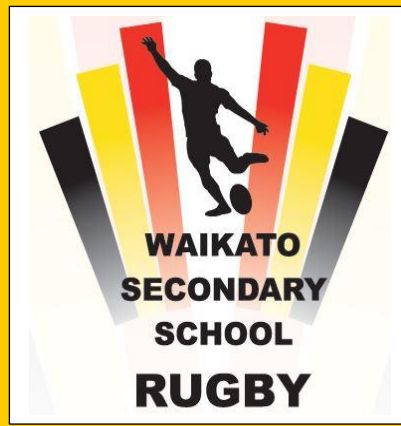


RULES 2025



Waikato Secondary Schools Rugby

Competition

Waikato Secondary Schools Rugby

RULES 2025 Waikato Secondary Schools Competition

For any breaches of the rules 2024 please refer to the sanctions

CONTENTS

1. School Player Registration
2. Competition points
3. Grading
4. Team Lists and Player Identification
5. Age grades – U14/U15/U16
6. Under 55kg
7. Under 65kg
8. Weigh in for players for U55kg and U65kg
9. Players from other schools
10. Combined school teams and club teams
11. Limits of playing dispensed players – Age to play Policies NZR Link
12. Players who have left school
13. Jersey Numbering
14. Clarification for players moving up and down in grades
15. Change of venue, time, ground closures and defaults.
16. Substitutions
17. NZ Rugby Half Game rule and quarter
18. Quarter, semis and finals
19. Final round venues
20. Top 4
21. Rankings
22. Competition trophies
23. Eligibility for grades
24. Overseas Clearances
25. Registrations
26. Transfers
27. School responsibilities
28. Judicial – Disciplinary Hearings
29. Sanctions the WRU Club competition committee may impose
30. Hearings
31. Regulations for overseas tours by schools
32. Game On -breakdown on rules
33. Third term non-student returning to play
34. Score Blow out Guidelines

RULES FOR UNDER 15 GIRLS 10's RULES

1. SCHOOL PLAYER REGISTRATION

All players, both boys and girls playing in the Waikato Secondary Schools Rugby Union must be registered with New Zealand Rugby via Rugby Explorer. All players must be current students except in the circumstances of rule 32.

The WSSRU Secretary will need to be notified of players transferring from the Super 8, Central North Island and Counties Manukau/Waikato competitions back into a WRU controlled competition. These changes will need to be approved by the Secretary by 12:00pm on Thursday before they are to play in our competition. All rules regarding students moving between teams, contained in this document, will apply.

The Rugby Explorer online registration system will be used to register all players, while team lists provided at the start of the season will automatically register players for the WSSRU Competitions.

2. COMPETITION POINTS

The competition points for all grades will be:

- four (4) points for a win
 - five (5) points for a default to the opposition.
 - two (2) points for a draw
 - one (1) point for scoring four tries or more
 - one (1) point for a loss by seven (7) or fewer points
 - zero (0) points for a loss by more than seven (7) points.
- a) If two (2) or more teams are equal on points the rankings of the teams will be decided by the points differential system, involving the points FOR minus points AGAINST, will apply.
- b) If the points differential rule cannot be applied the below will:
- i) If only two (2) teams are involved the team that won when they last met will be regarded as the higher ranked team of the two.
 - ii) If three (3) teams or more are involved the who beat who rule will apply if one team has beaten all the other teams on the same points or if one team has lost to all the other teams on the same points.
- c) If two (2) teams or more are still equal, then the team which scored the greatest number of tries will be ranked highest.
- d) If two (2) or more teams cannot be separated by these rules, a toss of the coin will apply.

3. GRADING

The only teams that will be graded will be the Under 18 Boys **Division 1** and **Division 2** teams. All other teams nominated in the WSSRU will be self-graded, in most cases there will be 2 grades either **Division 1** or **Division 2**. To determine what grade a team plays in the TIC Rugby at the school will submit either **Division 1** or **Division 2**. If the general makeup of the team is unknown through a large influx of age-appropriate players joining the school or the team, then this team will play against any other team in a similar situation. The team will be placed in the most appropriate competition grade following this trial game. Those present during trial both TIC from each school and at least one Advisory Board member.

If this process is not followed and it is identified after 2 games that a school is too dominant, winning games by average of 50 + points, then this team will be moved up a grade and that team will only carry competition points from its highest scoring game (Maximum of 5) and will be deducted the points of the lowest scoring rounds to fit into the new grade. This is to ensure that teams are in the correct grade.

4. TEAM LISTS AND PLAYER IDENTIFICATION

All players will need to have a rugby explorer profile to be placed in a team. All allocated teams in a draw will be viewable through the rugby explorer game day managers app and all players will be viewable by team managers on the day of the game.

Rulings

- **All players must have a rugby explorer profile and must be included on a team list through rugby explorer before taking the field.**
- If a team plays any student/player who does not have a profile and does not appear on the team list will default the game, no matter the outcome and 5 competition points will be awarded to the other team. After the game has been played, the WSSRU are to be notified of the breach by contacting the TIC Rugby at your school who will email the WSSRU on the team's behalf.
- The exception to this rule is players who are filling in on the day for another team, after playing or prior to their own team's game. In this situation a player must still have a profile created in rugby explorer and this must be shown to the other manager. That player will need to be the appropriate age and not be of such dominance to overly influence the game eg: replacement player scores 3 tries and is of such dominance that it is obvious to the coach and manager of the opposition team.

5. AGE GRADES – Under 14 / Under 15 / Under 16 (4th Division)

This competition will be decided based on the number of teams entered.

All players in this grade must be under the age, as of 1 April 2025 to be eligible to play in this grade. Dispensations may be granted under exceptional circumstances at the discretion of the Committee if applications are received.

If a team fails to comply the game will be treated as a default and 5 competition points will be awarded to the opposition. In the second instance the draw steward will withdraw the team from the competition.

6. UNDER 55KG

This competition will be decided based on the number of teams entered.

- a) All players must be under 15 as of 1 April 2025e.
- b) Most players are expected to weigh 55kg or less however teams are allowed a maximum of 10kg to allocate between squad members who are over 55kg. No individual player can weigh more than 56.9kg.
- c) All schools are expected to work within these guidelines when creating teams and no dispensations will be granted for weight.
- d) If a team fails to comply the game will be treated as a default and 5 competition points will be awarded to the opposition. In the second instance the draw steward will withdraw the team from the competition

7. UNDER 65KG

This competition will be decided based on the number of teams entered.

- a) Most players are expected to weigh 65kg or less however teams are allowed a maximum of 10kg to allocate between squad members who are over 65kg. No individual player can weigh more than 66.9kg.
- b) All schools are expected to work within these guidelines when creating teams and no dispensations will be granted for weight.
- c) If a team fails to comply the game will be treated as a default and 5 competition points will be awarded to the opposition. In the second instance the draw steward will withdraw the team from the competition

8. WEIGH IN FOR PLAYERS FOR U55KG & U65KG

This will take place at a time and place established by the school, and it will be the responsibility of the school through either the Director of Sport or equivalent to ensure all teams are compliant. All prospective players from all schools are expected to attend including, if possible, players who may be too ill or injured to play. All players will be weighed on the same set of scales and players who are not able to attend the weigh in will be required to be weighed in by the school during the following week. Players in these circumstances should have documentation from their principal explaining why they were absent on the official weigh-in day. Students new to the school (during the season) would also need to be weighed by the school.

When being weighed-in the player must have a photo ID provided by the school. This can easily be produced from your school management system.

9. PLAYERS FROM OTHER SCHOOLS

The aim here is to allow students to play rugby who would otherwise not have that opportunity. These students could be **home schooled** or **attend a school that does not have a rugby team** for them. Dispensation for these players must be agreed upon by both schools

in writing an email will suffice. A limit may be placed upon the number of players in this situation playing for a particular team. These players are not required to wear the dispensation orange socks.

If a team contains players from another school that team cannot qualify for regional or national competitions such as the Chiefs cup, Top 4 National finals and Condor Sevens. This also applies to Girls' rugby.

10. COMBINED SCHOOL TEAMS AND CLUB TEAMS

In a situation where single schools alone cannot provide a rugby program for their students a combined school team can be formed and play in the competition however Principals of both Schools must agree in writing and email is sufficient. permission must be granted by the WSSRU Advisory Board an email prior to the season beginning will suffice.

In a situation where a school or group of schools in the same geographical area cannot provide a rugby program a local rugby club can be co-opted to host the combined schools team under the general direction of the club. Clubs must not openly approach single individual players from schools who currently provide a rugby program.

In both situations above (combined schools and club teams) permission must be granted by the full WSSRU Advisory Board prior to the season beginning. Clubs must make application via email with the support of the co-opted school Principals outlining their intentions and mode of operation eg: where training will be, games etc ... no availability of alcohol even if players have turned 18 years as they are still students.

If a team contains players from another school that team cannot qualify for regional or national competitions such as the Chiefs Cup, Top 4 National finals and Condor Sevens. This also applies to Girls' rugby.

11. LIMITS ON PLAYING DISPENSATED PLAYERS

Where the committee has granted multiple dispensations (6 Maximum – except in exceptional circumstances eg: Anchor Date Players) in terms of age, not exceptional circumstances, a maximum of only 3 age dispensed players can be on the field at any one time. In the interest of game play the number of dispensed players can be discussed to ensure the game is played, this is relevant for injuries and player numbers. This applies to all teams and all grades. Dispensed players are to wear socks which are a different colour to the teams' socks pulled up and clearly visible or the school must supply the player different socks from team kit and inform opposition team of who is dispensed.

In the Under 15 Girls 10's competition only 4 players will be dispensed only 2 players on the field at any 1 time. All other dispensation rules apply.

AGE TO PLAY POLICES NZR TABLES

Age Band Tables: These tables provide assistance for players determining what grades they are eligible for based on their age.

Boys table: [BOYS AGE BANDS](#)

Girls table: [GIRLS AGE BANDS](#)

Exceptional Circumstances Form: [EXCEPTION CASE CIRCUMSTANCES FORM](#)

Medical Form: [MEDICAL FORM](#)

12. PLAYERS WHO HAVE LEFT SCHOOL

Once a player leaves school, they cannot play secondary school rugby. To play you must be enrolled as secondary school students. Exception is Rule 32.

13. JERSEY NUMBERING

U18 Division 1 & 2 must have numbered jerseys, no duplicate numbers.

14. CLARIFICATION FOR PLAYERS MOVING UP AND DOWN IN GRADES

Once a player has played 5 competition games (at any level) that player cannot be moved down into a lower grade. Note, the player simply needs to be named on the team's sheet to be counted, they may in fact not have taken the field but will still be counted. When considering team rankings, an age grade team will be regarded as having a higher ranking than a weight graded team. Where a team needs replacements due to injury, players may be moved up a grade to fill that position at any time during the competition. Where schools have multiple teams within one grade, no movement between teams should take place once term 3 starts. Players new to a school during the season can be placed into a team appropriate to their ability.

Protest Process

Email to your schools **Rugby Teacher In Charge** all the details of the protest stating that you are protesting and the school you are protesting against and why, and that you are claiming the points for that game. This must be received by Midday Monday following the game. You **MUST BE** a representative of the school team and be acting in an official capacity on behalf of the school.

The WSSRU Secretary will advise the other school by 4.00pm Tuesday that a protest has been lodged against them.

15. RULES PERTAINING TO THE PLAYING OF GAMES, CHANGE OF VENUE, TIME, GROUND CLOSURES AND DEFAULTS

a) Changes of venues

All games are to be played at the appointed venue. If you need to change a venue then please contact the other school you are playing and negotiate with them once you have both agreed then please let Abby Keech from WRU know via email abbyk@mooloo.co.nz. You must advise

Abby Keech of the change no later than 4 days (Wednesday 3pm) prior to the match being played. This is to allow sufficient time for a referee to be appointed. Confirmation of venue change will be notified to schools via email.

b) Ground Closures

Requests from the Hamilton City Council and/or other District Councils for venue changes may occur due to inclement weather conditions. These changes will be published on the rugby app and via email as soon as they are approved, Subject to change it is the responsibility of team management to check for changes of venues.

c) Game Time Changes

Games are to be played at the time set in the draw. Should a time change be required then both schools must agree to the change in writing and then inform Abby Keech WRU abbyk@mooloo.co.nz by 3pm Wednesday before the game. This is so referees can be notified of changes. **If requests come in that are after the time above the Referee Association may not be able to supply a referee.**

d) Defaults

- a) Any team intending to default their game must inform the WRU rogerh@mooloo.co.nz & abbyk@mooloo.co.nz (via email) by 9:30pm on Thursday night prior to the scheduled game. The team forfeiting should also send an email to notify the team of the forfeit.
- b) Any school who fails to notify of their default within the scheduled time will be subject to a fine of \$150. This fine will only be excused in the case of exceptional circumstances.
- c) A second default by a team after the scheduled time and subsequent defaults thereafter will result in a fine of \$150.
- d) All matches shall commence at the time and at the venue as per the published draw, unless changed as per rule 8.
- e) **Applies to Division 1 only:** Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the competition points. The match may still be played. **This does not apply to grades under Division 1 as they are played with GAME ON guidelines.**
- f) Five (5) competition points will be awarded for a default to the opposition (except Junior non-competition grades).

e) Results

- a) All team managers and or coaches must use the Rugby Explorer to update all scores. It is the responsibility of the team manager and or coach to ensure the score is inputted into the App.
- b) Technical default - Front row players must be identified in your ID Booklet.

Exception to this rule: This does not apply if Game ON rule is played

This applies to Division 1 Only

- i) Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the competition points. The match may still be played. **This does not apply to grades under Division 1 as they are played with GAME ON guidelines.**
- ii) Each player in the front row and any potential replacement(s) must be suitably trained and experienced.
- iii) 3.5(c) DSLV Law 2014: If a team nominates 15, 16, 17, 18, 19 or 20 players it must have a minimum of 3 players who are trained to play in front row positions.
- iv) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

16. SUBSTITUTIONS

1. Substituted players re-joining the match

A player may be used as a substitute only once unless there are no more suitable replacements. This is in the case of injury to players or HIA.

A substituted player may be used as a permanent or temporary replacement.

2. Rolling Substitutions

Rolling substitutions are permitted at all levels of our game except in U18 Division 1.

17. NZ RUGBY HALF GAME RULE

Application:

Applicable at all levels of domestic rugby below but not including Secondary School 1st XV grades. Includes all representative rugby at Under 16 level and below.

a) **Playing time**

All players in a squad of 22 players or less must play a minimum of half a game each match.

b) Substitutions are allowed at $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ time will be permitted, as long as each player plays at least half a game. As per DSLV Rules 2021

NB: 90 minutes is the maximum playing time permitted in one day for players in all grades of rugby Under 19 and below (World Rugby Guideline)

NB: Application of the Half Game Rule is a Team Coach responsibility. Team coaches not complying with the Half Game Rule will be subject to the following sanctions.

Sanction: to be determined by each individual organising body/Provincial Union. New Zealand Rugby recommends:

- I. First offence. Formal letter to individual/organisation informing that any future breach will result in disciplinary action.
- II. Second offence. Disciplinary hearing with starting point a one week stand down from coaching for the offender.

18. QUARTER, SEMIS AND FINALS

In all the Semi & Quarter Finals a winner has to be found.

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

- a) If no winner is found after this time the winner will be found by the team who has scored the most tries in the game.
- b) If no winner is found after this the winner will be the team who scored the first try in the match.
- c) If at this time no winner is found the winner of the match will be the team who won the previous match in the main round.
- d) If there is still no clear winner/decision the winner will be decided by the toss of the coin
- e) DSLV Rules state: Secondary schools rugby is played no longer than 70 Minutes.
(Unless penalties occur).

Finals: Rules used in semi-finals to find winners will apply in finals.

19. FINAL ROUND VENUES

The venues of the semi-finals will be based on the final rankings of the teams at the end of the round robin with the home advantage being given to the higher ranked team.

20. Top 4 rules:

The highest placed eligible teams from the following competitions:

- WSSRU (Can challenge must be received post final)
- CNI (Highest ranked school during regular game play)
- Super 8 (Highest ranked Waikato team)

Have the opportunity to challenge each other for the right to represent the top 4.

21. RANKINGS

All final rankings from the 2024 competition will count for the 2025 competition.

22. COMPETITION TROPHIES

Under 18 Division 1 Ian Foster Shield (Premiership)

Under 18 Division 2	Warren Gatland Cup (Championship)
Under 17 Division 3	Marty Holah Cup (Under 17)
Under 16 Division 4	John Boe Cup (Under 16)
Under 15 Division 1	Strawbridge Cup
Under 15 Division 2	TBC
Under 14 Division 1	Steve Gordon Shield
Under 14 Division 2	TBC
Under 14 10's	
Under 65kg	Jono Gibbes Trophy
Under 55kg	Pat Bennett Trophy
Girls Div 1	Vanessa Cootes Cup
Girls Div 1	Hohepa Shield (This Shield is played for at every home and away game by the school holding the Shield, it must travel or be made available on the day of play between Shield holder and challenger. This Shield is only played for during regular round games and not finals, the team holding the Shield at the conclusion of the regular round games will have their schools name engraved on the Shield and the Shield will remain with that school until the following season.)
Girls U15 10's	Not for points is a development program there is no trophy.

- a) The Tricolor Trophy is to be played as a challenge trophy at every home and away game of the holder and is to be played right through the whole of the 1st or 2nd Division competition including the semi-finals and finals regardless of home or away fixtures. Only 1st XV's from the Waikato Province are eligible to play for it. As in the past the school holding the Trophy at the end of the year would have naming rights. Challenges must be made by May 1st from other 1st XV from the Division that it is not held in. The challengers can request a challenge on the following two weeks: Either side of Kings birthday Weekend, or the last weekend of term 2, if there is more than one challenge, the current holder gets to decide which team to play.
- b) In the case that the trophy is won by the challenger during the Kings Birthday Weekend, and therefore swaps divisions, a 1st XV from the other division could challenge for the trophy on the last weekend of term 2. If two or more challenges are requested, the holder will choose which challenge to accept.

23. ELIGIBILITY FOR GRADES

Any new team entered or any team which played in earlier years but withdrew for the previous season by the date set for confirmation of entries, but which now wishes to re-enter will be placed in a division as decided by the WSSRU.

24. OVERSEAS CLEARANCES

INTERNATIONAL PLAYER CLEARANCE

All players coming from another Country must receive a player clearance from their home Union.

All New Zealand Players wishing to play overseas for another school or club (Not including tours) must receive an International Clearance from New Zealand Rugby.

Please use the following link for all information regarding the process.

[International Clearances](#)

25. REGISTRATIONS

- a) All players must be registered with NZR:

Process for registration:

1. All online registrations need to be approved by the authorised school registration co-ordinator/TIC via Rugby Explorer. To approve the valid registration, click a Tick icon next to the player's name.

Rule 1 (As Above) must be completed before any player takes the field and in the exception for the player who "turns up on the day", in that case the hard copy of the registration form must be registered on Rugby Explorer or in the hands of the WRU on the first business day following the match along with the team sheet. The onus is on the sender to ensure that the registration is received by the WRU. It is the responsibility of the school to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the WRU has one of the above. No player may take the field in a competition controlled by the WSSRU unless they have completed a 2025 NZR registration form.

- b) During the Season

All players must be registered with the NZR:

Process for registration:

1. All online registrations need to be approved by the authorised school registration co-ordinator/TIC via Sporty. To approve the valid registration, click a Tick icon next to the player's name.
2. Has filled out a blank registration form and given this to the T.I.C to enter into Sporty system or sent it directly to the WRU.

Either 1 or 2 must be completed before any player takes the field and in the exception for the player who "turns up on the day", in that case the hard copy of the registration form must be registered on Sporty or in the hands of the WRU on the first business day following the match along with the team sheet. The onus is on the sender to ensure that the registration is received by the WRU. It is the responsibility of the school to ensure that the player(s) details are correct.

A player(s) shall not be deemed to be registered unless the WRU has one of the above. No player may take the field in a competition controlled by the WSSRU unless they have completed a 2016 NZR registration form.

26. TRANSFERS

Any player transferring to a WSSRU school from outside the WRU area after the first competition game, must complete the NZR registration process as per Rule 19b and the new school must notify the WRU to request the transfer electronically via the NZR database.

27. SCHOOL RESPONSIBILITIES

a) Playing Strip

Any school new to our competition must have its playing strip approved by the WSSRU. Any existing school wishing to make a substantial departure from their traditional colours should do the same.

b) Playing Strip Clashes

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

c) Crowd Control

The Home School is required to erect barriers for crowd control if there are no permanent barriers.

- The Home School is responsible for keeping spectators behind the crowd control barriers.
- Crowd control barriers must be at least 3 metres from sidelines and extend beyond the in goal by at least 1 metre.
- **During the game coaches and reserves need to be located behind the goal posts located at the attacking end of the field**, unless an alternative area has been designated, such as a ***Technical Zone**. All reserves and coaches must stay within the technical zone. The end of field zone commences 1 metre from the dead ball line and no player, coach or manager is to enter the field of play for any reason except in the case of general game play eg: substitutions, run water or kicking tee etc
- **Technical Zone:** The sideline technical zones commence a minimum of five metres and a maximum of 10 metres from the halfway line. The technical zones must not exceed ten metres in length and three metres in width and must be 3 metres from the sideline.
- Only one water person or a team medic may be inside the barrier and follow the team along the side-line. This person will attend to injuries but cannot be the coach.
- Event Manager – all schools are encouraged to have a designated Event Manager present while games are being played who will deal with issues of crowd control, direct teams to the appropriate fields and changing rooms, will call an ambulance if required and direct it onto the field.
- **This relates to all grades of rugby**

d) Trophies

All trophies must be handed back cleaned/polished and engraved to the Committee by the **1st August each year**, if schools fail to do this they will be invoiced for the cost. If for any reason the trophy is damaged or lost whilst in your school's possession, the school is liable for the cost of replacement or repair of the trophy.

28. JUDICIAL – DISCIPLINARY HEARINGS

Temporary Suspension (“Yellow Card”)

A player Temporarily Suspended on two occasions during a playing season shall be advised in writing by the WRU that in the event he is Temporarily Suspended on any further occasion during the same playing season he will be subject to an automatic suspension of one week to be applied from the week immediately following the third Temporary Suspension.

A player Temporarily Suspended on three occasions during the same playing season and having received the notification required shall be automatically suspended to be applied to the next competition match immediately following the match in which the third Temporary Suspension was issued. The WRU will advise of the one-week suspension in writing. This automatic suspension is subject to the right of the Player to request a hearing.

If the player and/or his school wish to request a defended hearing, this request must be made within 48 hours after the game following the third sin bin. The process will then follow the same process as for a hearing.

Ordering Off (“Red Card”)

All team members ordered off (red card) in a game for any offence, are automatically stood down for two weeks.

However, the player, his school and/or the referee or the citing officer have the right to request a hearing. This request must be made within 48 hours after the game.

Disciplinary Hearings

If a hearing is requested the player is required to attend a disciplinary hearing, held under the authority of the Waikato Rugby Union (WRU).

Hearings will be held at WRU Office on the Wednesday following the game, from 6pm.

All team managers should be instructed to contact their school delegate for advice.

The WRU will email a copy of the Referee’s Report and any other supporting documents to the player’s school following receipt by the WRU.

Appeal Process

- a) There shall be an Appeal Committee of the Union appointed by the WRU Board. Members of the Appeal Committee must not also be members of the Judicial Board that heard the original case.
- b) Any school, player, referee or WRU citing officer may appeal to the Appeal Committee within seven (7) days of the decision they are aggrieved by. Such appeal must be in writing and state the grounds of the appeal. Appeals must be accompanied by a fee which will be determined by the complaints review officer. The fee will be refunded if the appeal is upheld.
- c) The Appeal Committee shall review the matter or rehear the case in respect of the decision of the Competitions Committee.
- d) The Appeal Committee shall have the power to reduce, increase or confirm any suspension/penalty imposed by the Competitions Committee.
- e) Decisions made by the Appeals Committee are binding and final.

SCHOOL BREACHES

The Committee design and formulate the various competitions in Waikato Secondary Schools Rugby.

Rules are set by the Committee to ensure that competitions are run on a fair and equal basis.

If these rules are broken, the Committee may impose sanctions on the respective schools or players.

If a school or player wishes to appeal against any Committee decision a Competition Appeals Panel, appointed by the WRU board, will conduct a hearing to review any such appeal.

Any decision made by the Competition Appeals Panel will be binding and final.

29. SANCTIONS THE WRU CLUB COMPETITION COMMITTEE MAY IMPOSE

Written Warnings

A letter of censure, addressed to any or all of a player, team management member or school, advising that the Committee has decided that a breach of the rules has occurred and that no further action will be taken in the present circumstances, but warning that any further breaches of the rules, within a specified time limit, will entitle the Committee to take into account the existing breach, when considering the sanction to be imposed in the subsequent breach.

Stand Down

A Player, team, team management member may be suspended from playing or participating in competition games for a time that the Committee deems appropriate, in the circumstances.

Fines

A Player, team management member or school may be fined an amount that is, in the opinion of the Committee, appropriate in the circumstances. Failure to pay the fine imposed within a

reasonable period of time, as decided by the Committee, may result in additional or alternative sanctions being imposed.

Points Deduction

Competition points, for one or more games in the current competition may be deducted from a team, by the Committee, as the result of any Player, team management member or school, breaching the competition rules.

30. HEARINGS

- a) Judiciary
- b) Appeals committee for Judiciary rulings

31. REGULATIONS FOR OVERSEAS TOURS BY SCHOOLS

Please allow 5 weeks for this process as there can be a delay obtaining a response from the other National Union.

Any team proposing to play any match or series of matches (“Tour”) against a team within another National Union, must ensure they meet all World Rugby Regulation requirements, including obtaining prior written approval from the other National Union and New Zealand Rugby (“NZR”) for the Tour. To gain approval from NZR to Tour to another National Union, your club, team or school will need to submit the following:

- Completed and signed NZR Application for Tour to another National Union Form (“Application Form”).
- A complete Tour itinerary outlining all matches to be played including the age or grade of the touring team, details of the opposition team(s), date(s), and venue(s).
- Evidence of the letter of invitation or other correspondence relating to the proposed Tour from the host(s).
- Certificate confirming that the Tour group has in place a comprehensive policy of insurance for the duration of the Tour and all participants.

Following submission of the completed Application Form and all required documentation, NZR will contact the National Union(s) within whose territory the match(es) are due to take place and will request permission for the Tour. When approval is received from the other National Union, NZR will notify your club, team or school. Please note: If approval to Tour is not received prior to the Tour arrival in host country, the host Union may not sanction the games to be played in their Union.

Safe Travel and Ministry of Foreign Affairs We strongly recommend that all Tour participants are registered on the Ministry of Foreign Affairs and Trade safe travel website: www.safetravel.govt.nz. Please also ensure that you follow the New Zealand Government’s

travel advice regarding the host countr(ies) you are intending to travel to: www.mfat.govt.nz. COVID-19 Given the rapidly evolving issue of COVID-19 on global movements, NZR recommends that you always follow the advice from the New Zealand Government and in particular the Ministry of Health in relation to overseas travel. Tour participants will also be subject to the particular COVID-19 requirements and local health requirements of the host countr(ies) you intend to visit, and we strongly encourage you to ensure that your Tour budget includes the cost of any managed isolation or quarantine that may be required by Tour participants upon arrival in the host country and/or on re-entry into New Zealand.

Insurance All NZR registered players, coaches, managers, administrators, medical professionals, and referees are automatically covered under the New Zealand Rugby Personal Accident Insurance and ACC, only while in New Zealand. We therefore strongly recommend that all Tour participants obtain travel insurance and/or private health insurance prior to departure to ensure they are fully covered while they are on any Tour outside of New Zealand.

Use the link below to access the paperwork

[Application For Overseas Tour](#)

32. GAME ON – THIS APPLIES TO ALL DIVISIONS EXCEPT DIVISION 1 GAMES.

1. Game on will apply to all Waikato Secondary Schools Rugby grades for 2023

Game On will only be used when a team(s) has less than 15 players and/or insufficient front rowers to commence the match. Agreement must be reached between teams and match officials prior to the match starting.

Teams are encouraged to agree on the Game On options in the days leading up to match day.

Match officials will follow the below process:

Team Size

Agreement between 10 - 15 a side. In the event of no agreement, the decision defers to the team with the smallest number of available players. Teams who reduce numbers are allowed to maintain substitute players. For example, a team with 13 players can play 10-a-side and utilise three substitute players.

Rolling Subs

Rolling Subs are to be used, unless otherwise agreed.

The Half Game rule still applies to Secondary School Rugby and quarter time can be used for substitutions

Contested or uncontested scrums

Subject to availability of minimum of three qualified front rowers in starting 15. There is no requirement to have additional front rowers as named replacements.

Match length

If no agreement, revert to following match lengths based on team size:

- 10 a side: 2 x 20 min halves. 40 min max.
- 11 a side: 2 x 25 min halves, 50 min max.
- 12/13 a side: 2 x 30 min halves, 60 min max.
- 14 a side: 2 x 35 min halves, 70 min max. (Above U15s)
- 15 a side: 2 x 35 min halves, 70 min max. (Above U15s)

All Secondary School games remain a maximum of 70 minutes.

Competition Points

To ensure meaningful competition between teams, matches played under Game On are for competition points.

Communication of Game On

The referee and team representatives are required to meet before kick-off to confirm the Game On process. Team representatives are also encouraged to communicate as early as possible in the lead up to the match.

33. THIRD TERM NON- STUDENT RETURNING TO PLAY

At the discretion of the WSSRU Advisory Board a student who has played all of term 2 for a school team in the WSSRU competition may apply to finish the season for that team if they leave school in the term two holidays. E.g., a player in the Te

Awamutu College 2nd XV who plays all of term two and then gets a job for term 3 may apply for dispensation to finish the season for the college.

The granting of rule 32 would be at the discretion of the WSSRU and the school involved.

34. SCORE BLOWOUT GUIDE FOR WAIKATO SECONDARY SCHOOLS.

Score Blowouts some suggestions in brief:

- Be mindful of score blow outs at halftime, coaches get together and discuss
- Replace or rotate dominate players (half game rule)
- Reverse the kick off after a try, kick back to the team who were scored against
- Swap forwards and backs (not for scrums or go golden oldies)
- Reverse the kick off after a try and attacking team starts with the ball on the attacking 22.
- Drop a player
- Be humble after the game

WRU INFORMATION

<https://www.mooloo.co.nz/community-rugby-hub/secondary-schools-1>

Waikato Secondary Schools Under 15 Girls **10's – Rules**

COMPETITION RULES:

1. Games are 2 x 20-minute halves. Half time in all matches will be no more than 5 minutes. If both teams agree this can be extended to 25 minutes per half.
2. Rolling Substitutions can be made at any time during the game with the acknowledgement of the referee and when there is a stoppage in play. No player is to be replaced whilst the ball is in play.
3. All kick-offs, penalties and conversions are to be done with a dropkick. After a team has scored the same team restarts with a drop kick on or behind the half-way line.

4. **Scrums;** All Scrums are with 5 players being 3 in the front row and 2 locks. All scrums are to bear weight without a push, must ensure proper scrum shape and weight is held (No Contest/No Push/You Win your own Ball (Safety))
5. If a scrum collapses it is a short arm penalty awarded to the non-collapsing team.
6. **Line Outs;** All Line Outs for the first **3 weeks** will only consist of 3 people (2 lifters and 1 jumper) with the team throwing the ball in afforded the opportunity to lift. The opposing team are not allowed to lift or touch players who are in the air. Lineouts for the first **3 weeks** will be uncontested.

In **week 4 of the competition** the opposing team may now contest the lineout in the air (Care is needed to ensure players can be lifted and returned to the ground securely and players cannot touch each other in the air when competing)

In **week 6 lineouts** can consist of 4 players maximum and 2 players minimum.

All other lineout rules remain the same.

The goal is to create an environment for young women to play rugby where scores and accumulated table points are irrelevant. The modified rules are there to ensure the game has more ball in play.