



WAIKATO CENTRAL JUNIOR RUGBY

(trading as Hamilton Rugby Union Junior Board)

Procedures & Rules HANDBOOK

Web site: www.wcjr.nz

Revised Date: March 2025

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 2025

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Clubs Directory 2025

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Sections
WCJR Executive Directory 2025 Club directory 2025
1. Registrations Weights and Grades 1.1 Weights and Ages 1.2 Player details 1.3 Player identification sheets 1.4 Weighing in of 12th & 13th grade 1.5 At a club weigh in 1.6 Weigh in convenor sign off 1.7 Trials 1.8 WCJR Field Allocation - Google Form
2. Player registration - RX Explorer 2.1 RX Xplorer - How to create a profile 2.2 RX Xplorer - How to create a secondary account 2.3 RX Xplorer - How to log in to an existing profile 2.4 RX Xplorer - How to register a player for a club 2.5 Late player registration 2.6 RX Xplorer- Coach/Manager/Referee/Volunteer Registration
3. Team Lists 3.1 RX Xplorer - Team entry into WCJR Format 3.2 RX Xplorer - How to create a team 3.3 RX Xplorer - How to edit a team
4. Player Dispensation process 4.1 Dispensation Application summary 4.2 Dispensation Approvals/Rejections 4.3 Dispensation - coloured socks 4.4 Dispensation - Game day requirements 4.5 Dispensation - Team too competitive
5. Notes for Coaches & Managers 5.1 New Zealand Domestic Safety Variations 5.2 Disputes 5.3 Duties on Game Day 5.3.1 Team Folders 5.3.2 Team Folders - Player profiles 5.3.3 Team Folders - Dispensations
6. Draws and Results 6.1 Draws 6.2 Cancellations 6.3 Grading results 6.4 Game changes
7. Game day duties 7.1 Game on to be applied 7.2 Field separation

- 7.3 Mouth guards
- 7.4 Footwear/Compression Garments
- 7.5 Referees
- 7.6 Interchange of players
- 7.7 12th & 13th grade uniforms
- 7.8 Excessive scores
- 7.9 Minimum number of players per team - 12th & 13th

8. Playing Rules

- 8.1 NZR Half Game Rule
- 8.2 6th & 7th grade rules
- 8.3 8th – 11th Grade
- 8.4 12th & 13th Grade Rugby
- 8.5 7th Grade Rip Ruck Rugby
- 8.6 Aaron Hopa Trophy

9. Playing Rules

- 9.1 Educate
- 9.2 Prevent
- 9.3 Recover
- 9.4 Managing Setbacks and persistent symptoms
- 9.5 Reporting - Guardian
- 9.6 Resources

10. Child Protection Program

- 10.1 Club child protection quick links
- 10.2 WR Child Protection contacts

11. New Zealand Domestic Safety Variations and Small Blacks Laws

12. Franchise Teams

- 12.1 Purpose of Power Farming & Kukri Cup
- 12.2 Player Criteria
- 12.3 Tournament Duration
- 12.4 Divisions
- 12.5 Franchises
- 12.6 Kukri Cup Franchises
- 12.7 Selection for over 60kg players
- 12.8 Team Entry
- 12.9 Team Sheets
- 12.10 Player Weight
- 12.11 Fees
- 12.12 Uniform
- 12.13 Equipment
- 12.14 Substitutions
- 12.15 Discipline
- 12.16 Referees
- 12.17 Position of Management during the game
- 12.18 Game time
- 12.19 Rules

13. WCJR Rules Handbook Review

1. Registration Weights and Grades

1.1 Weight and Ages

Age taken as at 1st April of the current year

For 2025 Season all players who are born on and/or between 1 Jan – 31st March can apply for dispensation via RX Xplorer based on their age vs weight in relation to the WCJR weigh chart.

For 2025 season age-based dispensations will be approved by WCJR Executive Team.

For 2025 season age-based dispensations will not be required to wear 'Orange Socks'

Age-based dispensation applications are independent of section 4.1 dispensation application form must be provided with an explanation as to why dispensation should be approved

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

All players will be rounded down to the nearest whole number and entered in RX as a whole number. For example, 39.9kg will be rounded down to 39kg.

1.2 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 photos must be entered into RX Xplorer for each player.

All correct ages, birth dates, weights must be entered on their own 'Player Identification Sheet' form provided by the WCJR: all ages as at 1st April of the current year

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.

1.3 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.

1.4 Weighing in of 12th - 13th grade

All year 7 & 8 players, playing 12th & 13th grade are required to attend a WCJR general weigh-in only. General weigh-ins will be held across the region in conjunction with local club weigh-in dates where possible.

Players will continue to register to their chosen club

- All 11–13-year-old kids >60kg will play 13th grade either as part of their chosen club or as a representative of their chosen club in a collaboration "hub" team.
- 11-year-old kids <60kg will remain eligible to play 12th grade.

- 12-year-old kids <50kg will remain eligible to play 12th grade
- Clubs with enough registered players can continue to build a team/s from their registered players with a maximum team size of 23.
- Clubs that are short on players or have an overflow of players to make a team will be pooled together, WCJR will facilitate creating 'hub' styled teams. Players will remain registered to their chosen 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.

1.5 At a Club Weigh In:

All club player, coach, manager profiles must be retained by the club administration and the player weights entered RX Xplorer. Team lists will be prepared from player registration and player profiles.

A coach/manager identification

Each coach and manager is required to have a profile in RX Xplorer and aligned to their respective team. 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

1.6 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.

1.7 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.

1.8 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.

2. Player registration RX- Xplorer

There is a suite of You Tube clips available [Rugby Xplorer – Sign Up](#)

For a player to register they must first have created a profile in RX Xplorer, then from their profile they register to their nominated club as per the below Guides

To create a profile if you are an adult follow steps in 2.1 RX Xplorer – How to create a profile

To create a profile for a player underage a 'secondary account' must be created. Follow steps in 2.2 RX Xplorer how to create a secondary account

NB: A head and shoulder photo must be uploaded when creating a profile – this is required to club administrators printing team lists and submitting team lists to WCJR for approval.

2.1 RX Xplorer - How to create a profile

Anyone can create a profile; be mindful for all underage players their profile will need to be linked to a parent/guardian profile.

For Example:

Kohine Ataahua, Urungarangi and Te Moemoea are under the age of 18 and have been created as secondary accounts in which case they are all linked to Sandra's profile

Switch Accounts

Name: Sandra Flintoff NZ ID: 1920565	<input type="radio"/>
Name: Kohine Ataahua (Beautiful) Flintoff NZ ID: 3846708	<input checked="" type="radio"/>
Name: Urungarangi Milne NZ ID: 2224864	<input type="radio"/>
Name: Te Moemoea Milne NZ ID: 2223093	<input type="radio"/>

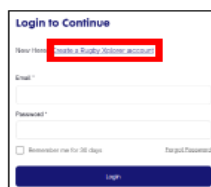
Access Xplorer:

You can access Xplorer in various ways. To access via direct link, click on:

<https://myaccount.rugbyxplorer.com.au>

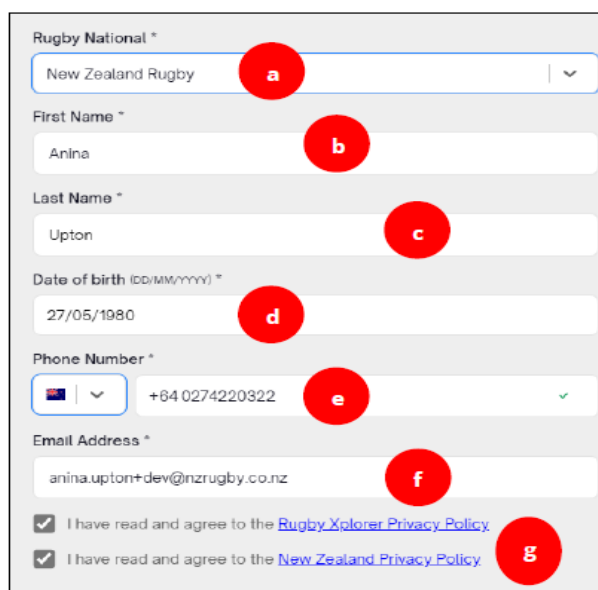
Create a profile:

1. Click on **"Create a Rugby Xplorer account"**.



2. A **"Sign Up"** page will appear.

3. Complete the fields as follows:
 - a. Select **"New Zealand Rugby"** from the dropdown menu.
 - b. Type in your **"First Name"**.
 - c. Type in your **"Last Name"**.
 - d. Type in your **"Date of Birth"**.
 - e. The flag under **"Phone Number"** automatically changes to the NZ flag once you selected NZR above. Type in your mobile number.
 - f. Type in your **"Email Address"**.
 - g. Click on the **"Rugby Xplorer Privacy Policy"** link (this will open up in a new tab). Read the contents and close the tab. This will automatically "tick" the box for you. & Click on the **"New Zealand Privacy Policy"** link (this will open up in a new tab). Read the contents and close the tab. This will automatically "tick" the box for you.



4. Click **"Next"**.

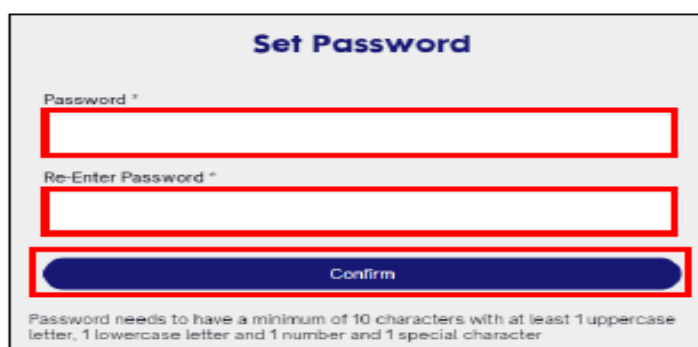
5. A **"You've got mail!"** pop up will appear. Go to your email inbox.



6. Click on the **"Verify Email"** button in the email.



7. A new **"Set Password"** tab will open. Decide on a password and type it in two times. Then click **"Confirm"**.



You can now log into your created profile. Please see our next guidance document **"How to log into an existing profile"** for the steps on how to login.

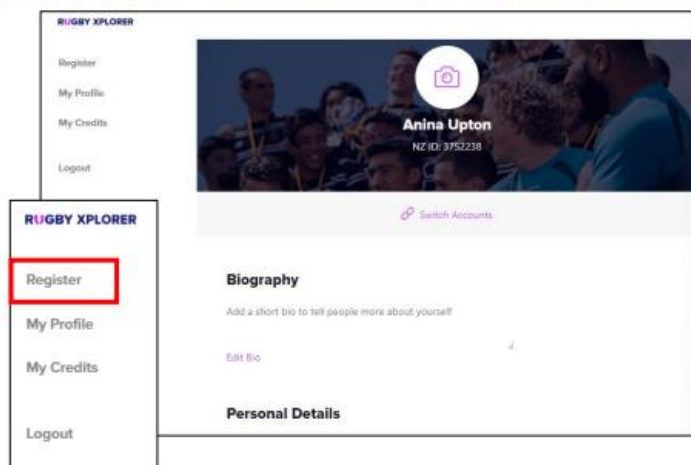
2.2 RX Xplorer How to create a Secondary Account

Secondary accounts are for:

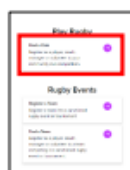
- A parent/guardian who is registering their child/children to rugby.
- Where a player does not have an email address, a primary account can be used to then create a linked account of that player.
- If two participants share the same email address and have an existing family relationship in the system, all records will be brought across to Rugby Xplorer as linked accounts.

Note: **Club administrators should not link nor register any player. All players must self-register**

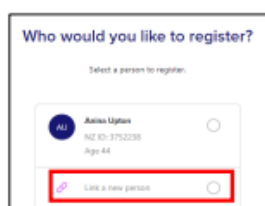
1. Log into you Rugby Xplorer profile and click on the **"Register"** option in the left-hand menu.



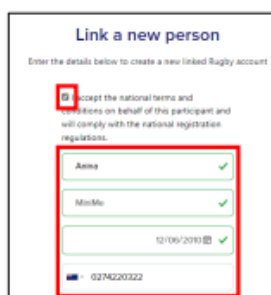
2. Click on **"Find a Club"**.



3. To create a secondary account linked to your own account, click on **"Link a new person"**.



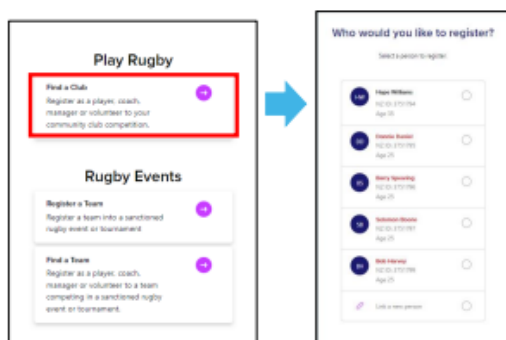
4. The **"Link a new person"** page will display.
 - a. Tick the **"I accept the national terms and conditions on behalf of this participant and will comply with the national registration regulations"** condition.
 - b. Add the first name of the new user.
 - c. Add the second name of the new user.
 - d. Add their date of birth.
 - e. Add a contact number for them.



5. Click the **"Sign Up"** button at the bottom of the screen.



Note: If you click on **"Register"** > **"Find a Club"** again, you will see all your **"linked accounts"** here.



HOW TO LOG INTO AN EXISTING PROFILE

Access Xplorer:

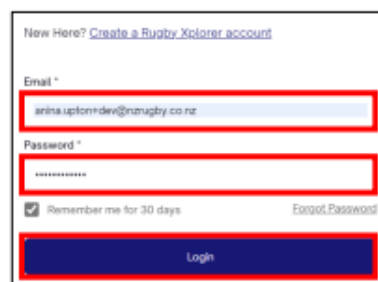
You can access Xplorer in various ways. To access via direct link, click on:

<https://myaccount.rugbyxplorer.com.au>

If you do not already have an existing Xplorer profile account, please see our *"how to create a profile"* guidance document on how to create a profile.

Log in:

1. On the login screen:
 - a. Add the email address you used to create your profile under **"Email"**.
 - b. Add the password you set when you created your profile under **"Password"**.
 - c. Click one the **"Login"** button.



Note: If you tick the "Remember me for 30 days" button your email address and password will be remembered

2. A **"Verify Account"** pop up will appear. The system will also send you an email with the verification code.
 - a. Go to your email inbox.
 - b. Open the verification email.
 - c. Add the code into the boxes on the **"Verify Account"** screen.

2.4 RX Xplorer How to register a player for a club

To register a child as a player their profile must be linked to a parent/guardian profile
Follow the below steps

Access Xplorer:

- If you do not already have an existing Xplorer profile account, please refer to 2.1 RX Xplorer – How to create a profile
 - If you are unsure how-to login, please refer to 2.2 RX Xplorer – How to log into an existing profile.
- If you need to create a profile for your child have created a secondary account as per the “how to create a secondary account” guidance document, to complete registrations on your secondary account’s behalf, you need to switch accounts, please see our “how to switch accounts” guidance document.

Registration:

1. Log into your Rugby Xplorer profile and click on the **“Register”** option in the left-hand menu.



2. Click on **“Find a Club”**.



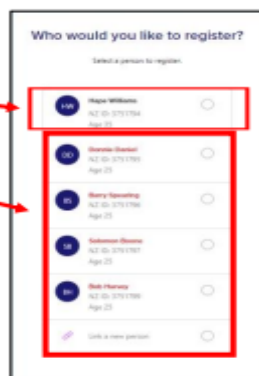
To register yourself as a player:

3. Select your name.

To register a player (on a secondary account):

3. Select the person you are registering on behalf.

4. Click **“Next”**



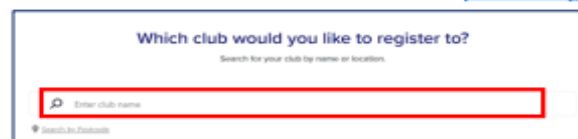
Note: Secondary accounts are for:

- A parent/guardian who is registering their child/children to rugby.
- Where a player does not have an email address, a primary account can be used to then create a linked account of that player.
- If two participants share the same email address and have an existing family relationship in the system, all records will be brought across to Rugby Xplorer as linked accounts.

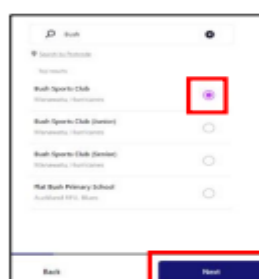
Club administrators should not link nor register any player. All players must self-register.

Complete the registration – Which club would you like to register to?

5. In the search field, start typing the club **or school?** the player is registering to.



6. All related option will show, select the correct club/school and click **“Next”**.



Complete the registration – Registration type:

7. Select **"Player"** (from the dropdown menu) as the **"Role"** you are registering for.
8. Choose the **"Type"** of rugby you are wishing to play.
9. Choose **"Season"** as the duration.
10. Click **"Next"**.

The form shows three dropdown menus. The 'Role' dropdown has 'Coach', 'Player' (highlighted with a red box), 'Manager', and 'Match Official'. The 'Registration Type' dropdown has 'Seniors - Contact', 'Got into Rugby', 'Junior Rugby - Contact', 'Teenage - Non Contact', 'Teenage - Contact', 'Junior Rugby - Non Contact', and 'Seniors - Non Contact' (all highlighted with a red box). The 'Duration' dropdown has 'Season' (highlighted with a red box).

Complete the registration – Personal details:

11. A summary screen will display all your personal details. Please check these are correct.
12. Click **"Next"**.

Complete the registration – Profile photo:

13. Click on the camera icon.
14. Upload a photo of yourself.
15. Click **"Next"**.



Complete the registration – Additional details:

16. Complete the fields:

The 'Additional details' form has several fields. 'Gender' is set to 'Male'. 'Country of origin' is set to 'New Zealand'. 'Primary Heritage' is set to 'Maori'. 'Secondary Heritage' is set to 'Select...'. 'Address' is set to '125 The Strand, Parnell, Auckland, New Zealand'. Blue boxes highlight 'Gender', 'Primary Heritage', 'Country of origin', 'Secondary Heritage', and 'Address'. A red box highlights 'Country of origin'. A blue box highlights 'Secondary Heritage'. A blue box highlights 'Address' with the text 'Start typing your address here and select the correct version from the list that will display.'

Note: The blue boxes above are a NZR requirement to be completed.

17. Click **"Next"**.

Complete the registration – Additional contact details:

Depending on the player being registered, you may see one of the following next:

18. **If a player is under 18 years old**, it will ask you to populate the **"Parent/guardian contact details"**.
 - a. Add the full name.
 - b. Add their contact details.
 - c. Add their email address.
 - d. Select the "relationship" with the player.

The 'Parent/Guardian contact details' form has fields for 'Full Name', 'Email Address', and 'Relationship'. The 'Relationship' dropdown is open, showing options like 'Parent', 'Guardian', 'Coach', and 'Manager'.

Note: You can add additional guardians/parents by clicking the "plus" icon.

19. **If a player is 18 or over**, it will ask you to populate the **"Emergency contact details"**.
 - a. Add the person's full name.

- b. Add the person's contact phone number.

Emergency contact details

Rohan Lowe
021030622

Complete the registration – Additional questions:

Depending on the role (*player; coach; manager etc.*) and registration type (*junior, senior, teenage, contact, non-contact etc.*) chosen previously, additional questions will be asked:

20. Complete the questions.
21. Click “Next”.

Questions you may see:

Additional questions

Why am I providing this information ⓘ

Weight

40

School & Year

Pukekohe Primary

(Not available?)

Year 5

Additional questions

Why am I providing this information ⓘ

Weight

86

Additional Questions

When grade do you wish to play?

☐ U6-Rugby
 ☐ U7-Rugby
 ☐ U9-Rugby
 ☐ U11-Rugby
 ☐ U13-Deaf-Rugby
 ☐ U13-Boys Rps

Are you interested in receiving information about Deaf rugby?

Do you have any medical conditions?

Back
Next

Additional Questions

Who do you want to play with? eg friends name or team name

Are you interested in attending the Clubs Holiday Programme?

Are you interesting in receiving information about Deaf rugby?

Do you have any medical conditions?

Complete the registration – Additional national, PU, club or school questions:

2.5 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 RX Xplorer.

Club administration must notify weigh-in convenor of late change and organise approval for weigh-in 12th - 13th grade to meet independent weigh in committee member requirements.

Club administration will follow up with parent/guardian to register player - refer to 2.4 How to register a player for a club

Club administration will weigh in the player - refer to 1.1 - 1.8 to meet player registration requirements
 Club administration will update the team list - refer to 1.4.1 RX Xplorer 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.

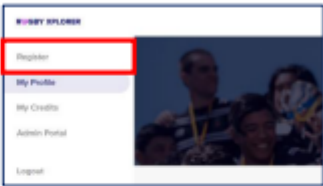

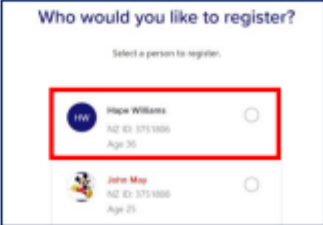



No players may change teams unless the club seeks approval, in writing from the Weigh-in Convenors to allow a player to change teams.

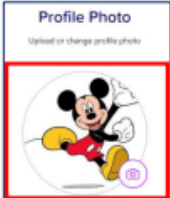


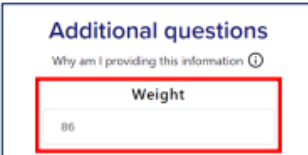
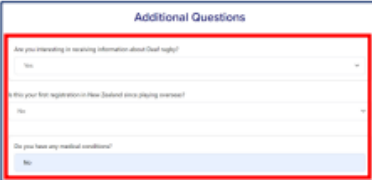



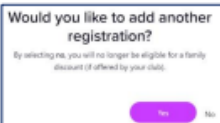
2.6 RX Xplorer Coach/Manager/Referee/Volunteer Registration

All roles within rugby are important, it is especially important for all adults involved in WCJR rugby to be registered, registering our adults allows for NZ Rugby to complete the Police Vetting for all of our adults involved in roles working with our children as part of the children's protection program.

Before registering as a coach/manager/referee/administrator/volunteer you will need to have created a RX Xplorer profile

HOW TO REGISTER AS A PLAYER/COACH/MANAGER/MATCH OFFICIAL

<p>Register for rugby:</p> <ol style="list-style-type: none"> 1. From your profile page, click on 'Register' 	
<ol style="list-style-type: none"> 2. Click 'Find a Club' under Play Rugby 	
<ol style="list-style-type: none"> 3. Select the Person's profile you would like to register to a club 	
<ol style="list-style-type: none"> 4. Start typing the name of the Club, select the club and click Next 	
<ol style="list-style-type: none"> 5. Select your Role, Registration Type and Duration, then click Next 	
<ol style="list-style-type: none"> 6. Check all your Details are correct then click Next 	

7. Upload a Photo of Yourself then click Next	
8. Select Gender, Country of Origin, Nationality, find your Address then click Next	
9. Enter Full Name of your Emergency Contact and Mobile Number then click Next	
10. Enter your Weight and click Next	
11. Answer the 3 National questions and click Next	
12. Review the summary then review the T&C's	
13. Go back to the Rego screen and tick the T&Cs Radio Button then Click Pay \$0	
14. Click Finish	
If you Click No: You'll be taken back to your Profile page	
If you Click Yes: You'll be taken to the Register screen to select another Person	

For support please email: xplorer@nzrugby.co.nz

3. 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 **RX Xplorer as per NZ Rugby guidelines**

Once a team is formed, the team list is to be prepared using the **RX Xplorer as per NZ Rugby guidelines** SOP based on the grade indicated on the player profile identification sheets.

3.1 RX Xplorer – Team Entry to WCJR Format

All clubs need 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 **RX Xplorer** administrator access for your club

3.2 RX Xplorer – How to create a team

For all clubs to be able to build their team lists for WCJR review and sign off for their Team Lists to be sent to WCJR Executive Committee to review and sign off. This includes players, coaches, managers and any other non-playing roles set up to support the team.

Before you begin:

Ensure you have **RX Xplorer** administrator access for your club, the following steps can only be completed by users set up with administrative access. If you do not see the below 'admin' access and believe you should have access, please contact Waikato Rugby Administrator who is responsible for setting up all admins for each rugby club.

Access Admin area:

1. Log into you Rugby Xplorer profile and click on the **"Admin Portal"** option in the left-hand menu.



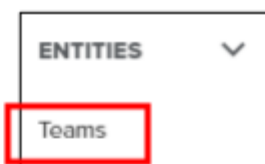
2. The Admin Portal will open in a new tab.

How to create and edit a team for my club:

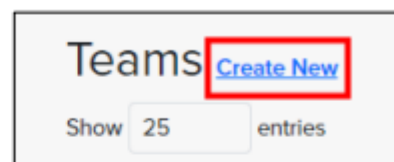
When creating Teams for WCJR Format, you should include your Club name (or abbreviation of Club name) in the team set up i.e. MJR = Melville Junior Rugby. This assists the draw steward and WR administrator assigning your team to the right format, as well as easy recognition for everyone within your club and supporters to find the right team in the Rugby Xplorer app.

You need to create a team for every age group/grade that your club is participating in

3. Click on the arrow next to **"Entities"** in the left-hand menu and select **"Teams"**.



4. Click on the **"Create New"** link at the top of the screen.



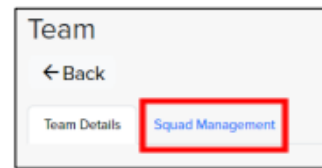
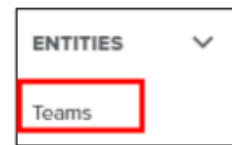
5. Complete the **"Create a team"** screen.
 - a. **"Club name"** will default to your Club.
 - b. Enter **"Team Name"**. We recommended to **add your Club Name** (or abbreviation of Club name) in the team's name to assist Competition Managers.
 - c. Add **"Grade/ Age abbreviation"**.
 - d. Add **"Extra"** (Optional), which is for xxx.
 - e. Add an **"Abbreviation"** for team.
 - f. Select the team's **"Age Level"**.
 - g. Select **"Season"**.
 - h. Select **"Contact name"** from list of registered managers. Mobile and email address will default based on the manager selected.

A screenshot of a mobile application interface showing a form titled 'Create Team'. The form has a 'Team Details' tab selected. It contains several input fields and dropdown menus. Red circles with letters 'a' through 'h' are placed over specific fields to indicate where to enter information: 'a' is over the 'Club Name' dropdown, 'b' is over the 'Team Name' text field, 'c' is over the 'Age/Grade Abbr' dropdown, 'd' is over the 'Extra (Optional)' text field, 'e' is over the 'Abbreviation' text field, 'f' is over the 'Age Level' dropdown, 'g' is over the 'Season' dropdown, and 'h' is over the 'Contact Name' dropdown. At the bottom right, there are 'Save' and 'Cancel' buttons, with 'Save' highlighted by a red rectangular box.

You can now assign players coaches and managers to your team via Squad Management

To assign players:

- Click on the arrow next to **"Entities"** in the left-hand menu and select **"Teams"**.
- Click on the ROW of the team you created.
- Select the **"Squad Management"** tab at the top.
- Select the players you wish to add to the team and click **"Add to Team"**. They will then show on the right-hand side of the screen.



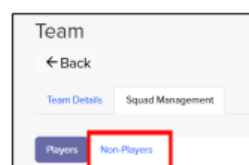
A screenshot of the 'Squad Management' page. It is divided into two main sections: 'Club Members' on the left and 'Current Squad' on the right. The 'Club Members' section has a filter bar with 'anina' in the search box, 'Age Le...' and 'Ge...' dropdowns, and a 'clear' link. Below the filter is a table of players. The 'Add To Team' button is highlighted with a red box. The 'Current Squad' section has a 'Remove' button and a list of players.

Name	Age	Gender	Select
Anina P5aotea	15	Female	<input checked="" type="checkbox"/>
Anina P5aoteaS	31	Female	<input type="checkbox"/>
Anina P5aoteaY	9	Non-Binary/Gender Diverse	<input type="checkbox"/>
Anina P6aotea	15	Female	<input checked="" type="checkbox"/>
Anina P6aoteaS	31	Female	<input type="checkbox"/>

Player Name	Select
Anina P1aotea	<input type="checkbox"/>
Anina P2aotea	<input type="checkbox"/>
Anina P3aotea	<input type="checkbox"/>
Anina P4aotea	<input type="checkbox"/>
Anina P10aotea	<input type="checkbox"/>
Anina P11aotea	<input type="checkbox"/>
Anina P12aotea	<input type="checkbox"/>
Anina P13aotea	<input type="checkbox"/>
Anina P14aotea	<input type="checkbox"/>
Anina P15aotea	<input type="checkbox"/>

To add non-players to the team:

- Click on the **"Non-Players"** link.



- Select the coach, manager, referee or other non-player role you wish to add to the team and click **"Add to Team"**. They will then show on the right-hand side of the screen.

A screenshot of the 'Squad Management' page, specifically for non-players. The 'Club Members' section has a filter bar with 'anina' in the search box, a 'Coach' dropdown, and a 'clear' link. Below the filter is a table of non-players. The 'Add To Team' button is highlighted with a red box. The 'Current Squad' section has a 'Remove' button and a list of non-players.

Name	Roles	Select
Anina Coachaotea	Coach	<input checked="" type="checkbox"/>
Anina CoachaoteaS	Coach	<input type="checkbox"/>
Anina CoachaoteaY	Coach	<input type="checkbox"/>

Non-Player Name	Roles	Select
No non-player		

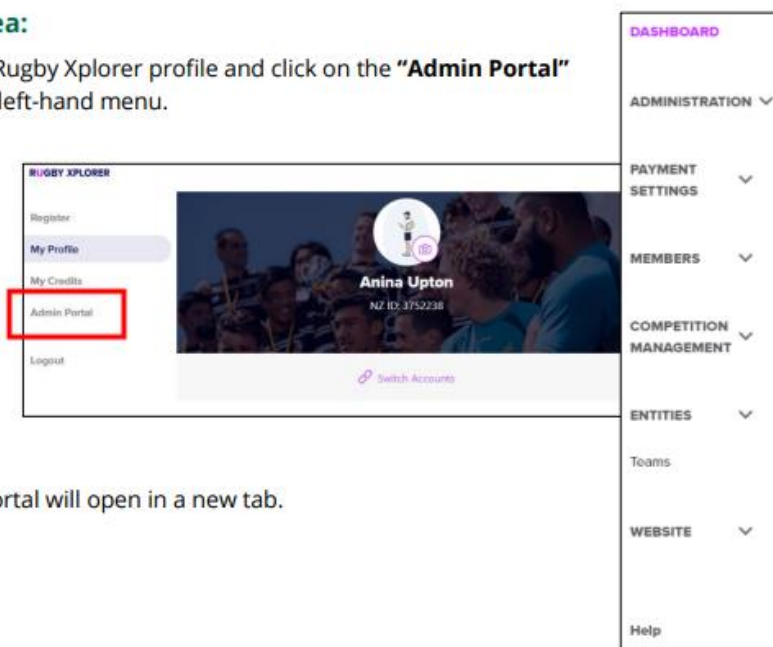
3.3 RX Xplorer How to edit a team

Before you begin:

Ensure you have **RX Xplorer** administrator access for your club, the following steps can only be completed by users set up with administrative access. If you do not see the below 'admin' access and believe you should have access, please contact Waikato Rugby Administrator who is responsible for setting up all admins for each rugby club.

Access Admin area:

1. Log into your Rugby Xplorer profile and click on the **"Admin Portal"** option in the left-hand menu.

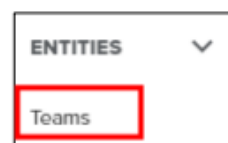


2. The Admin Portal will open in a new tab.

To edit a team:

Club and/or competition managers can edit team names and team details.

13. Click on the arrow next to **"Entities"** in the left-hand menu and select **"Teams"**.



14. Click on the ROW of the team you created; you need to edit.

15. Make any changes as required.

16. Complete the following checks:
 - a. Ensure Team Name and 'Age/Grade Abbrev' are entered

17. Click **"Save"**.

4. Player Dispensation Process

4.1 Dispensation Application summary

All players who are born on and/or between 1 Jan – 31st March can apply for dispensation via RX Xplorer based on their age vs weight in relation to the WCJR weigh chart.

For 2025 season age-based dispensations will be approved by WCJR Executive Team.

For 2025 season age-based dispensations will not be required to wear 'Orange Socks'

Age-based dispensation applications are independent of section 4.1 dispensation application form the description request in RX should include 'Age Band'

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

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

Dispensation applications are required to be submitted before the due date outlined and communicated by the WCJR Executive team; this could be in the form of meeting minutes and/or email correspondence.

Only WCJR Executive Committee members are entitled to vote on dispensation requests. Photos must be an accurate representation of the player at weigh in.

Dispensation Application form must be provided with an explanation as to why dispensation should be approved.

Proof of date of birth must be provided.

Player profile from RX Xplorer must be provided

Team list for requested team 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.
- For the 12th Grade – Refer to section 1.4 no dispensation applications will be approved for 12th grade.
- For 13th Grade – Refer to section 1.4 dispensation applications will be required >75kg
- 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.
- A player who has previously played in a representative team will not be eligible for dispensation.

4.2 Dispensation Approvals/Rejections

WCJR delegates for each club will be issued with a slip signed by the weigh in convenor and one other of the WCJR Executive committee for all players applying for dispensation.

The slip will indicate if the player has been approved or has been declined dispensation.

NB: Awaiting to see if dispensations can be denoted in RX Xplorer on team lists

4.3 Dispensation – coloured socks

All approved for dispensation from 8th to 11th grade **must** wear coloured socks decided by WCJR at the beginning of each season.

6th and 7th grades are not required to wear different coloured socks.

12th Grade: Only eligible players for 12th grade will be playing in a 12th grade team

13th Grade: Players will not be required to wear different coloured socks.

4.4 Dispensation – Game Day requirements

8th – 11th grade Players approved for dispensation **MUST** wear different coloured socks

7th & 13th grade players approved their respective coach/manager **MUST** show and TELL the opposition coach/manager of their dispensated player(s).

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

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.

4.5 Dispensation – Team too competitive

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 be moved back to play in the team they are graded for until their dispensation is granted.

If there is no team for a player with dispensation to play in, a re-approval of temporary dispensation may be granted until a decision is made by the WCJR Executive Committee

If the team continues to dominate in the lower grade, they will be required to move up to the age group grade that aligns with the dispensated players.

5. Notes for Coaches & Managers

5.1 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.

NZR Small Blacks Development Model Laws **Applies to WCJR format**

Download and view the latest [DSLVL Handbook \(2024\)](#) Variations will be denoted in outline of small blacks rules refer to section 7

5.2 Disputes

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

WCJR has a register that coaches/Managers can log the situation/dispute with outcome.

[WCJR Complaints & Concerns Register 2025](#)

5.3 Duties on Game Day

5.3.1 Team Folders

Coaches / Managers must **present** the team folder containing all Player Identification Sheets and the **RX Explorer** Squad sheet **to the opposition** at all games.

If the opposition team coach/manager/referee requests to see the team folder, you **MUST** produce it for sighting.

5.3.2 Team Folders - Player Profiles

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.

The situation can be logged in the following register: [WCJR Complaints & Concerns Register 2025](#)

5.3.3 Team Folders – Dispensations

If the Team has any dispensation players, the Coach / Manager of the dispensation players is required to inform the opposition Coach / Manager how many and identify who in the team with their player profiles and approved copy of application form from WCJR Executive team.

Being forthcoming with the information is a preventative and protective measure of our kids to avoid conflict or worst-case scenario adults criticising kids for being in the team.

6. Draws and Results

6.1 Draws

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

www.mooloo.co.nz/Community-Rugby/Junior Rugby

Or the RX Xplorer match day App

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 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.

Grading games for each grade will be held the first and second weekend of term 2 at centralised venues for each grade.

Game time for grading games will be reduced to allow for all teams to play two games on the same day

6.2 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.

6.3 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 within 48 hours.

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

6.4 Game Changes

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.

Roping off fields

7. Game day duties

7.1 Game On to be applied

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

12th and 13th 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.

Teams should be made up of even numbers.

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

7.2 Field Separation

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.

7.3 Mouth guards

Mouth guards **MUST** be always worn 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

7.4 Footwear / Compression Garments

Coaches of all grades should ensure that boots are in a tidy condition. No sharp edges on sprigs or eyelets. No compression garments are to be worn by any player at any level. All Footwear/Compression Garments permitted are as per World Rugby rules.

7.5 Referees

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

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

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

Referees will be encouraged to use the sin bin for foul and/or dangerous play. Players 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.

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.

Home teams are to always referee the first half of the game.

7.6 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 several 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.

7.7 12th & 13th Grade uniforms

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

7.8 Excessive Scores

When at half time the difference in score between the two teams is 35 points or more, the coach of the team that is winning **MUST** work with the opposition coach to ensure the game is evened up.

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

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

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. Additional phases of play to be completed before scoring

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

7.9 Minimum number of players per team – 12th Grade & 13th Grade

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

8. Playing Rules

The following section is the small black's development model laws outlined in Domestic Safety Law Variations combined with the NZ Rugby Toolbox small blacks' rules.

The DSLV additions are denoted by *(Example)*

8.1 NZR Half Game Rule

At all levels of Small Blacks Rugby all players must play a minimum of half a game (this is to include two full quarters). In Small Blacks Rugby the referee may allow a replacement break halfway through each half. This replacement break should be no longer than one minute, and the time taken will be added on at the end of each half. The replacement break should normally be taken after a score or when the ball is out of play near the halfway line

8.2 6th & 7th 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.

Coaches	A maximum of two coaches per team will be permitted on the field at any one time
Rip flag size	33cm x 5cm
Ball Size	2.5 or 3
Field Size (Playing area)	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.
Duration of Game	4 x 10 Minutes maximum
Team numbers	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
Substitutions	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.
Footwear	Regulation rugby boots or sandshoes (soft soled)
Referee	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

	<p>is to stop.</p> <p>The referee will signal to the team who is starting with a free pass, by pointing with an outstretched arm towards that team.</p> <ul style="list-style-type: none"> • The home team will provide a referee or Beginning Rugby referee to officiate. • If no referee or Beginning Rugby referee from the home team is available, then a referee or Beginning Rugby referee from the visiting team will officiate. • It is recommended that one referee control the entire match.
Fair Play	<p>All players must play games in a positive spirit following the principles of good 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. There shall be no intentional physical contact between players.</p>
Starting play	<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>
Attackers	<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>
Defenders (RIPPERS)	<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 carrier's progress</p> <p>Defenders (rippers) cannot physically touch the ball carrier</p>
Passing the ball	<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>
Tackle	<p>When 'rip' is made, player passes the ball</p>
Rip	<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>
Kicking	<p>No kicking in general play</p>
Going to ground	<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 dive on the ball, a FREE</p>

	PASS is awarded to the opposition.
Free pass	<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 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>
Knock on	<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> <p><i>Referees are to apply the advantage law generously to foster a free-flowing game.</i></p>
Offside	<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> <p><i>In general play, players are in an offside position when they are in front of the ball when it was last played by a teammate.</i></p> <p><i>The referee will encourage the ball carrier to continue when players tackle/rip from an offside position</i></p>
Tries	<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>
Penalty	<ul style="list-style-type: none"> • The referee will award a penalty tap kick for pushing, fending, taking the ball from the ball carrier's hands, or continuing to run after a tackle/rip. (Free pass for Rippa Rugby.) • The defending team will be back five metres from the infringement mark. • The ball must be passed from the tap. • All penalties are tapped on the ground.
Conversions	None
Lineouts	None
Scrum	None
Resources	<p>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/rip-rugby-laws</p> <p>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/beginning-rugby-laws</p>

UNDER 6/7 - SATURDAY MORNING RUGBY			YEAR 1 & 2 - SCHOOL RUGBY			
 <p>FIELD SIZE U6/U7: ¼ field = 40 x 27.5m max Use small post at ends if available.</p>	 <p>GAME LENGTH 4 x 10 minutes maximum.</p>	 <p>SUBS All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half or quarter time. This applies to representative games. Rippa - As above.</p>	 <p>BALL SIZE Size 2.5 or 3 balls.</p>	 <p>NUMBERS PER TEAM 7-a-side. If a team doesn't have enough players to start a game, it should then be played with equal numbers.</p>	 <p>TRY If score blow-outs are occurring (ie 35+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.</p>	
 <p>CONVERSION No conversions.</p>	 <p>REFEREE Beginning coach.</p>	 <p>LINEOUT No lineouts.</p>	 <p>SCRUM No scrums.</p>			
<p>YEAR 1/2</p> <p>U six seven</p>			 <p>KICK-OFF Free pass.</p>	 <p>TACKLE (RIP) When 'rip' is made, player passes the ball. Rippa flags should be 33cm x 5cm.</p>	 <p>KICKING No kicking in general play.</p>	 <p>PENALTY Tap and pass.</p>

8.3 8th – 11th Grade Tackle Rugby Rules

Also known as Under 8 or Year 3

These laws complement laws outlined in the small black development model

Ball Size	3
Field Size (Playing area)	<i>Under 8 ¼ field goal to 10m (across field) 40m x 27.5m</i> <i>Under 9 – 11 Goal to 10m (Across the field, portable goal posts recommended)</i>
Duration of Game	2 x 25 minutes (Maximum)
Team numbers	<i>Under 8 - 7 aside</i> If a team doesn't have enough numbers to start a game, it should be played with equal numbers. <i>Under 9th, 10th & 11th grades – 10 aside</i> <i>If a team doesn't have enough numbers to start a game, it should be played with equal numbers.</i>
Substitutions	Substitutions may be made at quarter, half and three-quarter time when the referee will allow and signal a substitution break. <i>All players must play a minimum of half a game (This is to include at least two full quarters)</i> Rolling substitutions are NOT permitted
Footwear	Regulation Rugby boots
Referee	<i>Under 8 - Yes, referee plus one other on the field, for the first three grading games and only the referee for the remainder of the season.</i> <ul style="list-style-type: none"> <i>The home team will provide a referee or Learning Rugby referee to officiate.</i> <i>If no referee or Learning Rugby referee from the home team is available, then a referee or Learning Rugby referee from the visiting team will officiate.</i> <i>It is recommended that one referee will control the entire match.</i> <i>If no learning referee, no tackling</i>
Starting play	The non-scoring team will restart play with a tap kick from halfway The opposing team will be back five metres from halfway. Kick-offs are to be rotated through the players <ul style="list-style-type: none"> <i>A try is scored by grounding the ball on or over the goal line.</i> <i>The scoring team will restart play with a punt or drop kick from halfway.</i> <i>Under 8 only - The non-scoring team will restart play with a tap kick from halfway.</i> <i>The opposing team will be back five metres from halfway.</i>
Tackle	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. <ul style="list-style-type: none"> <i>A player must not tackle an opponent whose feet are off the ground.</i> <i>The tackled player must release the ball when either the player or the ball is grounded</i>
Ruck and Maul	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.
Kicking	Allowed but encourage running and passing
Tries	If score blow-outs are occurring (ie 35+ at half time) both coaches MUST meet and come

	<p>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>
Penalty	<p>Tap and pass by non-offending side</p> <p>Ball does not have to be on the ground to be tapped and restarted</p> <p>No kicking for touch line</p> <ul style="list-style-type: none"> <i>The defending team will be five metres back from the infringement mark.</i> <i>All penalties are tapped on the ground, except U11 grade, where normal laws apply.</i>
Conversions	<p>Taken from in front of the posts either drop goal or punt. Points don't count.</p>
Lineouts	<p><i>Under 8 Only No lineouts. Tap and pass, 5m in from where the ball went out.</i></p> <ul style="list-style-type: none"> <i>The side throwing the ball in to the lineout wins the ball, except the U11 grade. If the ball is not caught or goes over the back, the ball becomes "fair game".</i> <i>If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.</i> <i>The two lines of players must be one metre apart.</i> <i>Backlines must stand five metres from the line of touch (centre line).</i> <p><i>Always 5 in a lineout</i></p> <p><i>Line outs are not contested until 11th grade</i></p> <p><i>No lifting in the lineout – all grades</i></p>
Scrum	<p><i>Under 8 only – No scrums. Tap and pass from where infringement occurred.</i></p> <p><i>9th – 11th grades</i></p> <ul style="list-style-type: none"> <i>The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.</i> <i>The opposing team cannot advance until the halfback has played the ball.</i> <i>There is an offside line five metres behind the hindmost feet of the scrum.</i> <i>The opposing halfback must not advance past the middle line i.e. tunnel.</i> <p>Five persons</p> <p>No pushing and no contesting.</p> <p>The side throwing the ball into the scrum wins the ball.</p> <p>The opposing team cannot advance until the halfback has played the ball</p> <p>The halfback must pass the ball and not run with it.</p> <p>The opposing halfback must not advance past the middle line ie tunnel.</p>
Resources	<p>https://www.rugbytoolbox.co.nz/uploads/media/default/ad/42/4cf1bd503607e204656723d41515845496b7ee5b.pdf</p> <p>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/learning-rugby-laws</p>

UNDER 8 - SATURDAY MORNING RUGBY

YEAR 3 - SCHOOL RUGBY



FIELD SIZE

¼ field
Use small post at ends
if available.



GAME LENGTH

2 x 25 minutes maximum.



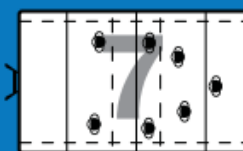
REFEREE

If no Learning Rugby
referee, no tackling.



BALL SIZE

Size 3 balls.



7-a-side

If a team doesn't have
enough players to start a
game, it should then be
played with equal numbers.



TRY

If score blow-outs are
occurring (ie 35+ at
halftime), both coaches
must meet and come to an
agreement as to how they
can generate a more even
contest. Try = 5 pts.



CONVERSION

Conversion taken
from in front of posts
either drop goal or punt.
Points don't count.



TACKLE

A 'Tackle Clinic' must
be carried out by all U8
coaches before the season
kicks off. "Tummy tackles".
No fending.
Rippa - (RIP) When a rip
is made, player passes
the ball.



SUBS

All players must play a
minimum of half a game
(this is to include at least
two full quarters). Rolling
substitutions are not
permitted. Substitutions
may be made at half time
or approximately half way
through each half when the
referee will allow and signal
a Substitution Break.
This applies to
representative games.



LINEOUT

No lineouts.



SCRUMS

No scrums.



KICK-OFF

Tap and pass.
Kick-offs to be rotated
through all players.



KICKING

Encourage running
and passing.



PENALTY

Tap and pass.

YEAR 3 **U**eight

UNDER 9/10/11 - SATURDAY MORNING RUGBY

YEAR 4/5/6 - SCHOOL RUGBY



FIELD SIZE

Goal to 10m (across the field). Portable goalposts recommended. Full size posts on sideline need bolsters.

GAME LENGTH

2 x 25 minutes maximum.



REFEREE

If no Learning Rugby referee, no tackling.



SUBS

All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.



10-a-side

If a team doesn't have enough players to start a game, it should then be played with equal numbers.



TRY

If score blow-outs are occurring (ie 35+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



LINEOUT

Always 5 in lineout. Lineouts not to be contested until U11 grade. There is to be no lineout lifting at any level.



CONVERSION

Conversion taken from in front of posts either drop goal or punt. Points don't count.



TACKLE

Tackle must be below the sternum. No fending to the head, face or neck regions.



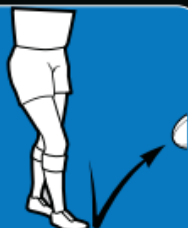
BALL SIZE

Size 3 balls.



SCRUM

Always 5 in scrum. No contest and no pushing.



KICK-OFF

Punt or drop kick by scoring side. Kick offs to be rotated through all players.



KICKING

Encourage running and passing.



PENALTY

Tap and pass.

nine
ten
eleven

U

YEAR 4/5/6

8.4 12th & 13th Grade Tackle Rugby Rules

Also known as Year 7 & 8

Ball Size	4
Field Size (Playing area)	Full field
Duration of Game	2 x 30-minute halves (This is maximum)
Team numbers	<p>15</p> <p>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.</p> <p>(WCJR Rule)</p>
Substitutions	<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 halfway through each half when the referee will allow and signal a substitution break.</p>
Footwear	Regulation rugby boots
Referee	<p>Yes</p> <p>It is recommended that one referee will control the entire match</p> <p>The home team will provide a referee <i>or playing rugby referee to officiate</i></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>
Starting Play	<p>Normal</p> <ul style="list-style-type: none"> • <i>A try is scored by grounding the ball on or over the goal line.</i> • <i>The non-scoring team will restart play with a drop kick from halfway.</i> • <i>The opposing team will be back 10 metres from halfway.</i>
Tackle	<p>Tackle must be below the sternum.</p> <p>No fending to the head, face or neck regions.</p> <ul style="list-style-type: none"> • <i>The tackled player must release the ball when either the player or the ball is grounded.</i> <p><i>A player must not tackle an opponent whose feet are off the ground.</i></p>
Ruck & Maul	<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>
Kicking	General - normal
Tries	<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>
Penalty	<p>Yes</p> <p>Normal</p> <p>The defending team will be 10 metres back from the infringement mark.</p>
Conversions	Yes

	<p>Conversions are not taken further than the 15m line 2pts (WCJR rule)</p>
Lineouts	<p>Yes Always 8 in lineout. Lineouts can be contested. There is no lifting in lineouts at any level. The two lines of players must be one metre apart Backline must stand 10 metres from the centre line If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies. Players can advance when the halfback receives the ball The halfback may pass the ball or run with it Teams may have shortened numbers. The opposing team can have equal or less in the lineout. 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"> 14 players per side stays at 8 person lineouts 13 players per side goes to 7 person lineouts 12 players per side goes to 5 person lineouts 11 players per side goes to 5 person lineouts 10 players per side goes to 5 person lineouts <p>(WCJR rules)</p>
Scrum	<p>Always 8 in scrum. Safety is paramount. Contest and pushing. The push is limited to half a metre maximum. The opposing team cannot advance until the halfback has run or played the ball. Note: A number 8 can also pick up the ball The opposing halfback must not advance past the middle line i.e tunnel 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). 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"> 14 players per side stays at 8 person scrums 13 players per side goes to 7 person scrums 12 players per side goes to 5 person scrums 11 players per side goes to 5 person scrums 10 players per side goes to 5 person scrums <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> <ul style="list-style-type: none"> • <i>The opposing team cannot advance until the halfback has played the ball.</i> • <i>The opposing halfback must not advance past the middle line i.e. tunnel.</i> • <i>There is an offside line five metres behind the hindmost feet of the scrum.</i>
Resources	<p>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/playing-rugby-laws</p> <p>https://www.rugbytoolbox.co.nz/uploads/media/default/c1/17/f6570e459c591a93ba0dfbb717fe90ebb6e98677.pdf</p>

UNDER 12/13 - SATURDAY MORNING RUGBY YEAR 7/8 - SCHOOL RUGBY

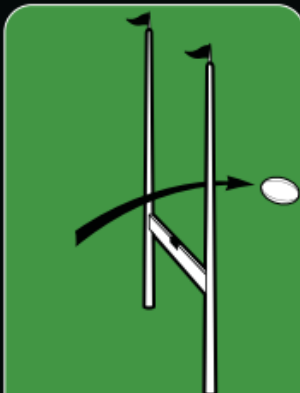


SUBS

All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.

GAME LENGTH

2 x 30 minutes maximum.



CONVERSION

Conversions not to be taken further out than the 15m line.



REFEREE

If no Playing Rugby referee, no tackling.



TACKLE

Tackle must be below the sternum. No fending to the head, face or neck regions.



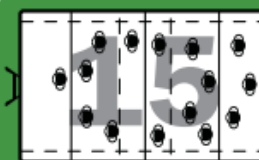
BALL SIZE

Size 4 balls.



FIELD SIZE

15s must be full field.



NUMBERS PER TEAM

15-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, it should then be played with equal numbers.



TRY

If score blow-outs are occurring (ie 35+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



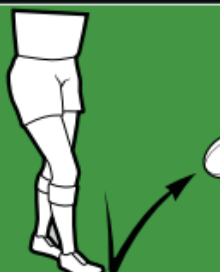
LINEOUT

Always 8 in lineout. Lineouts can be contested. There is no lineout lifting at any level.



SCRUMS

Always 8 in scrum. Contest and pushing. The push is limited to half a metre maximum. Safety is paramount. A 'Scrum Factory' must be carried out by all U12 coaches.



KICK-OFF

Normal.



KICKING

Yes.



PENALTY

Normal.

twelve
thirteen **U** YEAR 7/8

8.5 Rip Ruck Rugby

The purpose of this version of rugby is to support players transitioning from Rippa rugby to first grade of tackle in 8th grade. The focus area of transition is from a tackled position to ruck, passing out to the team for play to continue.

Key terms:	
Duration	20 minutes each way (including stoppages) Or four quarters of ten minutes each. 20 minutes in total)
Players	-7 a side (12 per team)
Substitutions	Substitutions can be made at quarter time or half time, this must be agreed upon prior to the game starting.
Free pass	Used in a penalty. To make a free pass, a player must place the ball on the ground and tap the ball with their foot, they can then pick up the ball and pass for play to start.
Kicking	No kicking at all
Offside	Offside only occurs when a rip has been made.
Forward pass	Occurs when the ball is passed in a forward motion and results in a turnover. Ball gets given to the other team and play resumes with a free pass.
Advantage	Not stopping the game when an infringement happens is called an 'advantage'. Referees will look to play 'advantage' to the non-offending team if they feel they may be advantaged by not stopping play, this will be made clear by referees with the call "advantage" followed by "play on".
Rip the tag and staple	Occurs after a rip, the ball carrier (Player) goes to ground and presents the ball back towards their feet forming a 'staple'. Note: ball and feet facing towards the opposition try line.
Ruck	Once the attacking player gets ripped, goes to ground and staples; The attacking team has 3 seconds to form a 'ruck'. A ruck is formed by an attacking supporting player (One player only) sealing the ball by connecting on their player in the staple position. The sealer must support their own body weight and be positioned over the ball. NOTE: Rucks are NON conteste

8.6 Aaron Hopa Trophy (13th Grade only)

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

Challenge Trophy 'Aaron Hopa Trophy' Rules

The trophy is played for when the holder is playing both home and away games.

In the case of a draw, the current holder will be deemed to continue to be the holder.

The trophy is competed for during the entire round robin round.

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.

The trophy must be on prominent display when after match speeches are being done.

The holder of the challenge trophy from the previous season will be the holders at the start of the following season. In the case of this team not entering for a particular year, the holder will be drawn from a ballot.

At the 2024 Waikato Rugby Awards the Aaron Hopa Trophy was unknowingly taken away from WCJR.

*It was repurposed and awarded to a recipient within Waikato Rugby.
WCJR no longer have this trophy available to use in the 13th grade*

9. Head knock Protocol (*WORK IN PROGRESS*)

9.1 Educate

Having concussion discussions with players is the first step. Players and Parents need to understand the signs and symptoms of concussion and what to do if they suspect they might have a concussion. It's important that they know who to tell to get help and that this is a priority for the adults in their life too.

We know that coaches have the single most influence on the likelihood of a player reporting concussion so the first step in ensuring there are open lines of communication.

All coaches can get support on how to have these discussions when they attend a compulsory Small Blacks course each year.

9.2 Prevent

There are a bunch of ways you can reduce your risk of getting hurt on the field:

Warming up before any activity, whether it's before training or a game. This is proven to reduce the risk of injury.

Use the right protective equipment. Whether it's putting your helmet on when riding your mountain bike, wearing the right shoes for netball or touch rugby, or a mouthguard for league or basketball, get it on

Take the time to learn the correct technique. This is especially important when tackling.

If you do get injured, don't rush back into action; you could re-injure yourself. Take your time to get better first

Prioritise rest and recovery time. That doesn't have to mean staying on the couch. You can do a lower intensity activity like walking or yoga as a great option too.

9.3 Recover

The process to recover from a concussion involves mental rest and a gradual return to learning, which can be at odds with continuing academic demands of schooling, potentially influencing student stress and recovery. Early detection and a managed return to activity is paramount for timely recovery.

When going back to school, some players may need to:

Go back gradually

Make changes to their schedule so that concussion symptoms do not get worse.

If a particular activity makes symptoms worse, the athlete should stop that activity and rest until symptoms get better.

If the player continues to have symptoms with mental activity, some other things that can help with return to school or work may include:

- Starting school day late, only going for half days, or going to a certain class or doing certain tasks
- Taking lots of breaks during the day
- Allowing more time to finish tasks, assignments or tests
- No more than one exam per day
- Working in a quiet room
- Avoiding noisy areas at school or the workplace
- Use of a student helper/tutor

9.4 Managing Setbacks and persistent symptoms

If at any stage the symptom comes back, players need to return to the previous stage until they are gone. These timeframes are a minimum, sometimes players may need to spend longer in each stage.

Although most players recover within the above timeframes if at 21 days you are still having concussion symptoms we encourage you to seek further medical treatment.

9.5 Reporting - Guardian Concussion Card

Utilise the NZR Concussion reporting form and notification.

The concussion notification form lives here: [Report Head Knock Potential Concussion](#)

Alternatively scan the QR Code to register head knocks and/or suspected concussions



9.6 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](#)

10. Child protection program

These guidelines have been developed by New Zealand Rugby (NZR) to provide Provincial Unions (PUs) and Clubs with guidance about the steps required regarding child protection in their organisations.

The key points are:

PUs and Clubs are strongly encouraged to implement the Child Protection Policy (section H) in their organisations.

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.

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-new-zealand-police>

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

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.

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). 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>

10.1 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](#)

[Protect Their Potential](#)

10.2 WR Child Protection Contacts

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

Mitch Farnell

Phone: 021 220 5184

Email: mitchf@mooloo.co.nz

11. New Zealand Domestic Safety Variations & Small Blacks Laws

NZ Rugby has approved **several** domestic Safety Law variations from the International Laws of the Game.

Date	Law Variation
2021	<p>Law 4 – Player’s clothing 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>Law 5 – Time 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 knockout competition.</p> <p>Law 8 – Scoring 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>Law 18 – Touch, quick throw and lineout 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 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</p> <p>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.</p>

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 aside	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)		

NEW ZEALAND DOMESTIC SAFETY LAW VARIATIONS & SMALL BLACKS LAWS

2023 Under 6 & 7 to be changed to a ¼ field
(The primary purpose is to enhance player experience)

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

	<p>to the existing high tackle rugby law (no higher than the nipple line of the ball carrier) Sanction – Penalty kick</p> <p>https://www.rugbytoolbox.co.nz/the-game/rugby-laws/experimental-dslvs/small-blacks</p>
2024	Under 8 – 7 aside, no scrum, no lineout
2025	

12. Franchise Teams

12.1 Power Farming Cup Rules

Purpose of Power Farming & Kukri 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.

12.2 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 1st 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)

12.3 Tournament Duration:

Played over four consecutive Sundays. Usually in July and August

12.4 Divisions:

Under 45kg, Under 60kg and Over 60kg

12.5 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.

Power Farming 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, Ngāruawāhia,
- 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

12.6 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**12.7 Selection for over 60kg players**

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, due to the weight range of the players eligible

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

12.8 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.

12.9 Team Sheets

Must be available and completed one month before the 1st round.

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

12.10 Player Weight

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

1st 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.

2nd 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.

3rd round – Under 45kg/Under 60kg

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

4th 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 subcommittee will provide the scales and the official weigher

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

12.11 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 1st round.

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

12.12 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.

12.13 Equipment:

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

12.14 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)

12.15 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

12.16 Referees:

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

12.17 Position of management during the 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.

12.18 Gametime:

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.

12.19 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

13. WCJR Rules Handbook Review

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

13.1 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>Remit 3: All additional references to weigh chart removed eg: Section 2.2</p> <p>Remit 4: 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>Remit 5: Draw steward to create weekly draw for first 3 weeks of grading for 12th and 13th grade.</p> <p>Realign WCJR handbook with WCJR Constitution</p> <p>Remit 6: 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>Remit 7: Constitution Updates: Replace NZRU with NZR, Replace WRU with WR</p>
2024 Remits	<p>Remit 1: All references regarding Sporty be updated to reflect the new program being introduced Xplorer RX</p> <p>Remit 2: Grading games for each grade be held the first and second weekend of term 2 at centralised venues for each grade.</p> <p>Remit 3: Reduce the length of playing time for grading games to allow teams to play two games on the same day.</p> <p>Remit 4:</p> <ul style="list-style-type: none"> • Proposal: Section 1.9 • Remove the following statement: <u>12th & 13th grade players must be weighed in by a Weigh In Committee member independent of said players club.</u> • Replace with the following:

	<ul style="list-style-type: none"> • All year 7 & 8 kids playing 12th & 13th grade are required to attend a WCJR general weigh-in only - general weigh-ins will be held across the region in conjunction with local club weigh-in dates where possible. • All 11 - 13-year-old kids >60kg will play 13th grade either as part of their club or as part of a collaboration “hub” team for example: TA Sub union • 11-year-old kids <60kg will remain eligible to play 12th grade. • 12-year-old kids who weigh <50kg will remain eligible to play 12th grade. 12 - 13th grade players will continue to register for their chosen club. <p>Clubs with enough registered players can continue to build a team/s from their registered players with a maximum team size of 23.</p> <p>Clubs that are short on players or have an overflow of players to make a team will be pooled together WCJR will facilitate creating ‘hub’ styled teams. Players will remain registered to their chosen club.</p> <p>Remit 5: Proposal: Section 1.6.1 Remove 1.6.1 where a girl can drop 1 grade providing, she does not exceed the maximum weight of that grade.</p>
2025	SGM (10/3/25)