3.1 Subject to rule 11.3.2, any player who has played internationally or outside of New Zealand with another World Rugby member country must comply with all applicable World Rugby and [NZR regulations](#) including those for the transfer of a player between World Rugby member countries.
- 11.3.2 If a player and a Club have completed all relevant World Rugby and NZR protocols and procedures that are within their control to allow for the inbound transfer of a player, and the outbound clearance from the World Member country outside of New Zealand has been sighted by Waikato Rugby or Waikato Rugby is aware that the inbound transfer has been received by NZR, then Waikato Rugby may permit the registration of that player with a Club, even if World Rugby, NZR or any other World Rugby member country has not completed all relevant protocols and procedures to give effect to such transfer.

11.4 **Eligibility:** To be eligible to play in Waikato Rugby Club Competitions, a player must comply with the requirements of Rules 11 and 12.

11.5 **Discretion:** The CRC, Judicial Panel and Appeals Panel each have an overriding discretion as set out in Rule 11.10 to restrict or confer eligibility for any player.

11.6 Waikato Rugby Inter-club Transfers:

- 11.6.1 Any player who has Played in five or more Waikato Rugby Club Competition Matches for a Club in a Season, is not permitted to transfer Clubs in that Season unless discretion is granted pursuant to Rule 11.10.
- 11.6.2 Where a player has Played in less than five Waikato Rugby Club Competition Matches for a Club in a Season, a player can transfer between Clubs if they successfully complete the transfer process as follows:
 - (i) the player must complete the online registration form for the new Club they wish to play for;

- (ii) the registration administrator at the new Club must activate the registration, which will provide a prompt asking the administrator if they wish to transfer the player;
- (iii) the old Club's registration administrator will receive an email asking them to approve or decline the transfer; and
- (iv) the new Club's registration administrator will receive an email confirming if the transfer is approved or declined.

11.6.3 Notwithstanding the above, where any player transfers between Clubs in accordance with these Rules, that player must stand down for one Waikato Rugby Club Competition Match following the date of approval.

11.7 **Withholding Transfers:** Clubs must not withhold a player transfer for any reason other than in circumstances where such transfer will breach these Rules, in which case the transferring Club must notify Waikato Rugby of the potential breach in accordance with Rule 16.1:

11.8 **Restrictions:** A player's eligibility may be restricted due to disciplinary procedures, health and safety requirements, medical rules, doping, corruption offences, or other reasons as may arise within the laws of New Zealand, the laws of the game or through the application of World Rugby, NZR or Waikato Rugby policy, procedure, regulations or rules.

11.9 **Evidence:** Waikato Rugby may require proof (in such form as it requires) of satisfaction of any of the player eligibility rules including but not limited to evidence of age, gender, weight or any other matter so determined by Waikato Rugby. Waikato Rugby may in its discretion restrict the eligibility of a player until Waikato Rugby is satisfied as to the eligibility of such player.

11.10 **Discretion:** On written application to the CEO who shall in turn refer the matter to the CRC or a Judicial Panel (in the CEO's own discretion), the CRC, Judicial Panel or any Appeals Panel (as the case may be) has an overriding discretion to restrict or confer eligibility (including granting or rescinding a transfer) on such conditions as it determines, but only where the CRC, Judicial Panel or Appeals Panel determines that:

- (a) the application of these Rules is inconsistent with the objects and principles set out in Rule 4;
- (b) the specific situation is not appropriately covered by these Rules; or
- (c) where special circumstances occur or there are special circumstances which excuse a failure to comply with a procedure, time period or other requirement of these Rules.

Any decision made pursuant to this Rule 11.10 is made on the facts of a specific situation and is not to be regarded as a binding precedent for any future use of Rule 11.10 and such decision must be communicated to all Clubs. Any Member which may be affected by a decision under this Rule is entitled to be heard at any relevant decision-making session and/or provide written submissions for consideration. Otherwise, the CRC, Judicial Panel or Appeals Panel will determine its own rules and processes in relation to this Rule.

12. REGRADING

12.1 **Movement between Competitions:** Subject to any regrade or discretion granted pursuant to Rule 11.10 and the specific requirements of this Rule 12, the regrading rules which apply to all Waikato Rugby Club Competitions are:

12.1.1 Players are free to move between grades up to and including the final round of matches prior to the first Play-Off match for any relevant grade.

12.1.2 No player may move down a grade once they have Played five Waikato Rugby Club Competition Matches or more in any grade above the one to which they wish to move.

12.2 **Grades:** The Waikato Rugby Club Competition grade hierarchy, is set out below:

Men's Grades	Women's Grades
Premiership Men (including A and B sides)	Premiership and Championship Women
Division 1 Men (including A and B sides)	Division 1 (Future Grade)
Colts and Under 85KGS (or any other age restricted or weight restricted grade)	Weight or Age Restricted (Future Grades)
Presidents	

For the avoidance of doubt, Men's Premiership/Championship A & B teams, and Division 1A & B teams are considered to be one squad within the same grade and movement between such teams is permitted, provided the Play-Off eligibility in Rule 12.4 is met.

12.3 **Application for Regrade:** A player who is restricted from moving to another grade pursuant to this Rule 12 may apply for a regrade, which must be submitted to the CEO not less than 96 hours prior to the commencement of the next Match in which the relevant player wishes to play in. The CEO shall in turn refer the matter to the CRC or a Judicial Panel (in the CEO's own discretion) and the application may be approved or denied by the CRC, Judicial Panel or Appeals Panel in its discretion, on the basis set out in Rule 11.10. A regrade request must comply with these requirements:

12.3.1 Only one player per form.

12.3.2 The form must include all rugby Played by the player during the previous six weeks, including appearances (and specifying whether each appearance is starting or off the reserves bench) for any team in which the player appeared, and the approximate length of time played in each of those weeks, together with any other relevant playing history for that player.

12.3.3 Detailed reasons for the request, including but not limited to:

- (i) if it is due to selection (or non-selection), the other players selected ahead of the player requesting the regrade must be named;

- (ii) if it is due to injuries, the form must include the injured players and the injuries, together with evidence from a medical official; and
- (iii) the form must be signed by a Club Official.

12.4 **Play-Off Eligibility:**

12.4.1 Subject to Rule 12.4.2, to be eligible to participate in any Waikato Rugby Club Competition Play-Off Match, a player must have Played (whether starting or as a substitute) three Matches or more during the relevant Season for the relevant team at their registered Club.

12.4.2 A player may not have to comply with the requirements of Rule 12.4.1 where:

- (i) discretion has been granted by the CRC, a Judicial Panel or Appeals Panel pursuant to Rule 11.10; or
- (ii) in the case of any player who is currently contracted to play professionally by NZR, a Super Rugby franchise or Waikato Rugby, such player has Played at least one Waikato Rugby Club Competition Match during the Season for that team at their registered Club.

12.4.3 For the avoidance of doubt and subject to any other relevant requirements such as Rule 12.1.2, where a player plays three Waikato Rugby Club Competition Matches (or one Waikato Rugby Club Competition Match pursuant to rule 12.4.2(ii)) for either the A or the B team (or a combination of both), they then qualify for the A and/or B team. That is, if the player plays three matches for the A team, they are now eligible for any Play-Off's for the A and the B team.

13. **DEFAULTS**

13.1 **Notification:** If a team cannot play in any Match, the Club it represents must notify Waikato Rugby at least 48 hours prior to kick-off of the Match that the team intends to default.

13.2 **Consecutive defaults:** If a team defaults two consecutive Matches or four Matches in aggregate it may:

- (a) be withdrawn from the relevant Waikato Rugby Club Competition by Waikato Rugby; or
- (b) otherwise face sanction from the CRC, a Judicial Panel or Appeals Panel in accordance with Rule 17.

13.3 **Grace Period for start time:** If a team cannot field a minimum of 15 players or three experienced front row players at the scheduled time the Match was due to start, they may invoke a 15-minute time allowance by notifying the Referee and opposition team manager in the presence of the Referee. This Match may then take place as scheduled.

13.4 **Automatic Default:**

- 13.4.1 Subject to Rule 13.5, if a team cannot field the minimum of 15 players or three experienced front row players within 15 minutes from the time the Match was due to start, they forfeit the Match and all Match and bonus points to the opposition, unless extraordinary circumstances apply (as determined by the CRC, Judicial Panel or Appeals Panel as relevant). A Match may still take place, but as a non-competition fixture unless Rule 13.5 applies. A team without three experienced front row players must apply uncontested scrum rules.
- 13.4.2 In the event that this Rule 13.4 applies, a non-defaulting team (**Non Defaulting Team**) from any relevant round of a Waikato Rugby Club Competition will be awarded five competition points and a positive 50 points differential for their points for and points against tally.
- 13.5 **Game On:** For grades that have agreed to play under the 'Game On' protocols, if a team cannot field the minimum of 15 players or three experienced front row players within 15 minutes from the time the Match was due to start, they will play under the 'Game On' rules in accordance with rule 10.
- 14. JUDICIARY AND DISCIPLINARY MATTERS**
- 14.1 **Disciplinary procedure process:** All judicial and disciplinary matters shall be dealt with in accordance with the most up to date [NZR Disciplinary Rules](#) (the Black Book). The flowchart attached at Part Three of these Rules is to aid users of the Rules in familiarising themselves with the disciplinary process that Waikato Rugby follows.
- 14.2 **Application and incorporation of the Black Book:** Waikato Rugby, its Judicial Panel and Appeals Panel shall have jurisdiction for any disciplinary proceedings under or arising within any Match which is subject to these Rules and nothing within these Rules will in any way limit the application of the [NZR Disciplinary Rules](#). Further, Waikato Rugby, its Judicial Panel and Appeals Panel shall have jurisdiction in the following circumstances in accordance with the NZR Union Disciplinary Rules:
- (a) where a player is ordered off the playing enclosure;
 - (b) where a complaint of foul play is lodged;
 - (c) where a referee report is lodged;
 - (d) where a player has been temporarily suspended from the playing enclosure for a third time;
 - (e) where a misconduct complaint is lodged; and
 - (f) where a Match is called off by the Referee for persistent or serious foul play or misconduct.

15. CONCUSSION PROTOCOLS, BLUE CARDS AND MOUTHGUARDS

- 15.1 **Referee Discretion:** If a Referee believes a player has been concussed or suspects a player has been concussed, the Referee must order that player to leave the playing area. That player must not return and play in that Match.
- 15.2 **Blue Card:** Without limiting 15.1 above, if the Referee believes a player has been concussed, or suspects a player has been concussed, the Referee must show a Blue Card to that player, and that player will be required to leave the playing area, and not return and play in that Match. Further the player shown a Blue Card must not return to play in any future Match without first meeting the requirements of the [return to play protocol](#), as set out in the NZR Booklet titled: Blue Card Concussion Initiative.
- 15.3 **Mouthguards:** The wearing of a mouth guard in an approved manner is compulsory for all players at all levels of New Zealand Domestic Rugby ([Domestic Safety Law Variation 4](#)).

16. COMPLAINTS PROCEDURE AND DETERMINATIONS

- 16.1 **Eligibility to bring a Complaint:** A complaint alleging a breach of these Rules, or the incorrect application of these rules by Waikato Rugby or the CRC (in each case, a **Complaint**), may be made by:
- (a) the CEO or any person nominated by the CEO;
 - (b) a Club Official of a Club involved in any relevant Match or Waikato Rugby Club competition relating to which the alleged breach occurred;
 - (c) any Referee or Match Official involved in in any relevant Match or Waikato Rugby Club competition relating to which the alleged breach occurred; and
 - (d) the chairperson of the WRRRA, any person nominated by that chairperson or any chairperson of a WRRRA subcommittee; and
 - (e) lodgement by the Party bringing the Complaint of a \$250 Complaint Fee with Waikato Rugby at the time they make the Complaint (in immediately cleared and available funds), which shall be:
 - (i) kept by Waikato Rugby in the event that the Complaint is unsuccessful; and
 - (ii) returned in the event that the Complaint is successful.
- 16.2 **Timing and Form of Complaint:**
- 16.2.1 Subject to rule 16.2.2, a Complaint shall be in writing by email and shall be sent to the CEO within 72 hours of the person bringing the Complaint first becoming aware of the circumstances giving rise to the Complaint.
- 16.2.2 With the leave of the CEO (which shall be given only in exceptional circumstances), a Complaint may be accepted by the CEO outside the 72 hour period.

16.3 **CRC Determination:** Notwithstanding any other provision of these Rules, Waikato Rugby may seek input from the CRC on:

- (a) whether to bring any Complaint; or
- (b) any matter that Waikato Rugby considers needs to be determined in applying these Rules.

16.4 **Information required:** A Complaint under this Rule 16 shall contain the following information:

- (a) the date and place of the alleged Rule breach or incorrect application of these Rules; and
- (b) otherwise, full details of the alleged breach or incorrect application of these Rules.

16.5 **CEO Process:** On receipt of a Complaint, the CEO shall as soon as reasonably practicable (and in any event within 24 hours) either refer the Complaint to:

- (a) the CRC; or
- (b) a Judicial Panel in accordance with Rules 16.8 to 16.12.

No reasons need be given by the CEO for their determination, but the CEO shall notify the party bringing the Complaint of their decision in writing and by email to the relevant person bringing the Complaint within the 24 hour period.

16.6 **CRC Process:** If the CEO refers a matter to the CRC, then within 48 hours of receipt of the Complaint from the CEO (pursuant to Rule 16.5(a)), the CRC shall make one of the following determinations:

- (a) that the Complaint is frivolous, vexatious, for an improper purpose or otherwise without merit, at which stage the Complaint shall terminate (unless appealed pursuant to Rule 16.7); or
- (b) that the relevant breach is found, and proceed to sanctioning in accordance with Rule 17; or
- (c) that the Complaint should proceed to a hearing before a Judicial Panel.

No reasons need be given by the CRC for their determination, but either the CRC or the CEO shall notify the party bringing the Complaint of the CRC's decision in writing and by email to the relevant person bringing the Complaint within the 48 hour period.

16.7 **Appeals:** Within 48 hours after the notification being given of a determination under Rule 16.6, any person referred to in Rule 16.1 may appeal (**Appeal**) that determination and Rules 16.8 to 16.12 and 17 shall apply.

16.8 **Judicial Panel and Appeals Panel Hearings:** If either:

- (a) the CEO makes a determination pursuant to Rule 16.5(b);

(b) the CRC makes a determination pursuant to Rule 16.6(c); or

(c) a relevant person initiates an Appeal pursuant to Rule 16.7,

the Complaint shall be heard and determined by a Judicial Panel or Appeals Panel (as relevant). The CEO shall notify a Judicial Panel or the Appeals Panel which shall thereafter deal with the Complaint as a hearing before a Judicial Panel or Appeals Panel.

16.9 **Lodgement of Appeal Fee:** Any relevant person who initiates an Appeal pursuant to Rule 16.7 shall lodge a \$1,000 Appeal Fee with Waikato Rugby at the time of making the Appeal (in immediately cleared and available funds), which shall be:

(a) kept by Waikato Rugby in the event that the Appeal is unsuccessful; and

(b) returned in the event that the Appeal is successful.

16.10 **Timing for Hearing:** A Judicial Panel or Appeals Panel shall set a time, date and place for an in-person hearing of the hearing which shall be notified by the CEO to the party who has lodged the Complaint or Appeal and any other party who the CEO determines (acting reasonably) has a right to be heard in accordance with these Rules or is otherwise affected by any outcome of a Judicial Panel or Appeals Panel.

16.11 **Information:** On being notified that a Complaint or Appeal should proceed to a hearing before a Judicial Panel or Appeals Panel, the CEO shall obtain reports from any relevant Match Official, Club Official and such other persons who the CEO considers may be able to provide evidence bearing on the Complaint or Appeal.

16.12 **Power to Regulate Own Affairs:** A Judicial Panel or Appeals Panel shall have the power to conduct and regulate the relevant proceedings as it sees fit having regard to the circumstances of the Complaint or Appeal.

16.13 **Appeals from Judicial Panel and Appeals Panel Hearings:**

16.13.1 Waikato Rugby recognises that NZR has the final right to determine all disputes in relation to rugby whether by way of appeal or otherwise.

16.13.2 Any person referred to in Rule 16.1 may appeal (**Appeal**) any determination by a Judicial Panel or Appeals Panel in accordance with NZR's constitution, procedures and policies. For the avoidance of doubt, a finding by a Judicial Panel cannot be appealed to an Appeals Panel.

16.13.3 Any decision of a Judicial Panel or Appeals Panel shall be binding, pending NZR making an alternative decision (including, for the avoidance of doubt, where a decision is required to be made in order for a Match or Matches to proceed).

17. SANCTIONS FOR BREACHES OF THESE RULES

17.1 **Powers:** The CRC, any Judicial Panel or Appeals Panel has jurisdiction to determine whether or not there has been any breach or incorrect application of these Rules.

17.2 **Factors for Consideration:** In connection with the finding of any breach of these Rules, the CRC, any Judicial Panel or Appeals Panel shall have discretion as to whether any sanctions shall be imposed for a breach of the Rules. In determining whether a sanction shall be imposed, the following factors shall be considered:

- (a) whether the offending was intentional;
- (b) whether the offending was reckless or if the relevant party accused of a breach knew (or should have known) there was a risk of breaching these Rules;
- (c) the nature of the actions and the manner in which the breach arose;
- (d) the effect of the offending party's actions on any relevant Match, Waikato Rugby Club Competition, other Club, player or stakeholder;
- (e) the level of participation involved in the breach and the level of premeditation;
- (f) any other feature of the offending party's conduct in relation to or connected with the offending.

17.3 **Administrative Errors and Oversight:** If the CRC, Judicial Panel or Appeals Panel is satisfied that an administrative error or an oversight has occurred that may:

- (a) cause or has caused a breach of these Rules; or
- (b) result or has resulted in unfair consequences that are contrary to the purpose of one or more of the Objects and Principles in Rule 4,

the CRC, any Judicial Panel or Appeals Panel can, at its discretion, take the necessary steps to remedy the error or oversight or avoid the unfair consequences if the implications of the breach or unfair consequences are or would be manifestly disproportionate or unfair considering the conduct in question.

17.4 **Available Sanctions:** Where the CRC, any Judicial Panel or Appeals Panel considers a breach of the Rules referred to in Rule 17.1 has occurred it may impose any sanction as, in its discretion it considers appropriate, including one or more of the following:

- (a) a letter of censure to any player, team, manager, coach, Club Official, Club or any other person;
- (b) a suspension period to any player, team, manager, coach, Club Official, Club or any other person;
- (c) a financial penalty (which may, be paid in whole or in part to any party that the CRC, any Judicial Panel or Appeals Panel considers appropriate, including another Club or Waikato Rugby);
- (d) a deduction in points awarded to a Club on the points table for any Waikato Rugby Club Competition;

- (e) where the CRC, any Judicial Panel or Appeals Panel considers that there are exceptional circumstances and that a fair result requires a reallocation of points, any points deducted from a Club may be awarded to another Club or Clubs on the relevant table;
- (f) the awarding of points to a Club not at fault; or
- (g) expulsion from the relevant Waikato Rugby Club Competition.

18. NOTICES

- 18.1 **Notices in Writing:** Any notice or other communication given to Waikato Rugby under these Rules must be in writing and sent by email to the following person or persons as relevant:

ROLE	PERSON	EMAIL ADDRESS
Chief Executive	Amy Marfell	amym@mooloo.co.nz
Admin	Abby Keech	abbyk@mooloo.co.nz
Rugby Development Advisor	Michael Winter	Michaelw@mooloo.co.nz

- 18.2 **Service:** Notices delivered pursuant to these Rules are deemed served when transmitted by email provided that confirmed notice of transmission can be provided by the sender.

Part Two

Club Competitions – Specific Rules

MEN'S PREMIERSHIP A & B

1. TEAMS

1.1 **Premiership A & B:** The Clubs for Men's Premiership A & B for 2025 are as follows:

Fraser Tech	Morrinsville Sports
Hamilton Old Boys	Otorohanga
Hamilton Marist	Te Awamutu Sports
Hautapu	University
Melville	United Matamata Sports

1.2 **A & B Teams Required:** Clubs shall have both an A and a B team in order to play in the Men's Premiership and/or Championship.

1.3 **Time Period for Registration:** A Club shall register for the Men's Premiership Competition by completing and returning the relevant form to Waikato Rugby on or before 1st January 2025.

2. COMPETITION TROPHIES

2.1 The Competition Trophies for the relevant Club Competitions are:

- (a) Premiership – Breweries Shield
- (b) Premiership First Round – Ron Crawford Memorial
- (c) Premiership Second Round – Has Catley
- (d) Premiership B – Rowe Cup
- (e) Premiership B First Round – WRU Cup
- (f) Premiership B Second Round – Waikato Draught Trophy
- (g) Championship – Lonestar Cup
- (h) Championship B – WRU Trophy

3. POINTS

3.1 Competition points for Matches in Men's Premiership A & B shall be awarded as follows:

- (a) Four (4) points for a win.
- (b) Five (5) points for a non-defaulting team (and a positive 50 points differential for their points for and points against tally) in accordance with Rule 13.4.
- (c) Two (2) points for a draw.
- (d) One (1) point for scoring four tries or more.
- (e) One (1) point for a loss by seven or fewer points.

4. WR CHALLENGE TROPHIES

4.1 **Challenge Status:** The WR Challenge Trophies shall be put up for a challenge when the current holder is playing a home Match during either the first or second round of the Men's Premiership A or Championship A.

4.2 **Play-Off Matches:** The WR Challenge Trophies are not put up for a challenge in any Play-Off Match.

4.3 **Drawn Matches:** In the case of a draw, the current holder will retain the respective WR Challenge Trophy.

4.4 **Final Holder:** The final holder at the end of the first and second round of the Men's Premiership A or Championship A is deemed to be the season winner and will have their name engraved on the respective WR Challenge Trophy.

4.5 **Display:** The WR Challenge Trophies must be on prominent display during post-match speeches, when completed in the home Team's clubrooms (regardless of whether the home Team has won, drawn or lost the relevant Match).

4.6 **Division:** Trophies must stay in either the Premiership or the Championship. In the event that the holder of either of the WR Challenge Trophies is relegated at the end of a Season, then their name shall be engraved in accordance with specific Rule 4.4. However, the highest finishing city or country Premiership or Championship team, as the case may be, shall receive the respective WR Challenge Trophy at the start of the next Season and put it up for challenge in its first home Match of the first round of the Men's Premiership A Competition.

5. COMPETITION STRUCTURE

5.1 **NZ Rugby Policies:** NZR's [Age to Play Senior Rugby Policy](#) shall apply to Men's Premiership A & B

5.2 **First Round:** The first round of the Men's Premiership A & B Competition will be carried out as follows and on the following dates:

Month	Date	Day
April	5 th , 12 th , 18 th , 26 th	Saturday (Easter Friday on 18 th April)

May	3 rd , 10 th , 17 th , 24 th	Saturday
June	7 th , 14 th , 21 st , 28 th	Saturday
July	5 th , 12 th	Saturday
Semi-Finals	19 th July	Saturday
Finals	26 th July	Saturday

5.3 Calculations for standings: If two (2) or more teams are equal on points at the end of any relevant round of a Club Competition, the final rankings will be decided by the following steps:

- (a) first, the team that won when they last met will be regarded as the higher ranked team of the two;
- (b) then:
 - (i) if two teams are still equal, by reference to points differential (points for minus points against) with the team having the greater points differential being ranked higher; or
 - (ii) if three or more teams are still equal, “who beat who” shall apply such that if one of those teams has beaten all other teams, then it shall be regarded as the higher ranked team, and if one team has lost to all other equal teams, it shall be the lowest ranked team;
- (c) then, if two teams or more are still equal, then the team that scored the greatest number of tries will be ranked highest; and
- (d) then, if two or more teams cannot be separated, a toss of the coin will apply.

5.4 A & B Teams:

- 5.4.1 Men’s Premiership B teams and second round Championship B teams shall follow the same draw as their respective Premiership A team or second round Championship A team.
- 5.4.2 Play-off Matches for the Premiership B or Championship B teams will be based on merit, with the highest qualifying team having home advantage.

6. PLAY-OFF MATCHES

6.1 Except as referred to in rule 6.1.1 below, the following specific Rules shall apply to all Play-Off Matches in Premiership A & B and Championship A & B:

- 6.1.1 Where available, and where the highest ranked Finalist elects to play at that venue, the respective Final may be held at FMG Stadium Waikato.

- 6.1.2 Subject to specific Rule 6.1.1. above, the venues of all Play-Off Matches will be based on the final rankings of the teams at the end of the second round of the relevant Competition with home advantage being given to the higher ranked team at the end of the second round.
- 6.1.3 The relevant home team for any Play-Off Match must comply with any Waikato Rugby sponsorship and operational arrangements (as reasonably requested by Waikato Rugby).
- 6.1.4 In the case of a drawn match at full time the following will apply:
- (i) 10 minutes extra time each way will be played;
 - (ii) if no winner is found after extra time the winner will be the team who has scored the most tries in the match;
 - (iii) if there is still no winner after this, the winner will be the team who scored the first try in the match;
 - (iv) if there is still no winner, the winner of the match will be the team who won the most recent match between the relevant teams in the first or second round; and
 - (v) if there is still no clear winner/decision the winner will be decided by the toss of the coin.

7. PROMOTION / RELEGATION PLAY-OFF MATCH

- 7.1 The winner of Division 1 has the option to challenge the lowest ranked team from the Men's Premiership A Competition, with the winner being promoted to, or retained in, the 2026 Men's Premiership. The promotion relegation match shall be played on the Saturday immediately following the final round of the Premiership A Competition, or, the Division 1 final, whichever is the latter.

8. RESULTS AND TEAM SHEETS

- 8.1 All team sheets and results to be completed by the relevant team's manager or other delegated person via the Rugby Match Day app. In rare cases where the Rugby Match Day app is not available, all team sheets must be fully completed, including results, and must be sent by either:
- 8.1.1 email to admin@mooloo.co.nz; or
 - 8.1.2 sent as a text message photo to the WR Community Rugby Administrator; or
 - 8.1.3 in hard copy to the WR Community Rugby Administrator by midday on the first working day immediately after the relevant match.

WOMEN'S PREMIERSHIP AND CHAMPIONSHIP

1. TEAMS

- 1.1 **Premiership and Championship:** The teams for Women's Premiership and Championship for 2025 are as follows:

Premiership	
Kihikihi	Otorohanga
Hamilton Old Boys	Melville
Hautapu	University

Championship	
Hamilton Marist	Waitete
Suburbs	United Matamata Sports
Pirongia	Taupiri
Putaruru	Hinuera

2. COMPETITION TROPHIES

- 2.1 The Competition Trophies for the relevant Club Competitions are:

- (a) Premiership – Waitomo Group Premiership Trophy.
- (b) Premiership Round Robin Winner – Dyer Shield
- (c) Championship – Waitomo Group Championship Trophy

3. GAME ON AND POINTS

- 3.1 **Game On:** The Women's Premiership and Championship Club Competitions will apply the 'Game On' protocols.

- 3.2 **Competition Points:** Competition points for Matches in Women's Premiership and Championship shall be awarded as follows:

- (a) Four (4) points for a win.
- (b) Five (5) points for a non-defaulting team (and a positive 50 points differential for their points for and points against tally) in accordance with Rule 13.4, provided that this shall not apply where a Match is played under the Game-On protocols.
- (c) Two (2) points for a draw.
- (d) One (1) point for scoring four tries or more.

- (e) One (1) point for a loss by seven or fewer points.

4. COMPETITION STRUCTURE

4.1 **NZ Rugby Policies:** NZR's [Age to Play Senior Rugby Policy](#) shall apply to Women's Premiership and Championship.

4.2 **Round Robin:** The round robin of the Women's Premiership and Championship Competition will be carried out as follows and on the following dates:

Month	Date	Day	Premiership
April	5 th	Saturday	Round 1
April	12 th	Saturday	Round 2
April	26 th	Saturday	Round 3
May	3 rd	Saturday	Round 4
May	10 th	Saturday	Round 5
May	17 th	Saturday	Round 6
May	24 th	Saturday	Round 7
June	7 th	Saturday	Round 8
June	14 th	Saturday	Round 9
June	21 st	Saturday	Round 10
June	22 nd	Saturday	Semi Finals / Play Offs
June	29 th	Saturday	Finals and Promotion / Relegation

Month	Date	Day	Championship
April	5 th	Saturday	Round 1
April	12 th	Saturday	Round 2
April	26 th	Saturday	Round 3
May	3 rd	Saturday	Round 4
May	10 th	Saturday	Round 5
May	17 th	Saturday	Round 6
May	24 th	Saturday	Round 7
June	7 th	Saturday	Top 4 / Bottom 4 Week 1

June	14 th	Saturday	Top 4 / Bottom 4 Week 2
June	21 st	Saturday	Top 4 / Bottom 4 Week 3
June	22 nd	Saturday	Semi Finals / Play Offs
June	29 th	Saturday	Finals and Promotion / Relegation

4.3 Calculations for standings: If two (2) or more teams are equal on points at the end of the round of a Club Competition, the final rankings will be decided by the following steps:

- (a) first, the team that won when they last met will be regarded as the higher ranked team of the two;
- (b) then:
 - (i) if two teams are still equal, by reference to points differential (points for minus points against) with the team having the greater points differential being ranked higher; or
 - (ii) if three or more teams are still equal, “who beat who” shall apply such that if one of those teams has beaten all other teams, then it shall be regarded as the higher ranked team, and if one team has lost to all other equal teams, it shall be the lowest ranked team;
- (c) then, if two teams or more are still equal, then the team that scored the greatest number of tries will be ranked highest; and
- (d) then, if two or more teams cannot be separated, a toss of the coin will apply.

5. PLAY-OFF MATCHES

5.1 Except as referred to in rule 5.1.1 below, the following specific Rules shall apply to all Play-Off Matches in the Women’s Premiership and Championship:

- 5.1.1 Where available, and where the highest ranked Finalist elects to play at that venue, the respective Final may be held at FMG Stadium Waikato.
- 5.1.2 For Play-Off Matches in the Championship competition, WR has discretion to award home advantage status to a team other than the higher ranked team where a round robin Match was played at the higher ranked team’s home ground.
- 5.1.3 Subject to specific Rules 5.1.1 and 5.1 above, the venues of all Play-Off Matches will be based on the final rankings of the teams at the end of the second round of the relevant Competition with home advantage being given to the higher ranked team at the end of the second round.
- 5.1.4 The relevant home team for any Play-Off Match must comply with any Waikato Rugby sponsorship and operational arrangements (as reasonably requested by Waikato Rugby).

5.1.5 In the case of a drawn match at full time the following will apply:

- (i) 10 minutes extra time each way will be played;
- (ii) if no winner is found after extra time the winner will be the team who has scored the most tries in the match;
- (iii) if there is still no winner after this, the winner will be the team who scored the first try in the match;
- (iv) if there is still no winner, the winner of the match will be the team who won the most recent match between the relevant teams in the first or second round; and
- (v) if there is still no clear winner/decision the winner will be decided by the toss of the coin.

6. PROMOTION / RELEGATION PLAY-OFF MATCH

6.1 The highest ranked Championship team at the end of the round robin has the option to challenge the lowest ranked team from the Women's Premiership Club Competition, with the winner being promoted to, or retained in, the 2026 Women's Premiership Competition.

7. RESULTS AND TEAM SHEETS

7.1 All team sheets and results to be completed by the relevant team's manager or other delegated person via the Rugby Match Day app as. In rare cases where the Rugby Match Day app is not available, all team sheets must be fully completed, including results, and must be sent by either:

- 7.1.1 email to admin@mooloo.co.nz; or
- 7.1.2 sent as a text message photo to the WR Community Rugby Administrator; or
- 7.1.3 in hard copy to the WR Community Rugby Administrator by midday on the first working day immediately after the relevant match.

DIVISION 1A & 1B

1. TEAMS

1.1 The teams for Men's Division 1 A & B for 2025 are as follows:

Frankton	Putaruru
Hinuera	Southern United
Leamington	Suburbs
Ohaupo	Te Rapa
Pirongia	Taupiri
Kereone	

1.2 **A & B Teams Required:** Clubs shall have both an A and a B team in order to play in the Men's Division 1 Competition.

1.3 **Time Period for Registration:** A Club shall register for the Men's Division 1A and 1B Competition by completing and returning the relevant form to Waikato Rugby on or before 1st January 2025.

2. COMPETITION TROPHIES

2.1 The Competition Trophies for the relevant Club Competitions are:

- (a) Division 1A Winners– Mooloo Shield
- (b) Division 1A Championship Winners – WRU Div 1 Championship Trophy
- (c) Division 1A First Round Winners – WRRRA Trophy
- (d) Division 1B Winners– WRU Club Trophy
- (e) Division 1B First Round Winners – WRU Trophy
- (f) Division 1B Championship Winners– BCD Group Cup.

3. POINTS

3.1 **Game On:** The Men's Premiership 1B and Championship 1B Competitions will apply the 'Game On' protocols.

3.2 **Competition Points:** Competition points for Matches in Men's Division 1A & 1B shall be awarded as follows:

- (a) Four (4) points for a win.
- (b) Five (5) points for a non-defaulting team (and a positive 50 points differential for their points for and points against tally) in accordance with Rule 13.4, provided that this shall not apply where a Match is played under the Game-On protocols.

- (c) Two (2) points for a draw.
- (d) One (1) point for scoring four tries or more.
- (e) One (1) point for a loss by seven or fewer points.

4. COMPETITION STRUCTURE

4.1 **NZ Rugby Policies:** NZR's [Age to Play Senior Rugby Policy](#) shall apply to Men's Division 1A & 1B.

4.2 **First Round:** The first round of the Men's Division 1A & 1B Competition will be carried out as follows and on the following dates:

Month	Date	Day
April	5 th , 12 th , 19 th , 26 th	Saturday
May	3 th , 10 th , 17 th , 24 th	Saturday
June	7 th , 14 th & 21 st	Saturday

4.3 **Second Round:** After the first round of the Men's Division 1A & 1B Competition, the top six sides and the bottom five sides shall be split into Division 1A & 1B and Championship 1A & 1B (and points shall not be carried over). The second round of the relevant Competition will be carried out as follows and on the following dates:

Month	Date	Day	Division 1A & 1B and Championship 1A & 1B
June	28 th	Saturday	Round 1
July	5 th	Saturday	Round 2
July	12 th	Saturday	Round 3
July	19 th	Saturday	Round 4
July	26 th	Saturday	Round 5
August	2 nd	Saturday	FINAL
Augusts	9 th	Saturday	Promotion / Relegation

4.4 **Calculations for standings:** If two (2) or more teams are equal on points at the end of any relevant round of a Club Competition, the final rankings will be decided by the following steps:

- (a) first, the team that won when they last met will be regarded as the higher ranked team of the two;
- (b) then:

- (i) if two teams are still equal, by reference to points differential (points for minus points against) with the team having the greater points differential being ranked higher; or
- (ii) if three or more teams are still equal, “who beat who” shall apply such that if one of those teams has beaten all other teams, then it shall be regarded as the higher ranked team, and if one team has lost to all other equal teams, it shall be the lowest ranked team;
- (c) then, if two teams or more are still equal, then the team that scored the greatest number of tries will be ranked highest; and
- (d) then, if two or more teams cannot be separated, a toss of the coin will apply.

4.5 **A & B Teams:**

- 4.5.1 Men’s Division 1B teams shall follow the same draw as their respective Division 1A team.
- 4.5.2 Play-off Matches for the Division 1B Premiership or Division 1B Championship teams will be based on merit, with the highest qualifying team having home advantage.

5. **PLAY-OFF MATCHES**

- 5.1 Except as referred to in rule 5.1.1 below, the following specific Rules shall apply to all Play-Off Matches in the Women’s Premiership and Championship:
 - 5.1.1 Where available, and where the highest ranked Finalist elects to play at that venue, the respective Final may be held at FMG Stadium Waikato.
 - 5.1.2 For Play-Off Matches in the Championship 1B and Premiership 1B competitions, WR has discretion to award home advantage status to a team other than the higher ranked team where a round robin Match was played at the higher placed team’s home ground.
 - 5.1.3 Subject to specific Rules 5.1.1 and 5.1 above, the venues of all Play-Off Matches will be based on the final rankings of the teams at the end of the second round of the relevant Competition with home advantage being given to the higher ranked team at the end of the second round.
 - 5.1.4 The relevant home team for any Play-Off Match must comply with any Waikato Rugby sponsorship arrangements (as reasonably requested by Waikato Rugby).
 - 5.1.5 In the case of a drawn match at full time the following will apply:
 - (i) 10 minutes extra time each way will be played;
 - (ii) if no winner is found after extra time the winner will be the team who has scored the most tries in the match;
 - (iii) if there is still no winner after this, the winner will be the team who scored the first try in the match;

- (iv) if there is still no winner, the winner of the match will be the team who won the most recent match between the relevant teams in the first or second round; and
- (v) if there is still no clear winner/decision the winner will be decided by the toss of the coin.

6. PROMOTION / RELEGATION PLAY-OFF MATCH

- 6.1 The winner of Division 1 has the option to challenge the lowest ranked team from the Men's Championship A Competition, with the winner being promoted to, or retained in, the 2025 Men's Premiership. The promotion relegation match shall be played on the Saturday immediately following the final round of the Championship A Competition, or, the Division 1 final, whichever is the latter.

7. RESULTS AND TEAM SHEETS

- 7.1 All team sheets and results to be completed by the relevant team's manager or other delegated person via the Rugby Match Day app as. In rare cases where the Rugby Match Day app is not available, all team sheets must be fully completed, including results, and must be sent by either:

- 7.1.1 email to admin@mooloo.co.nz; or
- 7.1.2 sent as a text message photo to the WR Community Rugby Administrator; or
- 7.1.3 in hard copy to the WR Community Rugby Administrator by midday on the first working day immediately after the relevant match.

DIVISION 2

Note – No Division 2 for 2025 due to change of format

UNDER 21 (COLTS)

1. TEAMS AND AGE CRITERIA

1.1 **Colts:** The teams for the Colts Competition for 2025 are as follows:

Fraser Tech	Rugby United (Thames Valley)
Hamilton Marist	Te Awamutu Sports
Hamilton Old Boys	Suburbs
Hautapu	United Matamata Sports
Hinuera	University
Leamington	Pirongia
Morrinsville Sports	

1.2 **Age Criteria:** To be eligible to play in the Colts Competition for 2025, a Player shall have been born on or after 1 January 2004 and shall have provided appropriate evidence of the same prior to their first Match of the Season. Dispensations to the age criteria may be determined in accordance with Rule 11.10.

1.3 **Time Period for Registration:** A Club shall register for the Colts Competition by completing and returning the relevant form to Waikato Rugby on or before 9th February 2025.

2. COMPETITION TROPHY

2.1 The Competition Trophy for the Colts Club Competition are:

- (a) **Premiership:** The Elliot Shield
- (b) **Round 1 Winner:** Tom Lithgow Memorial

3. POINTS

3.1 **Game On:** The Colts Competition will apply the 'Game On' protocols.

3.2 **Competition Points:** Competition points for Matches in Colts shall be awarded as follows:

- (a) Four (4) points for a win.
- (b) Five (5) points for a non-defaulting team (and a positive 50 points differential for their points for and points against tally) in accordance with Rule 13.4, provided that this shall not apply where a Match is played under the Game-On protocols.
- (c) Two (2) points for a draw.
- (d) One (1) point for scoring four tries or more.
- (e) One (1) point for a loss by seven or fewer points.

4. COMPETITION STRUCTURE

4.1 **NZ Rugby Policies:** NZR's [Age to Play Senior Rugby Policy](#) shall apply to the Colts Competition.

4.2 **Round Robin:** The round robin phase of the Colts Competition will be carried out as follows and on the following dates:

Month	Date	Day
April	5 th , 12 th , 26 th	Saturday
May	3 rd , 10 th , 17 th , 24 th	Saturday
June	7 th , 14 th , 21 st , 28 th	Saturday
July	5 th , 12 th	Saturday

4.3 **Play-Off Matches:** After the round robin, Play-Off Matches for the Colts Competition shall be carried out as follows and on the following dates by the teams ranked 1-12 after the round robin:

Month	Date	Day	Premiership, Championship and Plate
Premiership			
July	19 th		Semi Finals (1v4 & 2v3) & Play offs (5v8 & 6v7) + (9v12 & 10v11)
July	26 th		Final

4.4 **Calculations for standings:** If two (2) or more teams are equal on points at the end of the round robin, the final rankings will be decided by the following steps:

- (a) first, the team that won when they last met will be regarded as the higher ranked team of the two;
- (b) then:
 - (i) if two teams are still equal, by reference to points differential (points for minus points against) with the team having the greater points differential being ranked higher; or
 - (ii) if three or more teams are still equal, "who beat who" shall apply such that if one of those teams has beaten all other teams, then it shall be regarded as the higher ranked team, and if one team has lost to all other equal teams, it shall be the lowest ranked team;
- (c) then, if two teams or more are still equal, then the team that scored the greatest number of tries will be ranked highest; and

- (d) then, if two or more teams cannot be separated, a toss of the coin will apply.

5. PLAY-OFF MATCHES

- 5.1 Except as referred to in rule 5.1.1 below, the following specific Rules shall apply to all Play-Off Matches in the Colts Competition:

- 5.1.1 Where available, and where the highest ranked Finalist elects to play at that venue, the respective Final may be held at FMG Stadium Waikato.
- 5.1.2 For Play-Off Matches in the Colts Championship and Plate competitions, WR has discretion to award home advantage status to a team other than the higher ranked team where a round robin Match was played at the higher placed team's home ground.
- 5.1.3 Subject to specific Rules 5.1.1 and 5.1 above, the venues of all Play-Off Matches will be based on the final rankings of the teams at the end of the second round of the relevant Competition with home advantage being given to the higher ranked team at the end of the second round.
- 5.1.4 The relevant home team for any Play-Off Match must comply with any Waikato Rugby sponsorship and operational arrangements (as reasonably requested by Waikato Rugby).
- 5.1.5 In the case of a drawn match at full time the following will apply:
- (i) 10 minutes extra time each way will be played;
 - (ii) if no winner is found after extra time the winner will be the team who has scored the most tries in the match;
 - (iii) if there is still no winner after this, the winner will be the team who scored the first try in the match;
 - (iv) if there is still no winner, the winner of the match will be the team who won the most recent match between the relevant teams in the first or second round; and
 - (v) if there is still no clear winner/decision the winner will be decided by the toss of the coin.

6. RESULTS AND TEAM SHEETS

- 6.1 All team sheets and results to be completed by the relevant team's manager or other delegated person via the Rugby Match Day app as. In rare cases where the Rugby Match Day app is not available, all team sheets must be fully completed, including results, and must be sent by either:

- 6.1.1 email to admin@mooloo.co.nz; or
- 6.1.2 sent as a text message photo to the WR Community Rugby Administrator; or
- 6.1.3 in hard copy to the WR Community Rugby Administrator by midday on the first working day immediately after the relevant match

UNDER 85KG

1. TEAMS AND WEIGHT CRITERIA

1.1 **Under 85's:** The teams for the Under 85kg Competition for 2025 are as follows:

Morrinsville Sports	Melville
Hamilton Marist	Leamington
Fraser Tech	Kio Kio United

1.2 Weight Criteria:

1.2.1 To be eligible to play in the Under 85kg Competition for 2025, a Player must weigh less than 85.0 kilograms in each Match. Prior to each Match, players listed on the team sheet of both teams are to be weighed.

1.2.2 For each Match, it is the home team's responsibility to provide the scales, which must be calibrated, and a certificate of calibration must be provided at the weigh in.

1.2.3 The weigh in during the round robin shall take place as follows:

- (i) it is to be completed no later than 10 minutes before kick-off;
- (ii) each team is to be weighed independently of the other;
- (iii) it is to be performed in front of the two team managers and the opposition captain (if they so wish), with the managers being responsible for ensuring that the process is completed to their mutual satisfaction; and
- (iv) for any team that does not have a manager or coach, that team will have to nominate a person to take the manager's responsibility.

1.2.4 All weigh ins for a Play-Off Match shall be carried out in front of either a WRU official, appointee or independent delegate.

1.3 **Time Period for Registration:** A Club shall register for the Under 85kg Competition by completing and returning the relevant form to Waikato Rugby on or before 9th February 2025.

2. COMPETITION TROPHY

2.1 The Competition Trophy for the Under 85kg Competition is the Don Shergold Trophy.

3. POINTS

3.1 **Game On:** The Under 85kg Competition will apply the 'Game On' protocols.

3.2 **Competition Points:** Competition points for Matches in Under 85kg shall be awarded as follows:

- (a) Four (4) points for a win.
- (b) Five (5) points for a non-defaulting team (and a positive 50 points differential for their points for and points against tally) in accordance with Rule 13.4, provided that this shall not apply where a Match is played under the Game-On protocols.
- (c) Two (2) points for a draw.
- (d) One (1) point for scoring four tries or more.
- (e) One (1) point for a loss by seven or fewer points.

4. COMPETITION STRUCTURE

4.1 **NZ Rugby Policies:** NZR's [Age to Play Senior Rugby Policy](#) shall apply to the Under 85kg Competition.

4.2 **Round Robin:** The Under 85kg Competition will be carried out as follows and on the following dates:

Month	Date	Day	Premiership
April	13 th	Saturday	Round 1
April	20 th	Saturday	Round 2
April	27 th	Saturday	Round 3
May	4 th	Saturday	Round 4
May	11 th	Saturday	Round 5
May	18 th	Saturday	Round 6
May	25 th	Saturday	Round 7
June	8 th	Saturday	Round 8
June	15 th	Saturday	Round 9
June	22 nd	Saturday	Round 10
July	6 th	Saturday	Semi Finals
July	13 th	Saturday	Final

4.3 **Calculations for standings:** If two (2) or more teams are equal on points at the end of the round robin, the final rankings will be decided by the following steps:

- (a) first, the team that won when they last met will be regarded as the higher ranked team of the two;
- (b) then:

- (i) if two teams are still equal, by reference to points differential (points for minus points against) with the team having the greater points differential being ranked higher; or
- (ii) if three or more teams are still equal, “who beat who” shall apply such that if one of those teams has beaten all other teams, then it shall be regarded as the higher ranked team, and if one team has lost to all other equal teams, it shall be the lowest ranked team;
- (c) then, if two teams or more are still equal, then the team that scored the greatest number of tries will be ranked highest; and
- (d) then, if two or more teams cannot be separated, a toss of the coin will apply.

5. PLAY-OFF MATCHES

5.1 Except as referred to in rule 5.1.1 below, the following specific Rules shall apply to all Play-Off Matches in the Under 85 Competition:

- 5.1.1 Where available, and where the highest ranked Finalist elects to play at that venue, the respective Final may be held at FMG Stadium Waikato.
- 5.1.2 Subject to specific Rule 5.1.1 above, the venues of all Play-Off Matches will be based on the final rankings of the teams at the end of the second round of the relevant Competition with home advantage being given to the higher ranked team at the end of the second round.
- 5.1.3 The relevant home team for any Play-Off Match must comply with any Waikato Rugby sponsorship arrangements (as reasonably requested by Waikato Rugby).
- 5.1.4 In the case of a drawn match at full time the following will apply:
 - (i) 10 minutes extra time each way will be played;
 - (ii) if no winner is found after extra time the winner will be the team who has scored the most tries in the match;
 - (iii) if there is still no winner after this, the winner will be the team who scored the first try in the match;
 - (iv) if there is still no winner, the winner of the match will be the team who won the most recent match between the relevant teams in the first or second round; and
 - (v) if there is still no clear winner/decision the winner will be decided by the toss of the coin.

6. RESULTS AND TEAM SHEETS

6.1 All team sheets and results to be completed by the relevant team’s manager or other delegated person via the Rugby Match Day app as. In rare cases where the Rugby Match Day app is not available, all team sheets must be fully completed, including results, and must be sent by either:

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Part Three

Flowchart of Disciplinary Processes

APPENDIX 1: FLOWCHART OF PROVINCIAL UNION DISCIPLINARY PROCESS



Part Four

Where there is a clash of jersey colours, the away team is required to wear an alternative strip.

Fraser Tech	Leamington, Pirongia
Hamilton Marist	Kereone
Hamilton Old Boys	Melville
Hautapu	SURF
Hinuera	Kihikihi, Ohaupo, Taupiri, University
Huntly	SURF, Te Rapa
Kereone	Hamilton Marist
Kihikihi	Hinuera, Ohaupo, Taupiri, University
Leamington	Fraser Tech, Pirongia
Matangi Hillcrest	Raglan
Melville	Hamilton Old Boys
Northern	Hamilton Old Boys
Ohaupo	Hinuera, Kihikihi, Taupiri, University
Pirongia	Fraser Tech, Leamington, Suburbs
Putaruru	
Raglan	Matangi Hillcrest
Suburbs	Pirongia
SURF	Hautapu, Huntly
Taupiri	Kihikihi, Hinuera, Ohaupo, University
Te Rapa	Huntly, SURF
University	Hinuera, Kihikihi, Ohaupo, Taupiri

