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CRFU JUNIOR & TEENAGE PROVINCIAL BODY

	Private	Cell/Business	Email
Chairman/ Secondary Schools			
Brian Le Vaillant	03 377 5690		blevaillant@christscollege.co.nz
Metro			
Jeremy Claridge	03 385 5016	027 451 3687	jeremyclaridge@yahoo.co.nz
Tracey Bolton	03 980 4188	027 734 5829	trariki@paradise.net.nz
Ellesmere JAB			
Phil Thomas	03 339 8991	021 062 9554	teamthomas@xtra.co.nz
Leslie Greenslade	03 325 2468	027 603 0779	john.leslie@xtra.co.nz
North Canty JAB			
Kevin Lilley	03 312 0277	027 438 0951	Lilleyfamily4@gmail.com
Matt Richardson	03 310 3101	021 736 936	matt@gallus.co.nz
Canterbury Primary SSA			
Paul Armitage		03 355 7192	principal@elmwood.school.nz
Canterbury Country JAB			
Lyn Baggott	03 312 5166	027 2207067	lynbaggott@scorch.co.nz
CRFU Contacts			
CRFU CEO			
Nathan Godfrey	03 421 7194	021 607 699	nathan.godfrey@crfu.co.nz
Referee Education Officer			
Lyndon McKendry	03 421 7193	027 201 7586	lyndon.mckendry@crfu.co.nz
Metropolitan Rugby Operations Co-ordinator			
John Seque	03 421 7212	027 260 6895	John.seque@crfu.co.nz
Community Rugby Officer			
Terry Williamson	03 421 6744	027 431 9234	Terry.williamson@crfu.co.nz
Coach Educators			
Aaron Jones		021 231 3277	aaron.jones@crfu.co.nz
Kahu Carey		021 828 171	rdo@ersu.org.nz

METROPOLITAN J&T EXECUTIVE

	Private	Cell/Business	Email
Chairman			
John Seque		027 260 6895	John.seque@crfu.co.nz
Teenage Advisory Chairman			
Jeremy Claridge	381 5505	027 451 3687	jeremyclaridge@yahoo.co.nz
Junior Advisory Chairman			
Tracey Bolton	980 4188	027 734 5829	trariki@paradise.net.nz
Canterbury Secondary Schools Rugby Organisation			
Brian LeVaillant	377 5690	027 629 5440	blevaillant@christscollege.com

CANTERBURY RUGBY SUB UNION JUNIOR ADVISORY BOARD

	Private	Cell/Business	Email
President			
Lyn Baggott	03 312 5166	027 2207067	lynbaggott@scorch.co.nz

MID CANTERBURY RUGBY UNION

	Business	Cell	Email
CEO			
Ian Patterson	03 308 0103	027 222 7374	ian.patterson@midcanterburyrugby.co.nz
Administration			
Joanne Burrows	03 308 8718	027 222 9338	joanne.burrows@midcanterburyrugby.co.nz
RDO/Rep Programme Co-ordinator			
Jason Ree	03 308 8718	027 480 0133	Jason.ree@midcanterburyrugby.co.nz

ELLESMERE RUGBY SUB UNION JAB

	Private	Cell/Business	Email
President			
Phil Thomas	03 339 8991	021 062 9554	teamthomas@xtra.co.nz
Secretary			
C/- ERSU Rugby Manager Michael Sheat		027 553 2171	rugbymanager@ellesmererugby.org.nz
Executive Members			
Todd Paterson	03 347 7565	027 596 3577	tpaterson@pggwrightson.co.nz
Steve Quinn	03 318 8779	027 596 3978	squinn@pggwrightson.co.nz
Rep Programme Co-ordinator			
Phil Thomas	03 339 8991	021 062 9554	teamthomas@xtra.co.nz

NORTH CANTERBURY RUGBY SUB UNION JAB

	Private	Cell/Business	Email
President			
Kevin Lilley	03 312 0277	027 438 0951	cheryllilley@clear.net.nz
Secretary			
C/- Ross Dixon	03 310 7870	027 555 5361	admin@ncrsu.co.nz
Competition Grade Managers			
Kevin Lilley	03 312 0277	027 438 0951	cheryllilley@clear.net.nz
Non Competition Grade Manager			
C/- Ross Dixon	03 310 7870	027 555 5361	admin@ncrsu.co.nz
Rep Programme Co-ordinator			
Matt Richardson	03 310 3101	021 736 936	matt@gallus.co.nz

CODES OF BEHAVIOUR

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 players

PLAYER – Code of Behaviour

- Play for enjoyment.
- Play hard but fair.
- Play by the laws of the game.
- Be committed to your team. Attend all practices and matches.
- Never argue with the referee. Control your temper at all times.
- Work equally hard for yourself and your team.
- Be a good sport. Applaud all good play whether by your team or your opponent.
- Remember the goals of the game are to have fun, improve your skills and feel good.

COACH - Code of Behaviour

- Positively reinforce the actions of players.
- Lead by example.
- Be honest with yourself and players.
- Create an enjoyable environment in which to play the game.
- Develop team respect for referees.
- Give all players the opportunity to participate.
- Insist on fair play and discipline.
- Be reasonable on the demands on players time, energy and enthusiasm.
- Encourage sportsmanship

The conditions set out in this handbook are to assist Team Coaches/Managers to achieve quality administration of junior rugby throughout Canterbury including Metro, Ellesmere, North Canterbury as well as the combined competitions involving Ellesmere, Mid Canterbury & North Canterbury teams. Unless the specific competition is indicated, the conditions are generic across all competitions.

Playing Regulations

Teams from U14 and above play under the current Laws of the Game including NZRU Domestic Safety Law Variations. Teams from U13 and below play under the amended NZRU Small Blacks variations. **Please ensure you make yourself familiar with the current Laws of the Game.**

1. MAXIMUM PLAYING TIMES

In accordance with IRB regulations, the maximum playing time permitted in one day for Age Grade Players in New Zealand is 90 minutes. In accordance with NZ Rugby Domestic Safety Law Variations (DSLTV) and IRB U19 laws, the maximum playing time permitted in a match is 70 minutes.

2. COMPETITIONS

- 2.1** The respective Sub Union Junior/Teenage Advisory Committee is responsible for the administration and management of Teenage & Junior Rugby in their region. They may appoint Grade Manager/Advisor to grades to assist with administration of the grade. For combined competitions, a committee will be formed with representatives from the participating Union/Sub Union. This committee will administer and manage the combined competition(s).
- 2.2** The Grade Manager(s)/Advisor(s) are responsible for conducting of grading games in his/her grade and shall assign teams to sections relative to the level of ability displayed in the grading games.
- 2.3** For the 2017 season, in competition grades, teams are encouraged to ensure that playing jerseys are numbered and the team sheet for games completed so player's name matches the jersey number. There can be no duplications on numbers in a team, i.e. there can only be one No 7 jersey per team in any match.
- 2.4** In the event of teams becoming either too good or not competitive enough in their assigned grade, the respective Sub Union Junior/Teenage Advisory Committee shall facilitate promotions or relegations as the case may be, between sub-sections considered desirable for the benefit of the team concerned – Under 18 to Under 11 prior to the start of the second round, Under 10 and below at any time, but 2 weeks notice to be given to the Draw Convener.

Promotions or relegations will be at the discretion of respective Sub Union Junior/Teenage Advisory Committee.

Entry of teams in appropriate grades is the responsibility of the Club, however final placement of all teams in grades/sections will be at the discretion of the Grade Manager/Advisor.

2.5 For Under 18 to Under 11 grades if a team is unable to provide 15 players (including three trained front row players) to start the game it shall forfeit the match. A friendly game may be played if both teams agree to play with even numbers of players.

- a. If a team arrives without a complete front row it shall forfeit the game, **but may** play a friendly game with non-contested scrums.
- b. Order of Precedence for refereeing matches:
 - I. Official CRRRA Referee
 - II. Associate Referee (if both teams can supply then they will do half game each otherwise Associate Referee controls entire game)
 - III. Playing, learning or beginning Referee (if both teams can supply then they will do half game each otherwise one person to control entire game.
 - IV. Non qualified persons – game must have **non contested** scrums only and no tackles are permitted during game.
- c. If the match is a competition match and is refereed by (i) – (iii) above, competition points will apply to the match.
- d. **Number of players on field at commencement of the game**
 - U18 – U14 – Maximum of 15 per team, game should proceed with even numbers in scrum
 - U13 – U11 – Maximum of 15 per team, game must proceed with even numbers on each team including even numbers in scrum
 - U10 – U8 – Maximum of 10 per team, game must proceed with even numbers on each team including even numbers in scrum
 - U7 – U6 – Maximum of 7 per team, game must proceed with even numbers on each team
- e. Under NZ Rugby DSLV all players from U18 and below (including Mid Week Girls 1st XV and Mid Week Girls 10 aside teams) must play a minimum of half a game per match. Players in the UC Championship 1st XV competition are excluded from this DSLV.
- f. Rolling Subs are not permitted at any level. Substitutions must be made in accordance with current DSLV rulings.
- g. At Small Blacks Level (U13 and below) 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 break should be no longer than one minute and will indicate the end of the current, and beginning of a new quarter. This Substitution Break is solely for the purpose of making substitutions; coaches are not permitted to use this break to provide coaching advice to players/teams.
Non-injury substitutions can only take place at half time or these quarter time breaks.
Rolling substitutions are not permitted.

Investigation of any complaints relating to breaches of half game rule will be undertaken by the respective sub union Junior/Teenage Advisory Committee. If any coach is found to have breached the half game rule the following penalties shall apply in Metro, Ellesmere and North Canterbury:

First Offence:

For teams in competitive grades - Loss of four (4) competition points and club/school is required to stand the coach down from coaching for one week

For teams in non competitive grades – club/school is required to stand the coach down from coaching for one week.

Second Offence:

Coach will be required to attend disciplinary hearing

- 2.6** Competition points (i.e. 4 for a win, 2 for a draw, 1 for a loss of 7 points or less) will be kept for the following grades:

- Metro - Under 18 to Under 11
- Ellesmere - Under 18 to Under 11.5
- North Canterbury – Under 18 to Under 11.5
- Mid Week Schools Competition - All grades
- A default win is worth 4 points plus maximum points differential of 55-0

2.7 Uneven Games

In all grades, games should be stopped when one side has a lead of 55 points. The score at this stage becomes the official result. However the match can continue to be played and Coaches should agree on how to generate a more even contest i.e. swapping players.

Coaches of U13 and below should refer to instructions in their Small Blacks coaching manual to manage potential one-sided games.

2.8 Roping of Grounds

Ellesmere, Mid Canterbury & North Canterbury: all grounds for competition grade games must be roped.

Metro: clubs are encouraged to rope grounds for competition grade games. For all semi finals and finals games grounds must be roped on both sides of the fields.

2.9 Games Abandoned due to Weather Conditions

Respective Sub Union Junior/Teenage Advisory Committee will make a decision on the outcome of the game(s) where a game or games are abandoned due to adverse weather or ground conditions. This includes the games played in the combined competition.

- 2.10** To determine the finishing order at the end of the round robin games the following formula will apply:

- a. Competition points
- b. If teams are equal standings will be on the results of the games played between the teams concerned on a mini table of competition points.
- c. If teams are still equal standings will be on the higher(est) points differential, i.e. points scored for, less points scored against in the games played between the teams concerned.
- d. If teams are still equal the standings will be on the higher(est) points differential, i.e. the average of points scored for and against in all games played in the competition.

- e. If teams are still equal the standings will be by lot (which means a draw “out of the hat”, the first drawn to be the winner, and so on).

In the Combined competitions,

- a. Where any two teams are tied, the winning team of the round robin match already played between the two teams shall have the higher position.
- b. Where three or more teams are tied, the tied team with the most wins against the other tied teams shall have the higher position.
- c. The team having the higher differential of average of points scored for and against in the round robin matches involving the tied teams shall have the higher position.
- d. The team that scored the most tries in the round robin shall have the higher position.
- e. By the toss of a coin.

2.11 Semi Finals –Metro, Ellesmere & Nth Canterbury competitions

If at the end of regular time in a semi-final the scores are tied, the following will apply in order to determine the winner;

- a. The team scoring the most number of tries in the match,
- b. The winner of any round robin match played between the two teams in the championship round,
- c. The team having the higher points differential,
- d. The team with higher finals ranking.

Combined competitions Semi Finals

In the event that teams are tied at the end of a semi-final match, there will be no extra time. The winners will be determined by the following criteria, which shall be applied in order.

- a. The team scoring the most tries in the match
- b. If the scores remain tied the team with the higher ranking after the round robin matches shall advance to the finals.

Weather Cancellation Rule - Semi Finals for all competitions

If weather causes cancellation of Semi Finals, two top qualifying teams will contest final.

2.12 Finals –All Competitions

In the event of a draw in the final the teams will be declared joint winners.

Weather Cancellation Rule - Finals

If weather causes cancellation of Final, both teams be declared joint winners

- 2.13** The respective Sub Union Junior/Teenage Advisory Committee has the right to postpone, cancel or transfer any match. Every endeavor will be made to notify Club Officials directly and the general public through the media. If a game cannot be satisfactory re-arranged or played, and in the opinion of respective Sub Union Junior/Teenage Advisory Committee both teams have tried to schedule the game, the two teams affected shall each be awarded two competition points.

3. REGISTRATIONS

- 3.1** All players must have registered for a school or club before they play a game including preseason games.
- 3.2** All team must complete the Master Team Sheet online prior to the commencement of the season. This will be done through the respecitvie Club/School on the "Sporty" Team Builder page.
- 3.3** Players will play in the relevant age group as at their age on the 1st January each year.
- 3.4** No player is deemed to be registered until his/her birth certificate has been sighted.
- 3.5** Late registrations must be updated on the Master Team Sheet online before the player is permitted to play.
- 3.4** All clubs must comply with the NZ Rugby registrations requirements and return them to the respective the sub union Secretary and in Metro to the CRFU Community Rugby Officer by the cut-off date advised by the respective sub union Junior/Teenage Advisory committee.
- 3.6** To be eligible to play for a team in Semi Finals or Finals a player must have played at least 3 Competition Games for that team. The regional Junior & Teenage Committees may at their discretion waive this provision under exceptional circumstances, upon written application. Metro U18A grade is covered by clause 3.9 a below.
- 3.7** A player may only be registered to play for one club within the union at one time. If a players wishes to change clubs during the season a written application must be made to the respective Sub Union Junior/Teenage Advisory Committee, together with a clearance to transfer from the club the player is wanting to leave.
 - a. The respective sub union Junior/Teenage Advisory committee shall determine the matter and give a written copy of its decision to both clubs
 - b. No player shall be eligible to play for another club until the written decision is given.
 - c. A clearance to transfer shall be necessary only for players seeking to change clubs within any one club season, i.e. does not apply to players changing clubs between seasons.
- 3.8** To be eligible to play in the Secondary Schools Mid Week competition players must be full time students.
- 3.9** No player may be drafted from a grade, section or team which is higher than that in which he/she is registered.
 - a. Players involved in The UC Championship 1st XV competition are exempt from this clause and are covered by the following:
Schools participating in UC Championship 1st XV Competition may interchange any player between their 1st XV and their 2nd XV until the end of round robin play prior to Semi Finals. To be eligible to play in 2nd XV (Under 18) Finals, a player must have played a minimum of 6 games for the 2nd XV throughout the season. In a situation where the school does not have a 2nd XV, the Player(s) may play for a club with an equivalent team.

- b. School students playing for their school in another competition are permitted to play for a club affiliated to the North Canterbury or Ellesmere Sub Union where they have had a previous playing affiliation, provided they meet other eligibility criteria including application for regrading where applicable.
- 3.10** Any player is eligible to play in a higher grade from that in which he/she is registered, but having played 3 or more games in such higher grade **MUST** be regraded prior to being eligible to continue playing in the grade in which he/she was registered originally.
 - a. A player who plays in a higher grade is eligible to play only in a section equal to his/her section or 1 section below i.e. a player in the Under 14 section 1 can play in the Under 15 section 1 or 2. A player in the Under 15 section 2 could play in Under 16 section 1, 2, 3.
 - b. A grade exempted player may not be drafted up.
- 3.11** All registrations, grade exemptions and regradings **MUST** be completed prior to the start of the championship round.
 - a. The movement of players between teams in the same grade is not permitted except in special circumstances where written application stating the players name and position in the team and received by the respective JAB secretary no later than 4.00 p.m. on the Thursday preceding the game may be considered.
 - b. The Executive Committee of the respective sub union Junior Advisory Group can only approve such application.
- 3.12** The names, phone number and email address of the Team Coach(es) and Manager must be recorded on the Team Registration Form.
- 3.13** Checks of Team Cards will be carried out during the season.
- 3.14** Competition points may be forfeited or clubs fined for teams or players not complying with the rules of this section at the discretion of the respective junior and teenage committee.
- 3.15** Any team who plays an unregistered player or a player registered with another team that has not been approved by the respective junior and teenage committee (refer 6.7.1 and 6.7.2) will lose competition points for the match/es in which the unregistered player participated. The points will be reallocated to the non offending team from that match.
- 3.16** No club shall be permitted to play any person who is disqualified or suspended under the laws of the game or the Rules of the New Zealand and or Canterbury Rugby Football Unions.

4. GRADE EXEMPTIONS

Definition – A grade exemption is an approval by the Union for a player to play in a grade below the one that a player is eligible for by age or weight.

Grade Exemptions are only granted in exceptional cases. It is hoped that all clubs, mindful of sportsmanship and fair play, will carefully consider their applications for this privilege. Application for a Grade Exemption must be applied for to the respective Sub Union Junior/Teenage Advisory Committee

4.1 All Competitions – Metro, Ellesmere, North Canterbury & Combined

- a. Grade Exemptions may be revoked during the season by the respective sub union junior and teenage committee
- b. Any Player exempted on physical grounds or because of playing ability is not eligible for representative selection in the season of exemption.
- c. Any player selected for a representative team in the previous season will not receive a grade exemption for the following season
- d. Any player who has been granted Grade Exemption shall be eligible to play only in the grade for which Grade Exemption has been granted in any one year.
- e. An Exempted player is not eligible for a seven-side tournament.
- f. Applications for Grade Exemption will only be accepted on the approved form and must to be forwarded to the respective Junior Advisory group before the player plays in any match. Full reason for application must be on the form and any supporting documentation (including photo ID if requested by the respective JAB) be attached to application. A Club/School official(s) must sign the application as required by the respective JAB.
- g. Players will be inspected by the Grade Exemptions Committee and either endorsed or rejected. The Club/School Delegates will be notified of the decision by the Competition Grade Manager in writing which will be final.
- h. All Coaches/Managers must advise the opposition team of Grade Exempted players and all Grade Exempted players must have a **(X)** marked beside their names on the Team Sheet Card.
- i. The maximum number of Grade Exempted players per team is two. The respective JAB's may approve more only in exceptional circumstances.
- j. Each Grade Exempted player can only play a maximum of half a game. If, due to injury or lack of numbers, all grade eligible players are unable to take the field then the grade exempted player may play more than half a game.

- k. The respective Sub Union Junior/Teenage Advisory Committee reserves the right to amend the criteria for Grade Exemptions in their own competition as required by means of a majority approval from their respective Delegates Board/committee.
- l. An over-age player who plays in a team without grade exemption having been approved by the relevant Union/Sub Union is considered as an “unregistered player” and teams will incur the same penalties as playing an unregistered player.

4.2 Metro

- a. If a team, because of exceptional circumstances, requires four or more Exemptions it will be assessed by the respective Metro Junior/Teenage Advisory Committee as to whether it is permitted to play for competition points or moved to another grade.
- b. For each grade, only two Exemptions per club/school may be approved. The respective Metro Junior/Teenage Advisory Committee may, in exceptional circumstances, approve up to another two exemptions per club/school in each grade.

4.3 Ellesmere

Criteria for dispensation requests:

- a. Player should not be more than 4 months outside age group they are applying for.
- b. They should be of below average playing ability. (see guidelines on ERSU website)
- c. Teams cannot apply for grade exempted players if they have a squad of 22 or more registered players.

In Ellesmere Non Competition Grades only, a grade exempted player may for more than half a game.

4.4 Nth Canterbury

- a. Junior club delegates shall initially evaluate applicants carefully considering their age, physique and ability. Applicants are to be no more than 4 months over the age (1st September) and under the following age/weight limits:

Under 8 – 25 kg	Under 11.5 – 42.5kg	Under 16 – 70kg
Under 9 – 30kg	Under 13 – 50kg	Under 18 – 80 kg
Under 10 – 35kg	Under 14.5 – 60 kg	

- b. Grade Exempted players can only play half a game. In all JAB competition grades [U11.5 -U18] Grade Exempted players must play their half game entitlement as continuous minutes. No Grade Exempted player may participate in more than half of any game where that team has eligible players on the sideline.

4.5 Combined Competitions

- a. No grade exemption will be approved if a player is more than four months over age (born before September 1). Provisional approval to play may be granted by the respective Grade

Exemption Committees of each Union /Sub Union until such time as a member of the Committee has the opportunity to view the player concerned.

- b. The Executive of the Combined Competition will provide the coaches of teams with a list of all grade exempted players in the grade by 1 May each season.

5. DEFAULTS PROCEDURE

5.1 If for any reason a scheduled match does not commence within 30 minutes of the appointed time, the actions of the team unable or unwilling to proceed shall be adjudicated on by the respective sub union Management Board.

5.2 In the event of a default occurring, the defaulting club shall be liable for the following penalties if they fail to notify the respective Competition Committee, Referee's Appointment Officer, and the oppositions Club Captain or club Official, of their default within the times specified.

5.3 All Competition Grades

North Canterbury:

- After 8 pm the night before the game; a total fine of \$50.00 plus GST.
- Within 4 hours of kick off; a total fine of \$100.00 plus GST.
- In addition, if the defaulting team is the away team, their next home game against the opposition they defaulted to, is to be drawn as an away game in the next round or the next season.

Ellesmere:

Any default notified after 9.00 am on the day before the scheduled match will incur a fine of \$100 plus GST.

Metro:

When a club is unable to field a team the Club Captain or School Official must notify the Metro Rugby Operations Co-ordinator by phone on 421 7212 no later than noon on the day before the match is to be played. Defaults on match day must be advised to the Grade Advisor as soon as possible.

Failure to advise of a default may result in the following penalty:

- The Club/School being fined \$50, determined by the Metro Rugby Operations Co-ordinator

Mid Week Schools Competition

Defaults must be advised to the Competition Organiser and the opposition school by 11 am on day of game

Combined Competition

The Cancellation Committee, on behalf of the Executive of the Combined Competition, reserves the sole right to postpone or cancel matches. Once such a decision has been made, it will be the responsibility of each Union/Sub Union to notify clubs as soon as possible. In the case of

Ellesmere and North Canterbury, cancellations will be broadcast over Newstalk ZB (1098 A.M or 100.1 FM)

- a. Any Club/Team unable to keep its engagement (defaulting) in any match must give notice to the Executive of the Combined Competition by 9am Friday morning (or the day before the match is due to be played for other match days) prior to the match. In addition the Club/Team must also notify the other Club/Team, the Referees Association, and where applicable St John Ambulance, as soon as possible.
 - i. Clubs defaulting must make every effort to notify the affected Club directly by 7pm on the Thursday evening to assist them in notifying their players.
 - ii. Notification of a default after 9am the day before the scheduled match shall be deemed a late default and may be liable for a fine.
- b. All matches shall commence at the time appointed by the relevant Union/Sub Union. If play does not commence within thirty (30) minutes of the appointed time, the actions of the team that is unable or unwilling to proceed shall be adjudicated on by the Executive of the Combined Competition.
- c. Any team defaulting a match shall be required to travel if the two teams are drawn to meet again later in the same season, even if it is in a semi-final. This requirement shall not be carried over into any subsequent season.
- d. If a team arrives without three players suitably trained and experienced to form a front row, they shall forfeit the game, but may play a friendly game with non-contested scrums.
- e. If a team arrives at a game with less than 15 players, it shall forfeit the game. If both teams agree, a friendly game may be played with playing numbers in each side evened up.
- f. Any team which defaults on three occasions will be subject to withdrawal from the competition.

Combined Competition – Cancellation/Postponement of matches.

In the event that the venue of a match or matches is unavailable due to adverse ground conditions or for any other reason prior to the day of the match, it shall be the responsibility of the "home" Club to advise the Competition Management Committee, the visiting Club and the Referee(s), by Noon on the day prior to the match.

The Competition Management Committee in consultation with Clubs involved shall then direct as follows:

- a. The match/matches be played at a suitable alternative ground on the scheduled day, or if not available;
- b. The match or matches must be played on the Tuesday immediately following the postponed match/matches unless both Clubs agree to an alternative day/evening in the

week immediately following the postponed match. The Competition Management Committee will have the final decision re any arrangements over the playing of matches.

- c. If it is not possible to play the postponed match or matches, the Competition Management Committee shall determine the status of the unplayed match or matches and award competition points at its discretion.
- d. Cancel the match or matches.

6. DISCIPLINARY

- 6.1** A Judicial Committee is to be appointed annually by each respective Union/Sub Union. All Judicial matters within Canterbury are conducted in accordance with NZ Rugby Judicial Black Book rules and regulations
- 6.2** All ordering offs and Temporary Suspensions (sin bins) must be reported by the match referee to CRFU or MCRFU within 48 hours of the match.
- 6.3** Mid Week Schools Competition - the respective region that the school represents will conduct judicial hearings.
- 6.4** The respective Sub Union Administrator or CRFU Community Rugby Officer shall take responsibility to inform the coach/manager of the player concerned in a sending off of the time and venue of the disciplinary hearing and that the player will be required to attend in person. Should the player be unable to appear at the meeting they shall notify the respective Sub Union Administrator or CRFU Community Rugby Officer.
- 6.5** For games in the combined competitions the jurisdiction for any disciplinary proceedings is with the respective sub union or union within whose boundaries the game is played. Where the Player or Person subject to disciplinary proceedings is a member of, or associated with, a club affiliated to a Union other than the one in whose boundaries the Match is played; the disciplinary proceedings can with the written agreement of both Unions, be transferred to the Union to which the Player's or Person's club is affiliated. If both Unions do not agree to move the disciplinary proceedings then the proceedings will be dealt with by the Union in whose boundaries the Match was played.
- 6.6** A player who has been ordered off may be required to attend a disciplinary hearing and is not permitted to play any game of Rugby until the respective Union Judicial Committee has heard his/her case, unless he/she is specifically authorized to do so by that Committee.
- 6.7** Any player sin binned on two occasions during a playing season shall be advised in writing by the respective Sub Union Administrator or CRFU Community Rugby Officer that in the event that he/she is Sin Binned on any further occasion during the same playing season, he/she will be subjected to an automatic suspension of one week. This automatic suspension is subject to the right of the Player to request a hearing under Rule 37 of NZ Rugby Black Book.

6.8 As a general rule disciplinary hearings will be held as follows:

- Metro hearings will be conducted at the CRFU offices at Rugby Park, 3 Malvern St, St Albans, Christchurch from 6pm on the Tuesday night following the alleged offence, unless advised otherwise.
- North Canterbury hearings will be advised on a case by case basis. The Complaints Review Officer may rule that a stand-down of two scheduled playing dates applies, without the need for a judicial hearing. The player's club may request that a judicial hearing be held.
- Ellesmere hearings will be advised on a case by case basis. The Complaints Review Officer may rule that a stand-down of two scheduled playing dates applies, without the need for a judicial hearing. The player's club may request that a judicial hearing be held.
- Mid Canterbury hearings will be advised on a case by case basis. The Complaints Review Officer may rule that a stand-down of two scheduled playing dates applies, without the need for a judicial hearing. The player's club may request that a judicial hearing be held.

6.9 The decision of the Judicial Committee will be advised to all parties as soon as practicable after the conclusion of the hearing.

Where it considers it appropriate the Judicial Committee may deliver a short oral decision at the conclusion of the hearing with its reasons to be put in writing and communicated to the parties at a later date or it may reserve its Decision.

All parties heard by the Judicial Committee will receive a copy of the written decision of the Committee, which shall be sent to them by the respective Sub Union Administrator or CRFU Community Rugby Officer within 48 hours after it is available. Copies of the decision will also be sent to the Player's Club and to the Referees Association.

6.10 Any appeal to a decision of the Judicial Committee shall be lodged with the Canterbury Rugby Football Union Appeal Committee (or Mid Canterbury RFU Appeal Committee if appropriate) and is to be accompanied by a deposit of \$500 (\$250 in Mid Canterbury) plus GST with a copy forwarded to the respective Sub Union Administrator or CRFU Community Rugby Officer. An appeal shall be lodged within seven (7) days after the date on which the decision of the Judicial Committee. For the purpose of this Rule a decision of the Judicial Committee is deemed to have been notified verbally at the Disciplinary Hearing.

6.10 The lodging of an appeal shall not have the effect of deferring any suspension imposed. Once the period of any suspension has expired the player may, however, resume playing notwithstanding that the appeal has not been heard.

6.11 The rules above are to be read in conjunction with the New Zealand Judicial Black Book.

6.13 If a game is called off early for any reason the Referee must advise respective sub union Junior/Teenage Advisory Committee.

7. COMPLAINTS PROCEDURE

- 7.1** Complaints that fall outside that of illegal and/or foul play against a Player such as complaints relating to unregistered or improperly registered players and conflict between clubs will be heard by a Complaints' Committee. Such complaints must be made in writing, not later than 48 hours after the completion of the match during which the incident complained of occurred.
- 7.2** All other complaints must be made in writing and received not later than 48 hours after the completion of the match during which the incident complained of occurred.
- 7.4** A complaint shall contain the following information:
- a. The date and place on which the incident occurred.
 - b. The name(s) of the player(s) or other person(s) in respect of whom the complaint is made and the team he/she was representing at the time of the alleged incident.
 - c. The name of the opposing team.
 - d. Full details of the alleged incident.
- 7.5** On receipt of a complaint the respective Sub Union Administrator or CRFU Community Rugby Officer shall refer the complaint to the CRFU Complaints Review Officer (CRO). If the CRO determines the complaint is not frivolous, vexatious or otherwise without merit, then a judicial hearing into the complaint will take place.
- 7.6** At the conclusion of a hearing a verbal decision may be given, or may be reserved, at the discretion of the Judicial Committee. In either case, a written decision shall be given to the complainant and other relevant persons within 48 hours after it is available.
- 7.7** The rules above are to be read in conjunction with the New Zealand Judicial Black Book
- 7.8** Any club wishes to protest the result of any match must do so in writing to the respective Sub Union Administrator or Metro Rugby Operations Co-coordinator, setting out the day, the date and the reasons for the protest. Any protest must be accompanied by a deposit of \$100.00 plus GST and be received no later than 48 hours after the conclusion of the match. In the event of any protest being dismissed as frivolous the deposit may be forfeited in full or in part.

8. REPRESENTATIVE RUGBY

In line with New Zealand Rugby Union and Canterbury Rugby Football Union Board policy, representative teams will only be selected from Under 13 years and higher

The Junior & Teenage Provincial Body shall be responsible for each season's junior and teenage representative rugby draw governing all Sub Unions.

Emphasis of the draw shall be on growing each respective Sub Union teams to further the player's opportunity in being selected for Canterbury Open Grade Representative rugby.

- 8.1** Respective Sub Unions will appoint the Coaches and Management of all representative teams. Country Primary Schools Coaches will be selected by Country; Canterbury Primary Schools Sports Assn will select Metro Primary Schools Coaches.
- 8.2** A squad of 22 players only is to be selected. Team lists are to be forwarded to the respective Sub Unions Secretary to have players checked for eligibility. Each respective Sub Union Secretary will arrange for announcement and publication of the team after the second Saturday in July.
- 8.3** North Canterbury and Ellesmere Under 48kg and Under 65Kg teams may be announced after the second Saturday in June.
- 8.4** Representative programmes will not commence before August each year.
- 8.5** All players of age grade rugby, in the first instance, are eligible for the representative teams selected from the competition(s) they predominately play in, i.e. Saturday - North Canterbury, Ellesmere and Metro competitions.

In order to be eligible to represent a Canterbury Country, Ellesmere or North Canterbury representative team the player must have:

- a.** Been playing predominantly in the North Canterbury or Ellesmere competition; or have a recent playing history of playing for a country club (minimum of 2 full seasons prior to current season); or reside at a Country address.
 - b.** Be a financial member of a Country Club.
 - c.** Advise the Canterbury Rugby Football Union CEO, of his/her representative team preference, by the 1st June each year.
 - d.** The above is subject to 8.8 below.
- 8.6** In the case of players eligible for selection at U16 or higher, only points a, b and c are applicable.
- 8.7** Representative eligibility for any junior and teenage team registered in one Sub Union and playing in another Sub Unions competition will be decided prior to season commencing by respective junior and teenage committees. The proviso being that no team is eligible to represent more than one sub union.
- 8.8** Country Rep Player Dispensations. Where a player does not completely meet criteria for eligibility to be selected for a country JAB representative team, their case can be decided by the CRFU JAB committee for a dispensation, on written application by an official of the rep team concerned. A

majority vote by the CRDU JAB in favour of the application is required; there is no right of appeal. This should be completed and decided before the whole team is announced.

- 8.9** NZRU Transfer System Regulation 6.2 relating to Players currently boarding at a Secondary School applies.
- 8.10** For all representative games grounds must be roped.

9. DEVELOPMENT TEAMS

Development teams for Metro, Ellesmere and North Canterbury will be selected from Grades Under 11 and Under 12.

10 REPRESENTATIVE ORDER OF PRECEDENCE

- 10.1** The order of Precedence for junior and teenage rugby shall be:
- a. Under 18 South Island Tournament
 - b. Under 16 South Island Tournament
 - c. Primary Schools South Island Tournament Teams
 - d. Age Grade Team
 - e. Club/School Team

METROPOLITAN JUNIOR GROUNDS

For more detailed directions visit the following web site:

www.ccc.govt.nz/webapps/parksaz/

Barrington Park	Barrington Street (off Lincoln Road)
Bower Park	New Brighton Road (near Bower Bridge)
Bromley Park	Buckleys Road
Burnside Park	Memorial Avenue/Roydvale Avenue
Burwood Park	New Brighton Road (Shirley end)
Christchurch Park	Westminster Street
Cypress Gardens	Keighleys Road
Denton Park	Main South Road, Hornby (near shopping centre)
Englefield Park	Englefield Road (Belfast)
Fendalton Park	Fendalton Road (near Clyde Road)
Grant Armstrong	Isleworth Street, Bishopdale
Hagley Park / Bob Deans	(North & South) Deans Avenue
Hansen Park	Butler Street
Hoon Hay	Mathers Road (off Hoon Hay Road)
Ilam Park	University of Canterbury, Ilam Rd./Waimairi Rd
Jeffreys Park	Cnr Clyde Rd and Jeffreys Rd
Linfield Park	Kearneys Road (off Buckleys Road)
Lyttelton Recreation	Lyttelton West, Charlotte Jane Quay
Malvern Park	Malvern Street (off Cranford Street)
McCormacks Bay	McCormacks Road
Middleton Park	Lochee Road, Riccarton
Northwood	Northwood Boulevard
Nunweek Park	Woolridge Road (off Harewood or Wairakei Rd)
Plynlimon Park	Plynlimon Road (off Idris Road)
Queenspark Reserve	Queenspark Drive, Parklands
Rawhiti Domain	Shaw Avenue or Rawhiti Avenue
Richmond Park	Poulton Avenue (off North Parade)
Rugby Park	Malvern Street (off Cranford Street)
Sheldon Park	Main North Road
Sth New Brighton Domain	Estuary Road
St Leonards	St Leonards Square, Sumner
Sydenham Park	Cnr Colombo & Brougham Streets
Te Kahu Park	Wigram Skies, Porter St, Wigram
Waltham Park	Cnr Wilsons & Waltham Rds

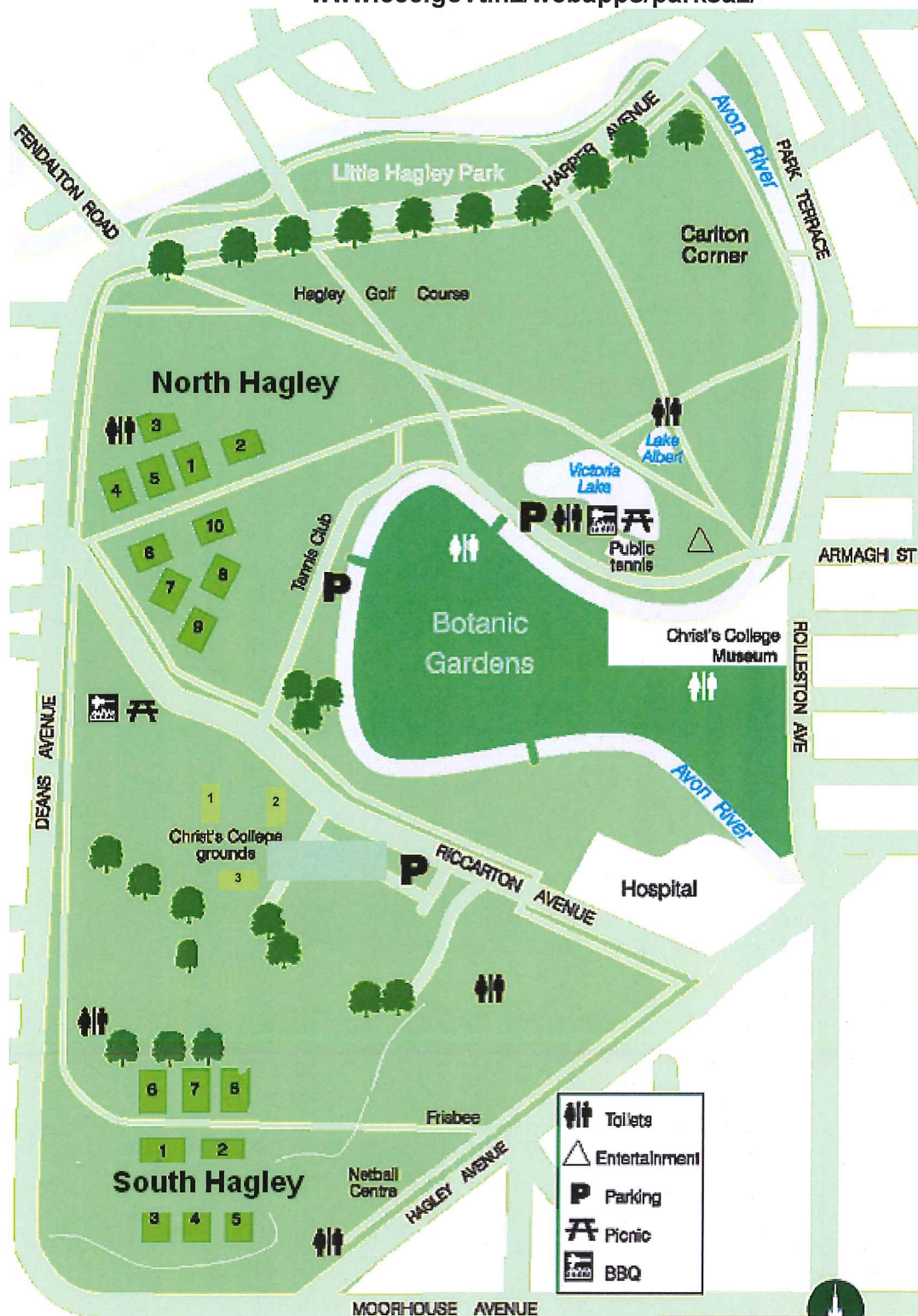
SCHOOL GROUNDS

Aranui HS	Breezes Road
Burnside HS	Cnr Memorial & Greers Rd
Cashmere HS	Barrington Street
Cathedral College	Cnr Ferry Road & Barbadoes St
C B H S (Straven)	Kotare Street, (off Straven Road)
Christs College (The Upper)	Rolleston Avenue
Christs College Cricket (CCCG)	Riccarton Avenue
Linwood College	Aldwins Road
Medbury School	Clyde Road
Shirley BHS	North Parade
St Andrews College	347 Papanui Road
St Bede's College	Main North Road
St Thomas College	Middleton Road

HAGLEY PARK MAP

For more detailed directions visit the following web site:

www.ccc.govt.nz/webapps/parksaz/



ELLESMERE GROUNDS

Banks Peninsula	Little River Domain, Main Road, Little River
Burnham	Coronation Park, Aylesbury Road, Burnham Camp.
Darfield	Darfield Domain, North Terrace, Darfield
Diamond Harbour	Diamond Harbour Domain, Waipapa Avenue, Diamond Harbour
Dunsandel / Irwell	Dunsandel Domain, Tramway Road, Dunsandel
	Irwell Domain, Selwyn Lake Road, Irwell
Hornby	Denton Oval, Chalmers Street, Hornby
Kirwee	Domain, High Street, Kirwee
Leeston	Domain, High Street, Leeston
Lincoln	Lincoln Domain, North belt, Lincoln
Prebbleton	Domain, Tosswill Road, Prebbleton
Rolleston	Rolleston Domain, Tennyson Street, Rolleston
Selwyn	Glentunnel Holiday Park, Glentunnel
Sheffield	Sheffield Domain, Main West Road, Sheffield
Southbridge	Southbridge Domain, St James St, Southbridge
Springston	Domain, Ellesmere Junction Road, Springston
Waihora	Rhodes Park, Old Tai Tapu Road, Tai Tapu
West Melton	West Melton Domain, Rolleston Road, West Melton

SCHOOL GROUNDS

Akaroa Area School	Rue Jolie, Akaroa
Darfield High School	McLaughlins Road, Darfield
Ellesmere College	Leeston Dunsandel Road, Leeston
Lincoln High School	25 Boundary Road, Lincoln

NORTH CANTERBURY GROUNDS

Amberley	Amberley Domain
Ashley	Loburn Domain
Cheviot	Cheviot Rugby Grounds
Culverden	Rugby Club, School Road, Culverden
Glenmark	Omihi Domain
Hurunui	May play at Culverden, Hawarden or Waiau
Kaiapoi	Kaiapoi Park
Ohoka	Mandeville Sports Complex
Oxford	Pearson Park and Oxford Showgrounds
Saracens	Southbrook Park
United	Hawarden Domain
Waiau	Waiau Domain
Woodend	Gladstone Park

SCHOOL GROUNDS

Amuri Area School	School Road, Culverden
Cheviot Area School	Hall Street, Cheviot
Kaiapoi High School,	Ohoka Road, Kaiapoi.
Oxford Area School,	52 Bay Road, Oxford.
Rangiora High School	Ashley Street, Rangiora.

CLUB & SCHOOL TEAM COLOURS

Metropolitan	Club Colours	Ellesmere RSU	Club Colours
BELFAST	Green & Gold	BANKS PENINSULA	Maroon & Gold
BURNSIDE	Red & White	BURNHAM	Red & Black
CHRISTCHURCH	Red & Black	DARFIELD	Cardinal & Blue Hoops
HALSWELL WIGRAM	Black, Red, Blue & Green	DIAMOND HARBOUR	Sky Blue & White
HORNBY	Red & White	DUNSANDEL/IRWELL	Blue/Black/White
HSOB	White	KIRWEE	Gold Jersey
LINWOOD	Green & Black	LEESTON	Red & White
LYTTELTON	Royal Blue & Gold	LINCOLN	Red & Black Hoops
MARIST ALBION	Black, Green & White	PREBBLETON	Royal Blue, White & Red
MERIVALE PAPANUI	Royal Blue, Gold & White	ROLLESTON	Gold & Black
NEW-BRIGHTON	Gold & Black	SELWYN	Emerald Green & Black
OTAUTAHU	Black & Gold	SHEFFIELD	White
PARKLAND	Orange & Black	SOUTHBRIDGE	Blue & White Strips
SHIRLEY	Cambridge Blue & White	SPRINGSTON	Green & Black
SUBURBS	Navy, Red & Gold	WAIHORA	Black & White Hoops
SUMNER	Royal Blue & White Hoops	WEST MELTON	Blue & Gold
SYDENHAM	Cardinal & Blue Hoops	LINCOLN HIGH	Green & Red
UNIVERSITY	Maroon & Gold		
ARANUI HS	Light Blue/Royal Blue		
BURNSIDE HS	Green	Nth Canterbury RSU	Club Colours
CATH COLLEGE	Navy/White/Red	AMBERLEY	Sky Blue & Black
CATH GRAMMER	Maroon & Gold	ASHLEY	Green & Blue
CBHS	Blue & Black Hoops	CHEVIOT	Black & White
CHRISTS COLLEGE	Black & White Hoops	CULVERDEN	Red & Black
MEDBURY	Red & Black	GLENMARK	Blue & Gold Hoops
MIDDLETON GRANGE	Green/White/Red	HURUNUI	Blue, Black & Red
SHIRLEY BHS	Sky Blue/Gold	KAIAPOI	Blue & Gold
ST ANDREWS	Blue & White	OHOKA	Maroon & Black
ST BEDES	Red & Black	OXFORD	Red & Black Hoops
		SARACENS	Red and Blue
		UNITED	Blue & Black Strips
		WAIAU	Black
		WOODEND	Green & Black
		RANGIORA HIGH	Green & Gold

Inclusion of Disabled Players in Rugby

To include disabled players into training or games you may can use **TREE** which is an acronym of techniques to adapt and modify activities. **TREE** is covered in more detail in Small Blacks and Teenage Coaching courses.

TEACHING STRATEGIES, RULES, ENVIRONMENT, EQUIPMENT.

Teaching strategies

Group people of similar abilities for drills and skills

This allows the coach to give the groups different drills and skills depending on their level of ability

Group people of different abilities for drills and skills

The group can work together to develop their abilities

Spend more time working on individual skills rather than playing games

There are people who may be involved in individual skills who may not be able to play a game

Verbal cues

This will assist players with hearing impairments

Both the referee and other players use the cues e.g. hands in the air after the whistle is blown

Demonstrate skill

This will allow people to see what is required

Include a disabled person in the demonstration

Rules (Laws and Regulations)

Dispensation

If required apply to the Canterbury Rugby Union for a dispensation so that players can play in a younger age grade etc.

Increase the distance between the teams

This will give teams more room to run and pass

Double the points scored by a disabled person

This will encourage a team to set a disabled person up to score

Everyone in the team must touch the ball before the team can score

Just watch two or three people on each team

Walking rugby

This will slow the game down

Some restarts taken by disabled players

This may assist them to be involved in more aspects of the game

Both teams start from their goal line during a restart

This gives the teams more room to run and pass

Environment

Clearly mark the goal line and side line

This will make it easier for players with a vision impairment

Be aware of where the sun is

It is hard for players with a vision impairment to look into the sun when they are trying to watch the coach

Ensure the field is flat

It is easier to run when the surface is flat

Equipment

Modify the ball

Use a round ball

Use a softer ball or a prickly ball

Change the colour of the ball

Use vests to identify teams

This will make it easier for players to recognise their team

Put vests colours (same as team) on the goal posts so that players can recognise which direction they are going.

This may make it easier for players to know what direction they are going

Use contrasting colours for equipment. Don't put green cones onto green grass or yellow cones on burnt off grass etc.

NATIONAL RUGBY POLICY

PARTICIPANT SAFETY



POLICY #01 PARTICIPANT SAFETY

BACKGROUND

As with many sports, rugby does involve an element of risk to the physical wellbeing of participants. New Zealand Rugby is committed to making the game as safe as we practically can for participants, ensuring they continue to enjoy playing rugby and have a lifelong love of the game.

POLICY

The first consideration in all decisions must be the safety of all participants.

This requirement overrides all others.

It applies to:

1. Grade compositions
2. Dispensations
3. Domestic Safety Law
4. Development Models
5. Coaching practises
6. Sideline behaviour

RESPONSIBILITIES

All

SANCTION(S)

See specific policies



NATIONAL RUGBY POLICY

RUGBYSMART SAFETY COURSE



POLICY #02 RUGBYSMART SAFETY COURSE FOR REFEREES AND COACHES

BACKGROUND

In 2000 the New Zealand Rugby Union (NZRU) Board mandated that all referees and coaches of full contact tackle grade teams must attend the compulsory RugbySmart safety coaching course. Since the RugbySmart course was introduced catastrophic injuries have fallen from an average of nine per year, to two per year. This policy statement reaffirms the original NZRU Board mandate.

POLICY

All coaches and referees of U14 level rugby and above, including assistant coaches, position specific coaches and technical assistants must attend a RugbySmart coaching course prior to the commencement of competition games each season.

For completeness, this includes all professional coaches, professional referees and representative coaches.

RESPONSIBILITIES

New Zealand Rugby will:

- Provide the course content and materials each year.
- Train Provincial Union Course presenters each year.

Provincial Unions will:

- Nominate course presenters, venues and course timings.
- Keep accurate records of teams in competitions, coaches involved and cross reference to attendance at RugbySmart courses.
- Remove teams from competitions should any coaching personnel, who have not attended RugbySmart, engage in coaching activity once the competition commences.

AUDIT

New Zealand Rugby reserves the right to undertake spot audits of RugbySmart attendance lists and club and school team coaching lists.

SANCTION(S)

For coaches

Failure to attend the course will see the designated coach stood down from all coaching activity until they have completed the course.



NATIONAL RUGBY POLICY

RUGBYSMART SAFETY COURSE



The coach's team will be withdrawn from its relevant competition if any of its coaches fail to attend RugbySmart prior to the season commencing until such time as the requirement has been fulfilled.

For referees

Any referee who has not completed the RugbySmart course is not to be appointed to any fixture.

This requirement is to be monitored by the Provincial Union in conjunction with the Provincial Union Rugby Referees Association (RRA) and cross-referenced between registration lists and RugbySmart attendance lists.

For social teams

A social team with no coach must designate a player/coach who must fulfil RugbySmart requirements.



NATIONAL RUGBY POLICY

COMPULSORY COACHING COURSE



POLICY #03 COMPULSORY COACHING COURSE

POLICY

Coaching is the most critical component of our players' rugby experience. A good coach coaching the right skills and tactics in an engaging way at the right time will do more to enhance the player's development and enjoyment than any other single factor. Having well qualified and well trained coaches is vital.

A coach is defined as anyone who imparts technical or tactical rugby knowledge at an organised training session.

Teenagers

For all coaches of U14 to U19 grades all coaching staff must attend the NZ Rugby Coaching Teenagers Module at the commencement of each season. The course content, resources and training will be provided by NZ Rugby and delivered by the Provincial Union presenters.

Small Blacks

All coaches, including assistants, actively engaged in the coaching process must attend the relevant Small Blacks coaching course at the commencement of each season.

RESPONSIBILITIES

New Zealand Rugby will provide course content, resources and training for presenters.

Provincial Unions:

- Will run the required courses and provide the presenters
- Will keep accurate records of course attendees and cross reference against team records

SANCTION(S)

Failure of any coach to attend the course by the commencement of the season will require the coach to stand down from coaching until they have completed the course.

Should the team not have a coach that has completed the course, it will be withdrawn from the competition until the requirement is fulfilled.



NATIONAL RUGBY POLICY

DISPENSATIONS



POLICY 04 DISPENSATIONS

BACKGROUND

When focussed on ensuring rugby is available to as many players as possible, organising bodies have traditionally offered dispensations to players who may not meet grade criteria on either weight or age grounds. Not allowing a dispensation may prevent those players from playing and could impact an organisation's ability to field a team in a competition thereby affecting the meaningfulness of that competition.

Allowing dispensation of players may pose a risk to safety and enjoyment of the grade eligible players. This still has to be the first consideration deciding whether to allow a dispensation or not.

Dispensations may also allow "win" motivated adults to have players play down and influence results.

POLICY

Dispensations in rugby below Under 19 are permissible, subject to the following:

- Safety of all grade eligible players is paramount and must be considered by the competition organisers
- Provincial Unions are to determine the dispensation criteria, processes and procedures. These must be submitted to NZ Rugby for approval/sign off
- For any weight grade dispensation an upper age must be nominated
- For any age grade an upper weight limit must be stated (these are to be determined by the Provincial Union taking into consideration player safety and local demographics).
- Dispensated players must be viewed playing by a Provincial Union official or nominee in a preseason game to ensure they are suitable for the grade
- All parents of participants in grades where dispensations are allowed must be notified

RESPONSIBILITIES

New Zealand Rugby will approve or authorise Provincial Unions' criteria

Provincial Unions will:

- Formulate dispensations criteria
- Supply grading letter to parents
- View players who have received dispensations



NATIONAL RUGBY POLICY

DISPENSATIONS



SANCTION(S)

Coaches, Managers and Administrators knowingly playing or allowing players to play outside dispensation policies and procedures will face Provincial Union disciplinary procedures.



NATIONAL RUGBY POLICY

POLICE VETTING



POLICY #05 POLICE VETTING

BACKGROUND

The safety and welfare of children and young people involved in rugby is paramount.

Children in New Zealand look up to sports stars, coaches, team captains and referees as heroes. Children regularly play sport and develop close relationships with their team members, coaches and support staff.

As part of New Zealand Rugby's focus on ensuring a safe environment for Small Blacks Rugby, all coaches registering for Small Blacks Rugby (aged 12 and under) and referees registering solely for Small Blacks Rugby from 2013 are required to undergo Police vetting.

Police vetting provides parents, families and whanau with the confidence that children are participating in sport supported by coaches and referees who do not pose a risk to their safety.

POLICY

All coaches, including assistants, must undergo the Police vetting process when they initially become involved at a Small Blacks level. This vetting is valid for three consecutive years at the start of every fourth year thereafter, they must re-submit to the vetting process.

The Vetting Process

The vetting process, procedures relating to failure to submit to vetting, and the appeals process are documented in the Police vetting documents available from www.communityrugby.co.nz/safety

RESPONSIBILITIES

New Zealand Rugby will:

- Provide vetting rationale and process literature
- Undertake vetting and notification on failed results
- Manage database records
- Organise and facilitate the appeals process

Provincial Unions:

- Notify all coaches of their requirements
- Provide required information to New Zealand Police including required ID and approval to vet forms



NATIONAL RUGBY POLICY

POLICE VETTING



- Notify clubs if coaches who have failed the vetting process refuse to stand down on their own accord, and ensure such coaches are removed from any coaching role.

SANCTION(S)

Failure to agree to be vetted and provide the required signed form and ID will result in automatic removal from any coaching role.



NATIONAL RUGBY POLICY

HALF GAME RULE



POLICY #06 HALF GAME RULE

BACKGROUND

Following two pieces of significant research it has been identified that lack of game time is a significant cause of players leaving the game and low retention rates.

Having sought the players' views, and looking to honour the 'player first' sentiments of the Community Rugby Strategy, a minimum half game for every player policy has been introduced following a trial and an introductory year.

POLICY

At all rugby below First XV and including all representative rugby below Under 18 grades, it is compulsory for all players to play a minimum half game.

For players at the Small Blacks level this can consist of two quarters.

As part of this policy it is re-stated that rolling subs are not allowed, although substitutions at quarter time, half time or three-quarter time will be permitted.

RESPONSIBILITIES

New Zealand Rugby:

- Will ensure supporting rationale information is available in various forms and formats

Provincial Unions:

- Will actively implement the Half Game Rule in all required grades in competitions that fall under their control
- Proactively educate adults on the rationale for the Rule
- Sanction organisations and individuals who are failing to comply with the policy at the discretion of Provincial Unions

SANCTION(S)

Sanctions can be applied when breaches of this policy occur. It is noted that the sanction should apply to the adults involved rather than penalise the players.

Sanctions are to be determined by each individual organising body/Provincial Union.



NATIONAL RUGBY POLICY

MIXED TEAMS & OPPOSITION



POLICY 07 MIXED TEAMS AND OPPOSITION

BACKGROUND

For safety reasons, both physical and emotional, there needs to be an age limit for when males and females cease to play in the same team and on opposing sides.

World Rugby guidelines suggest the appropriate boundary is age 12.

POLICY

Mixed gender teams are suitable for all levels of Small Blacks rugby (Under 13 and down).

Post the Under 13 grade the teams must be single gender and can only play against the same gender teams i.e. male versus male and female versus female.

This applies at all levels of rugby above Under 13.

SANCTION(S)

- Game is not to commence until single gender team (of the appropriate gender) is fielded. Failure to field a single gender team results in default
- Continued non-compliance the team is to be removed from the competition



NATIONAL RUGBY POLICY

AGE BANDS FOR AGE GRADE RUGBY



POLICY #09 AGE BANDS FOR AGE GRADE RUGBY

BACKGROUND

In some provinces, particularly small towns and rural areas with small populations, the qualifying age or playing ability may warrant players play in higher age brackets than their current age. This policy follows World Rugby guidelines.

POLICY

Players may play a maximum of two years above the lowest grade for which they are age-qualified. For instance, an Under 14 player may play U14, U15 or U16 only.

NZ Rugby recommends Provincial Unions obtain a parental approval acknowledgement form particularly where a two year age difference occurs.

RESPONSIBILITIES

New Zealand Rugby:

- Will provide parent/guardian acknowledgement form

Provincial Unions:

- Will monitor and administer acknowledgement forms if used

Clubs/Schools:

- Adhere to policy when forming teams
- Will monitor age of players in age grades and instruct member teams to remove players outside of the age band

SANCTIONS

To be determined by Provincial Unions

