

Waikato Central Junior Rugby

(trading as Hamilton Rugby Union Junior Board)

Constitution and Rules

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WAIKATO CENTRAL JUNIOR RUGBY

CODE OF CONDUCT:

WHEN PLAYING SPORT WE AGREE WE WILL:

- Enjoy ourselves
- Play within the rules
- Respect the referees and umpires
- Respect the opposition and their supporters
- Be gracious winners and dignified losers
- Play hard but play fair.

SPECTATOR / PARENT CODE OF BEHAVIOUR:

- Applaud the performance of both teams.
- Be positive with the referee.
- Acknowledge the efforts of the referee.
- Let players play their game – not your game.
- Praise efforts – not results.
- Set an example for the children.

1. Constitution

1.1. Name

The Waikato Central Junior Rugby is the name given to the Committee, herein after called the HRUJB - previously known as the Hamilton Junior Rugby Board or HJRB).

1.2. Objective

The main object of the WCJR shall be the administration and the promotion of Junior Rugby within the Central Waikato area. This shall include the selection of representative teams and the subsidising of travel costs of such teams.

1.3. Membership

Membership is open to all registered rugby clubs and schools in the Hamilton, Central, East and North Waikato and Te Awamutu Rugby Unions/Regions - and other interested persons.

1.4. Committee

The Committee shall consist of a:

- President
- Vice-President
- Secretary
- Treasurer
- One delegate from the Hamilton Rugby Referee's Association
- One delegate from the Waikato Secondary Schools Board

And... in addition, each properly constituted rugby club or school, within the Waikato Rugby Union, having entered a team or teams in the WCJR competition, shall be eligible to have representation of two delegates on the WCJR Committee.

1.5. Executive Committee

The Executive Committee shall consist of the:

- President
- Vice President
- Secretary
- Treasurer
- Weigh In Convenor
- Draws Convenor

The position of President, Vice President, Secretary, Treasurer, Weigh In Convenor and Draws Convenor may be persons other than club or school delegates. Between General Meetings, the governing power of the WCJR shall be vested in the Committee. No person shall hold more than one position on the HJUJB Executive committee.

All members of the Executive Committee, Weigh in committee and rep convenor to be entitled to an honorarium. This honorarium is to be set at the AGM.

1.6. Duties of Executive Committee

1.6.1. It shall be the duty of the President as Chairman to:

- (i) Preside at all meetings of the WCJR.
- (ii) Take charge of all other WCJR functions.

1.6.2. It shall be the duty of the Vice President to:

- (i) Assist with the President's duties
- (ii) Officiate in the President's absence.

1.6.3. It shall be the duty of the Secretary to:

- (iii) Keep true record of proceedings at all meetings of the WCJR in a book provided for that purpose.
- (iv) See that resolutions passed at these meetings are enacted.
- (v) Hold all records connected with the business of the WCJR and when necessary bring them before such meetings as may properly deal with them.
- (vi) Keep an inventory of the assets and property of the WCJR in a book provided for that purpose.
- (vii) Keep a register of delegates elected to the committee by their respective rugby clubs and schools.
- (viii) Ensure that elected delegates supply a register of their clubs or school's officials and coaches and team lists.

1.6.4. It shall be the duty of the Treasurer to:

- (i) Receive and receipt all money due to the WCJR.
- (ii) Pay accounts contracted by the WCJR when the committee has passed these.
- (iii) Bank regularly all money received by the WCJR.
- (iv) Keep in books provided for the purpose, an accurate account of financial transactions of the WCJR – and to produce these - along with a financial statement and report to each meeting.

1.7. Powers of the Committee

- (i) The Committee shall have the power to fill any vacancy caused by death, transfer, resignation or forfeiture of office, or for any other reason, and any appointment so made shall be effective until the next Annual General Meeting. Any WCJR Committee member / Delegate may resign by giving one week's notice in writing to the Secretary.
- (ii) The Committee may elect subcommittees as required.
- (iii) The Committee may co-opt members other than delegates to carry out any special duties, but only after being assured that no delegate is available or willing to carry out those duties.

1.8. Meetings

- (i) Committee meetings shall be held monthly, or as required.
- (ii) The Annual General Meeting shall be held not more than two (2) months after the end of the rugby season on a day to be fixed by the Committee.

- (iii) The business of the Annual General Meeting shall be to receive and consider the Annual Statement of Accounts and Balance Sheet, the Report of the President and Executive Committee, and to consider any General Business, which may be presented. Also to discuss any remits and rule changes and to validate as / if passed.
- (iv) The dates and times of all meetings of the WCJR shall be posted at least seven days prior to the meeting.
- (v) Any Committee member failing to attend three (3) consecutive Committee meetings without an apology shall have their position declared vacant.
- (vi) Special General Meetings: Should written notice, signed by at least ten (10) members of the WCJR, be handed to the Committee, a Special General Meeting of the WCJR shall be called within 14 days of such notice being given.

1.9. Quorums

- (i) A quorum for an Annual General Meeting or Special Meeting shall be twenty (20), all of whom must be associated to a Registered Rugby Club or School in the Waikato Rugby Union, and / or be other interested persons.
- (ii) A quorum for a Committee Meeting shall be twelve (12) committee members, two of whom shall be members of the Executive Committee.

1.10. Funds

- (i) All funds shall be under the direct control of the Committee.
- (ii) Funds raised for a specific purpose must be held and used for that purpose only, unless otherwise decided at a General Meeting.
- (iii) The Committee shall direct the investment of any funds, which may, at its discretion, expend such sums, as it may deem necessary for the furtherance of any objects of the WCJR.
- (iv) Withdrawal of funds or part thereof shall be done under signature of any two of the following: Chairperson, Secretary or Treasurer any of whom may be replaced as a signatory by a member of the Committee appointed for that purpose, by resolution of the Committee.

1.11. Rule Changes

- (i) Any changes to these rules must be made by Notice of Motion (commonly known as a "Remit"), prior to the Annual General Meeting, - or a Special General Meeting called for that purpose.
- (ii) The written Notice of Motion (Remit) must be in the secretary's hands fourteen (14) days prior to the meeting at which it is to be handled.

1.12. Publicity

The WCJR Publicity Officer will clear all press statements that they are in the best interest of the game. The Publicity Officer will also take every opportunity to promote the game of rugby and in particular, promote junior rugby.

1.13. Trophies

The WCJR offers the following trophies for competition by teams under its control:

- 13th Grade Championship – Deighton Memorial Cup
- 12th Grade Championship – K. Dormer Cup
- 11th Grade Championship – HRU Cup
- Championship Team Points Trophy - Maher Cup

- Championship Teams Defence Trophy – Football on Stand
- Open Grade Trophy – WCJR Cup (Goldfields)

1.14. Draws Sub-Committee

- (i) A Draws Sub-Committee will be chaired by the Draws Convenor and comprise of:
- Draws Convenor
 - Webmaster (if not Draws Convenor)
 - Weigh In Convenor
 - Member
 - Member
- (ii) The sub-committee will bring to the WCJR Board recommendations on the following matters for approval or delegated authority:
- To ensure a draw is prepared
 - Decide on number of grading games
 - Decide on makeup of pools in each grade once grading games are completed
 - Number of teams per pool
 - Number of pools per grade
 - Decide on the makeup of the semi-finals teams and draw
 - Advise on rules / disputes / queries in respect to the draw.

2. Grades

2.1. Tabulation of Weights and Grades

All correct ages, birth dates, weights and photo must be entered on the 'Player Identification Sheet' provided by the WCJR: all ages as at 1st January. The grading list shall be set each year by the WCJR.

2.2. Weight and Ages for 2010

Age taken as at 1st of January

6th grade: 5 years old and younger open weight

7th grade: 6 years old open weight

8th grade: 7 years old under 35kg and 8 years old under 25 kg

9th grade: 7 years open weight, 8 years old under 40kg , 9 years old under 30 kg

10th grade: 8 years old open weight, 9 years old under 45 kg, 10 years old under 35 kg

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

12th grade: 10 years old open weight, 11 years old under 60 kg, 12 years old under 45 kg

13th grade: 11 years old open weight, 12 years old under 70 kg, 13 years old under 60 kg

Aaron Hopa Trophy: 11 years old open weight, 12 years old under 65 kg, no high school players, 4 dispensations with only 2 players on field, players must be from own club; if teams cannot meet these conditions they forfeit to the next eligible team.

2.3. Dispensations

- (i) All dispensations to the table of weights are at the discretion of the WCJR Weigh In committee and their decision is final. Photos shall be an accurate representation of the player at weigh in. Proof of date of birth must be provided.
- (ii) The Coach will be issued with a slip signed by the convenor and one other of the Weigh in Committee (WIC) for any player allowed a dispensation.
- (iii) Coach/Manager of the dispensated players are to approach the opposition Coach / Manager with player profiles to identify those players in the team who are dispensated, and to notify how many dispensated players there are in the team.
- (iv) All dispensated players must wear a fluorescent arm band, on the left arm while they are present within the 'playing enclosure'.

Dispensation Arm Bands will be provided by the WCJRB but may be on-charged to clubs at cost.

- (v) For the 6th to 12th Grades:

- No more than four (4) players who have been granted a dispensation may play in one team at any one time, or otherwise decided by the Weigh in Committee.
- Only two dispensated players can take the field at any one time.

- (vi) For the 13th Grade:

- Maximum 5 dispensated players per team (including high school dispensations)
- Up to 3 dispensated players on the field at any one time
- 13 years olds in Year 8 at school – may be eligible for dispensation
- 13 years olds in Year 9 at school are only eligible for dispensation under the following special circumstances at the discretion of the Weigh-in Committee:

- Weigh 10 kg less than the applicable corresponding weight of a player 12 months younger (i.e. 65 kg for 13th Grade / 35 kg for 12th Grade) and there is no rugby team at his / her school to play in
 - A letter from the player's school must verify no team is available to play for.
- (vii) Any dispensation may be revoked by the WCJR at any time. A dispensated player who makes or has previously played in a representative team may have their dispensation revoked.
- (viii) The following teams constitute representative teams: Gwynne Shield, Bowers Cup, Goldfields and Roller Mills
- (ix) Players shall play in the team they are graded for until their dispensation is granted. If there is no team for them to play in, a temporary dispensation may be granted until a decision is made by the Weigh in Committee.
- (x) No dispensated player may, from the penalty taps or free kicks or No.8, receive a ball from the 1st pass and take it up at pace. Taking up in general play accepted.
- (xi) In the 11th to 13th Grades teams that become non-competition due to many dispensations should have these restrictions placed on them for safety reasons:
- No pushing in scrums
 - Rule 2.3.(x) should be applied.
- (xii) Guidelines for consideration when deciding on dispensations:
- Age (in relation to the grade concerned)
 - Weight (in relation to the grade concerned)
 - Playing ability of player – eg. representative honours, number of years playing
 - Number of players in team

3. Entering a Team

3.1. Weigh-In

- (i) Every player must be weighed in by a member of the Weigh in Committee, or other such person recognised by the WCJR.
- (ii) The weight, in kilograms, is to be recorded on a Player Identification Sheet. It is the responsibility of the Club to ensure that all other details on the sheet are correct i.e. name, address, date of birth, age and photo.
- (iii) Photos to be accurate - refer rule 2.3.(i)
- (iv) No player can play for a team until they have been officially weighed in and graded.
- (v) Proof of birth date is required.
- (vi) All new players from the 2008 season onwards are to have a photocopy of birth date verification attached to their player ID sheet. Any current players requiring a new players ID sheet will also need to meet this requirement.
- (vii) A player must only weigh in and be graded at one club per season, but may transfer between clubs.
- (viii) Any players weighed in within 4 weeks of the semi-finals cannot play in the semi-final / finals series

3.2. Grading

All Player Identification Sheets will have the grade the player is to play in entered onto it by a member of the Weigh in Committee at the time of weigh in, or other such person recognised by the WCJR at the time of weigh in.

3.3. Team Lists

- (i) On receipt of the graded player I.D. sheets, each Club will form teams, based on the grade indicated on the sheets.
- (ii) Once a team is formed, a team list is to be prepared.
- (iii) The team list is to be in alphabetical order – or the jersey number in which the player is wearing giving full name, age as at 1st January and weight as per the weight listed on player I.D. sheet onto the “WCJR Team List” spreadsheet.
- (iv) Copies of team lists shall be sent to WCJR Secretary no later than the date stated by the WCJR committee.
- (v) **If the team lists are not in for every team by the required date, then that club will forfeit any points it may earn in the first games and further, any games beyond the start of competition if the team lists are not produced. This will be considered a forfeit of the game and the points will be awarded to the opposing team.**
- (vi) The Weigh In Committee will check team lists and send back an initialled team sheet, which shall be kept in the front of the player ID folder – with the player identification sheets in the same order as the list.
- (vii) The Weigh in Committee will then notify the Draws Convenor of that team’s eligibility to play in the competition.
- (viii) Any new players once weighed in must be added to the bottom of the appropriate team list and initialled by a member of the Weigh in Committee before being eligible to play.

- (ix) Any additions to team lists shall be notified by the Club to the Weigh In Convenor.
- (x) Once team lists have been supplied to the WCJR no players may change teams unless the club seeks approval, in writing from the Weigh-in Convenor to allow a player to change teams.
- (xi) Each Club is to supply details of Coaches and Managers for each team entered on the “WCJR Team List” spreadsheet.
- (xii) Any Club entering more than one team into the same grade should select teams of comparable ability.
- (xiii) Every tackle team in the WCJR competition grades must have an associate referee with a current referee card as proof – or forfeit the game.
- (xiv) Every tackle team in the WCJR competition grades must have two coaches that have completed the relevant WRU Small Blacks coaching course listed on the team list in the front of the team folder.
- (xv) Every non tackle team in the WCJR non-competition grades must have one coach that has completed the relevant WRU Small Blacks coaching course listed on the team sheet in the front of the team folder.

3.4. Registration Fees

Clubs must pay registration fees as set by the WCJR. Such fees are set annually at the start of each season on a per team rate.

3.5. Club Directory

Each Club will provide a copy of their Club Directory to the Secretary of the WCJR. The directory is to include the names and phone numbers of their Chairperson, Secretary, Treasurer, Club Captain, Team Coaches, Managers, and Delegates to the WCJR.

4. Rules and Regulations

4.1. Season Dates

- (i) The WCJR season will finish by the last weekend of August each season.
- (ii) The WCJR 10-Aside tournament will be held on a date decided upon by the WCJR committee each season.

4.2. Championships Points

- (i) All coaches/managers of all grades must check each others team folders before the game commences i.e. check:
 - that the **full** team list in the front of the folder from the Weigh in Committee is initialled.
 - that the player identification sheet must have a current photo, Date of Birth, graded and signed off by the Weigh-In Committee.
- (ii) **A team may lose points because of the following by their actions:**
 - If any of the above is missing for the 13th, 12th or 11th grades, this constitutes a default of the game by the offending team and points (4 points) are awarded to the non-offending team.
- (iii) If any Coach/Manager of a team identifies any player irregularity after the game has commenced, no team shall receive the points – until the dispute has been settled.
- (iv) If a team is playing unregistered players; the points shall be awarded to the opposing team.
- (v) The Weigh-In Committee has the right to check team folders – before, during, or after a game.
- (vi) If any irregularity is discovered, the Weigh-In Committee may award the points to the non offending team.
- (vii) The winning team shall be awarded four (4) points; in the event of a drawn result, both teams to receive two (2) points each. One point is awarded to the losing team if within seven (7) points of the winner.

4.3. Semi-finals

- (i) Any players weighed in within 4 weeks of the semi-finals cannot play in the semi-final / finals series
- (ii) If at the end of the game it is a draw, an extra ten (10) minutes shall be played; (five (5) minutes each way) if the score is still drawn the winner will be the team that scored last. If there were no points scored for any reason the winner will be decided by the toss of a coin.

4.4. Finals

If at the end of the game it is a draw, an extra ten (10) minutes shall be played; (five (5) minutes each way). If the score is still drawn both teams shall be declared joint winners.

4.5. Defaults

- (i) The minimum number of players required by a team to contest a game is as follows:
 - 13th, 12th and 11th Grades : 13 players
 - 10th, 9th, 8th Grades: 7 players
 - 7th and 6th Grades: 4 players

- (ii) Below this number a team must default, however in the event of a default a friendly game may be played with the consent of both Coaches. Both coaches must sign each other's team book with the words "WON BY DEFAULT" (or) "LOST BY DEFAULT".
- (iii) Teams should be made up of even numbers.
- (iv) When playing reduced numbers, teams must follow NZRFU Domestic Safety Laws.
- (v) **If a Coach has to default a game, that Coach must:**
 - Contact the opposing Coach or Manager
 - Contact the Convenor of the Draws Committee
- (vi) The time allowed for the arrival after the starting time is seven minutes only. If any later the team must default. Time lost is to be taken off the first half, unless there is no game on the ground to take place after completion of the delayed game, and then full time may be played.
- (vii) If the Draws Convenor is informed early enough an alternative game may be arranged with a team that has a bye, thus giving two teams a game instead of three teams not playing. There is nothing more frustrating for a coach or parent or player to arrive at a ground only to find the other team has defaulted. Please be considerate.
- (viii) Any team that defaults three (3) times within a season can be removed from the competition at the discretion of the WCJR Executive Committee.

4.6. Interchange of Players

Where Clubs/Schools have more than one team entered in the competition - or in the same grade, there can be no interchange of players between the teams once the competition has started. Each team remains a separate identity throughout the competition. However, in the event of any team losing a number of players through sickness or injury, or a team is disbanded, and players need to change teams, then contact must be made with the Weigh In Convenor for approval. The leaving of messages on voice mail or fax does not constitute approval.

4.7. Competition Grade Uniforms

All jerseys worn by players in the competition grades are to be numbered in the usual manner to assist with player identification by coaches and managers and referees. This jersey number must be the same number as listed in the team sheet. Numbers 1-22 should be used with reserves being Number 16 onwards.

This rule applies to 13th, 12th and 11th Grades.

4.8. Footwear

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

4.9. Mouthguards

Mouthguards **MUST** be worn at all times while on the field of play. Players will be sent off for not wearing mouthguards. They can return to play only if wearing a mouthguard or can be replaced by a player wearing a mouthguard

4.10. Permission to Travel

Clubs must request the WCJR permission to travel outside the boundaries of the normal Saturday venues.

4.11. Player Identification Sheets

- (i) Blank copies of these sheets can be found on the WCJR website. All details must be completed and date of birth details must be verified by a WCJR weigh in committee member prior to a player commencing play. Details as listed in Rule 3 must then be followed
- (ii) Coaches shall have the folder with all Player Identification Sheets in and Team List at all games and SHALL produce for sighting if requested by the opposition coach/manager or referee. Failure to produce the player identification sheets results in an automatic default of the game. Failure to produce player identification sheets on the second occasion will result in that team being removed from the WCJR competition. Any complaints regarding player identification sheets shall be forwarded in writing to the Secretary and a copy to the Weigh in Convenor within three days of the game being played.

4.12. Coach/Manager Identification Sheets

- (i) A coach/manager identification sheet is to be placed at the back of the team folder.
- (ii) This is to have the following information:
 - Name
 - Contact phone number
 - Current photo
 - NZRU Small Blacks Coach ID number
 - Record of Small Black coaching courses attended
 - Expiry date
 - Record of NZRU Associate Referee courses attended

The following rules are to be enforced by referees/coaches and adhered to with no exceptions:

4.13. Scrum Rules

All grades – Opposing halfback cannot pass the centre line of scrum, while the ball is still in the scrum.

4.14. WCJR Rules for 6th Grade Only

- (i) There are to be no lineouts or scrums for the 6th grade.
- (ii) If the ball goes into touch the game is restarted with a tap and pass by the nonoffending team
- (iii) If the ball is knocked on or thrown forward whoever picks up the ball from either team shall carry on play.

4.15. 4.12 WCJR Rules for 6th and 7th Grades

- (i) Offside retiring distance is 5 metres.
- (ii) NO FENDING allowed.

4.16. WCJR Rules for 8th Grade

Players will revert to playing tackle rugby the first week after the 10-Aside tournament

The WCJR Committee has set down the above rules.

4.17. 6th Grade WCJR/NZRU playing rules

The 6th Grade is a Non Competition Grade and played in accordance with the rules of Ripra Rugby (for more details see Section 10).

Ball Size: Size 2½

Field Size: Half full field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

- Time played can be less if coaches agree

Team Numbers: 7 a side (maximum)

- Games must proceed with even numbers
- 3 players or less means a default

Substitutions: Rolling

- All players should play half a game

Footwear: Regulation rugby boots or sandshoes (soft soled)

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: None

Restarts: Free pass by non scoring side

- rotated through players

Tackles: - By ripping a ribbon from the belt of the ball carrier, the ripper stops, holds the flag above their head and shouts 'RIP!'

- When a rip is made, the ball carrier must pass the ball immediately (within three strides)
- After 6 rips, the ball must be handed over to opposition
- No fending allowed
- No guarding or shielding of ribbons by the ball carrier

Offside – Defenders must be back 5 metres from a free pass

- When a rip is made, all the ripper's team must get back until they are behind where the rip is made
- When offside occurs and advantage can not be played, a free pass is awarded

Kicking: None in general play

Scrum: None

- Free pass by non offending side

Lineouts: None

- Free pass by non offending side

Penalties: Free pass by non offending side

- Awarded if the ball carrier goes to ground or a player dives on the ball

Assoc Referee: Not Required

Referring - Shout, 'PASS' when a rip is made

- Blow the whistle only to stop play
- Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team
- Calling 'advantage' followed by 'play on' where possible

4.18. 7th Grade WCJR/NZRU playing rules

The 7th Grade is a Non Competition Grade and played in accordance with the rules of Ripa Rugby (for more details see Section 10).

Ball Size: Size 2½

Field Size: Half full field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

- Time played can be less if coaches agree

Team Numbers: 7 a side (maximum)

- Games must proceed with even numbers
- 3 players or less means a default

Substitutions: Rolling

- All players should play half a game

Footwear: Regulation rugby boots or sandshoes (soft soled)

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: None

Restarts: Free pass by non scoring side

- rotated through players

Tackles: - By ripping a ribbon from the belt of the ball carrier, the ripper stops, holds the flag above their head and shouts 'RIP!'

- When a rip is made, the ball carrier must pass the ball immediately (within three strides)
- After 6 rips, the ball must be handed over to opposition
- No fending allowed
- No guarding or shielding of ribbons by the ball carrier

Offside – Defenders must be back 5 metres from a free pass

- When a rip is made, all the ripper's team must get back until they are behind where the rip is made
- When offside occurs and advantage can not be played, a free pass is awarded

Kicking: None in general play

Scrum: None

- Free pass by non offending side

Lineouts: None

- Free pass by non offending side

Penalties: Free pass by non offending side

- Awarded if the ball carrier goes to ground or a player dives on the ball

Assoc Referee: Not Required

Referring - Shout, 'PASS' when a rip is made

- Blow the whistle only to stop play
- Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team
- Calling 'advantage' followed by 'play on' where possible

4.19. 8th Grade WCJR/NZRU playing rules

The 8th Grade is a Non Competition Grade

Ball Size: Size 3

Field Size: Half full field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- 6 players or less means a default

Substitutions: Rolling

- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: Drop kick or punt taken from in front of posts

- No points

Restarts: Tap and pass by non scoring side

- rotated through players

Kicking: Discouraged

Scrum: 5 man scrums

- No contest or pushing

Lineouts: 5 man lineouts

- Not contested & no lifting

Penalties: Tap and pass by non offending side

Tackles: Players to progress from two handed touch to tackle.

- Change over to tackle after a four week period from the start of the season
- Tackles must be below the nipple.
- When playing two handed touch, a support player is to rip & pass or the ball carrier goes to ground & places the ball – to be then passed by a team mate.

Fending: Must be below shoulder level i.e. no fending to the head

- No Fending allowed if two handed touch.

Assoc Referee: Required

- If none, no tackling

4.20. 9th Grade WCJR/NZRU playing rules

The 9th Grade is a Non Competition Grade

Ball Size: Size 3

Field Size: Half full field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- 6 players or less means a default

Substitutions: Rolling

- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: Drop kick or punt taken from in front of posts

- No points

Restarts: Punt or drop kick by scoring side

- rotated through players

Kicking: Discouraged

Scrum: 5 man scrums

- No contest or pushing

Lineouts: 5 man lineouts

- Not contested & no lifting

Penalties: Tap and pass by non offending side

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head

Assoc Referee: Required

- If none, no tackling

4.21. 10th Grade WCJR/NZRU playing rules

The 10th Grade is a Non Competition Grade

Ball Size: Size 3

Field Size: Half full field

- Play goal to 10 metres (across field)
- Portable posts recommended

Time: 20 minutes each way (including all stoppages)

Team Numbers: 10 a side (maximum)

- Games must proceed with even numbers
- 6 players or less means a default

Substitutions: Rolling

- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest

Conversions: Drop kick or punt taken from in front of posts

- No points

Restarts: Punt or drop kick by scoring side

- rotated through players

Kicking: Discouraged

Scrum: 5 man scrums

- No contest or pushing

Lineouts: 5 man lineouts

- Not contested & no lifting

Penalties: Tap and pass by non offending side

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head

Assoc Referee: Required

- If none, no tackling

4.22. 11th Grade NZRU playing rules

The 11th Grade is a Competition Grade

Ball Size: Size 3

Field Size: Full field

Time: 25 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers *
- 12 players or less means a default

Substitutions: Rolling

- Substitutes can only be made during stoppage of play
- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest (at coaches' discretion)

Conversions: 2 points

- Not to be taken further out than the 15m line

Restarts: Normal as per NZRU U19 rules

Kicking: Yes

Scrum: 8 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- No Contest or Pushing
- Number 8 is allowed to run off the back of a scrum provided they are not a dispensated player

Lineouts: Lineouts will be contested

- No lifting

Penalties: Normal as per NZRU U19 rules

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head

Assoc Referee: Required

- If none, no tackling

* *Even numbers:*

Teams must start with 13 or more players – other team must match up the numbers.

If players turn up late, the team numbers can be increased evenly.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury, the team winning at the time wins. If any of the reductions were due to suspension, the team loses the match.

4.23. 12th Grade NZRU playing rules

The 12th Grade is a Competition Grade

Ball Size: Size 4

Field Size: Full field

Time: 25 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers *
- 12 players or less means a default

Substitutions: Rolling

- Substitutes can only be made during stoppage of play
- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest (at coaches' discretion)

Conversions: 2 points

- Not to be taken further out than the 15m line

Restarts: Normal as per NZRU U19 rules

Kicking: Yes

Scrum: 8 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- Contested scrums
- Push is limited to half a metre maximum

Lineouts: Lineouts will be contested

- No lifting

Penalties: Normal as per NZRU U19 rules

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head

Assoc Referee: Required

- If none, no tackling and no contested scrums

* *Even numbers:*

Teams must start with 13 or more players – other team must match up the numbers.

If players turn up late, the team numbers can be increased evenly.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury, the team winning at the time wins. If any of the reductions were due to suspension, the team loses the match.

4.24. 13th Grade WCJR/NZRU playing rules

The 13th Grade is a Competition Grade

Ball Size: Size 4

Field Size: Full field

Time: 25 minutes each way (including all stoppages)

Team Numbers: 15 a side (maximum)

- Games must proceed with even numbers *
- 12 players or less means a default

Substitutions: Rolling

- Substitutes only can be made during stoppage of play
- All players should play half a game

Footwear: Regulation rugby boots

Tries: 5 points

- If blowouts are occurring (30 + points by halftime) mix and match players to gain even contest (at coaches' discretion)

Conversions: 2 points

- Not to be taken further out than the 15m line

Restarts: Normal as per NZRU U19 rules

Kicking: Yes

Scrum: 8 man scrums

- (or equal numbers due to injuries / suspensions)
- (7 forwards – no number 8, 6 forwards – no flankers)
- Contested scrums
- Push is limited to half a metre maximum

Lineouts: Lineouts will be contested

- No lifting

Penalties: Normal as per NZRU U19 rules

Tackles: Must be below the nipple

Fending: Must be below shoulder level i.e. no fending to the head

Assoc Referee: Required

- If none, no tackling and no contested scrums

* *Even numbers:*

Teams must start with 13 or more players – other team must match up the numbers.

If players turn up late, the team numbers can be increased evenly.

Any reduction in the number due to injury must be matched by the opposing team

Any reduction in the number due to suspension does not need to be matched.

If a team gets down to 12 players, the game must stop. If the reductions were due to injury, the team winning at the time wins. If any of the reductions were due to suspension, the team loses the match.

5. Notes for Coaches

5.1. Spirit of the Game

Coaches must endeavour to promote, encourage and foster a healthy and constructive attitude to and in-the game of rugby. It should always be remembered that you are there to organise, teach skills and tactics and to encourage the players. The players play the actual game not you as parents or supporters.

REMEMBER - THE WAY YOU PLAY THE GAME SHOWS PART OF YOUR CHARACTER. THE WAY YOU LOSE SHOWS ALL OF IT!!!

5.2. Hours of Coaching

The day and time will vary from Club to Club. However, it should be remembered that the maximum training time is 90 minutes once a week.

5.3. Conduct

It is the Coach and Managers responsibility to ensure a good standard of conduct from all team members and supporters before, during and after the game. Illegal and foul tactics should be dealt with immediately. Swearing and offensive language will not be tolerated.

5.4. Referees

Official Referees will be provided **where possible** in competition grades only.

All competition grade teams must have an associate referee with a current valid referee card. Every tackle team in the WCJR competition grades must have two coaches that have completed the relevant WRU Small Blacks coaching course listed on the team list in the front of the team folder.

Every non tackle team in the WCJR non-competition grades must have one coach that has completed the relevant WRU Small Blacks coaching course listed on the team sheet in the front of the team folder.

If no associate referee is available, then the game will be forfeited – to the advantage of the team with their associate referee in attendance.

Should neither team have an associate referee then the game is forfeited, and neither team is awarded points. Refer rule 3.3 (xiii). **THE GAME CAN THEN ONLY BE PLAYED WITH TWO HANDED TOUCH. THERE WILL BE NO TACKLING & NO CONTESTED SCRUMS.**

Referees are the sole judge of the game.

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

Referees will be encouraged to use the sin bin for foul and/or dangerous play. Players to stay in the sin bin for a maximum of three (3) minutes. The name of the player sent to the sin bin, or ordered off, is to be recorded on the team sheet.

Any player sent to the sin bin, or ordered off, three times in a season will be required, with their Coach, to appear before the WCJR Judicial Committee.

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

5.5. Results Sheets

One results sheet is required per competition grade per game.

Books of results sheets are available through your Club Delegates.

When filling out your results sheet please ensure the following is observed:

- Use team's full name and put players in surname alphabetical order (the same order as the registered team sheet). Coaches are to add the jersey number next to the player's name.
- Use opposition's full name
- State correct date, ground, time
- Show results clearly. Home team to be listed first
- Obtain referees OR coaches' signature on results sheet – after the game

Failure to do so will result in rejection of the team sheet.

A coach has the right not to sign the team sheet after the game if there are any disputes arising during the game which may affect the result of the game. In this event, the coach must advise the Club Delegate of the dispute, so this can be put in writing to the WCJR Secretary AND Weigh In Convenor – within 3 days of the game being played.

5.6. Disputes

All disputes must be in writing and shall be forwarded in writing to the Secretary and a copy to the Weigh In Convenor within three days of the game being played, and a copy handed to the Club Delegate for presenting at a WCJR Meeting. Any disputes regardless of their nature will be heard by the WCJR. If all Clubs, Coaches and Managers play the game and do their jobs, the number of genuine disputes should be minimal. At any inquiry or appeal conducted by the Judicial Committee, no person shall sit as a member thereof in the determination of any matter in which he/she has an interest greater than any other of the committee (eg. in the eventuality of a player from a members Club appearing before the Board).

If a Coach has reason to believe that the opposing team is infringing the rules, he should make this complaint known to the opposing Coach. Generally the matter can be solved; however, if no agreement to the problem is reached the coach must, on being sure of his/her facts, inform in writing to the Club delegate who will bring the matter up before the WCJR, whose decision will be final.

5.7. Disciplinary Procedures

The WCJR, in conjunction with the Waikato Rugby Union, will form a disciplinary procedure for its competition. This procedure would cover all people involved in the game (players, coaches, parents) and would resolve issues that occur during the season.

Players of concern – any player sent off and / or repeated yellow card offences will have to face a hearing into their conduct.

6. Draws and Results

Draws and results are the lifeblood of Junior Rugby; without them the whole system would break down.

6.1. Draws

The official draw will be the draw posted on the WCJR website. The draw also appears in Thursday night's edition of the Waikato Times. While every endeavour is made to be fair to all teams in each grade - in respect to home grounds and travelling, it must be accepted that factors such as ground availability, referees, early start times and ground conditions all dictate the time and venue of games. The Waikato Central Junior Rugby Website (www.wcjr.org.nz) shall be the official and authoritative depository for all draws. In event of any late changes been made due to unforeseen reasons, the affected clubs or teams shall be contacted if this situation shall arise.

With the draw been require to be submitted to the Waikato Times for Thursday publishing by Tuesday morning, it is often too late to have changes made prior to printing.

6.2. Travelling

All home games will be played at Clubs home grounds.

6.3. Cancellations

Cancellations of games due to weather or ground conditions are announced on local radio stations from 7am on Saturdays. (Usually found on 98.6ZHFm) If the parks closed where you are playing, then the game is off.

6.4. Results

It is the club's responsibility to ensure competition grade results are submitted in two forms:

- (i) Competition Grade results shall be submitted electronically/verbally to the Draws Convenor or the Web Master within 48 hours of the completion of the game. This should be done preferably by email, or alternatively by an SMS text, or by a phone call.
- (ii) The competition grade team sheets also must be delivered to the Weigh-In Convenor within two weeks of the completion of the game and must clearly show the results of the game. Team sheets are checked for unregistered players, irregularities can lead to the loss of competition points.

Delays in the submission of results in either of the two forms defined above can lead to the forfeiture of competition points.

6.5. Fines

If a team defaults and does not inform the Draws Convenor or opposing Coach a fine of \$10 will be imposed. If sheets are not in within 2 weeks of games a fine of \$10 will be imposed, per team sheet.

7. How the System Works

7.1. System Information

For each competition game, a team sheet is filled in. At the conclusion of the game the result is to be clearly shown on the bottom of the team sheet. The referee or the opposing Coach who signs it correct verifies this result. The team sheet is passed to the Club delegate responsible for sending in the results to the WCJR. The teams sheets are passed on to the Weigh In Convenor who checks the names of the players and any irregularities, and are then passed to the Draws Convenor to record the results.

RESULT SHEETS MUST BE IN WITHIN TWO WEEKS OR POINTS WILL BE DEDUCTED.

The Committee goes to a great deal of trouble to ensure every team is legal and playing the game.

8. 10-Aside Tournament

8.1. 10-Aside Tournament Rules

Rules of play are as per NZRFU small black rules with the following Inclusions / alterations:

- (i) 13th – 8th grade teams to play ten a side with unlimited reserves, 7th & 6th grade teams to play seven a side with unlimited reserves.
- (ii) Maximum of 2 dispensated players per team
- (iii) Clubs with more than one team per grade must enter one team per team list per grade, before a composite team can be entered, players are not permitted to be interchanged from team to team. Reserves are not to be interchanged between teams either.
- (iv) Playing time is 10 minutes each way, with 1 minute for half time
ALL GAMES START AND STOP AT THE SOUND OF THE HOOTER.
This also includes the stop for half time and the restart after half time.
Play **DOES NOT** continue after the hooter has sounded for the end of the first half or at the end of the game. If any points are scored after the hooter for half or full time has sounded, they will be disallowed. If a game starts late, that game still follows the rules and plays to the hooter. There is a 2-minute default time.
- (v) 6th and 7th Grades – playing under the Rippa Rugby rules
- (vi) **Lineouts** - four man (except 6th grades) formed in the case of the ball going out of play. 13th – 11th grades can be contested, 10th – 8th not contested win own ball.
- (vii) **Scrum**s - Players put ball in, five man scrums. 11th – 8th grades no pushing in scrums, 13th – 11th grades contested scrums, push is limited to half a metre maximum.
- (viii) **Kick Offs** - 13th, 12th, and 11th Grades – drop kick. 10th and 9th grade. Punt or drop kick by scoring side. Kick-offs to be rotated through all players. 8th – All tap and pass. Kick offs to be rotated through all players.
- (ix) **Balls** - Teams to supply own balls. Size as per NZRFU rules.
- (x) **Touch Judges** - All teams to supply touch judges.
- (xi) **Referees** - 10th – 6th Coaches to referee games; independent referees for finals.
- (xii) **ALL REFERESS DECISIONS ARE FINAL.**
- (xiii) In the event of a draw in non-final rounds in all grades, last team to score wins. If score is nil all, winner shall be decided by the toss of a coin. In the event of a draw in a Championship or Plate final, the game will be a tied result.
- (xiv) Any player ordered off is automatically out of the Tournament. That Team will remain with reduced player numbers for the remainder of the game.
- (xv) Any disputes are to be handled by the Disputes Committee (Chairperson WCJR, Weigh in convenor. Vice-Chairperson WCJR or Secretary WCJR) Club Captain or one Club Delegate ONLY to bring dispute to Committee.
- (xvi) No stoppages for injury, unless life threatening. Substitutes can be made for injury at any time.
- (xvii) Results of games to be handed to Draws administration by the coach/manager of the winning team – signed by both refs.
- (xviii) Spectators are to remain behind any ropes set up for the purpose of ground control.
- (xix) **ABIDE BY THE FAIR PLAY CODE.**

9. Representative Teams

9.1. Teams & Tournaments

The following representative teams represent the WCJR:

- The Hamilton Goldfields Team (U13/U45 kg's)
- The Hamilton Gold / Hamilton Black Bowers Cup Teams (U13/U45 kg's)
- The Hamilton Eagles Gwynne Shield Team (U13/U54kg's)
- The Hamilton Wasps Gwynne Shield Team (U13/U54kg's)
- The Hamilton Panthers Gwynne Shield Team(U13/54kg's)
- The Hamilton Tigers Gwynne Shield Team (U13/54kg's)

All players in the above teams must be registered NZRFU players, attending Primary or Intermediate Schools in the WCJR area. **NO Year 9 and above players accepted.**

9.2. Selection of Coaches, Managers & Players

Requests for written nominations for the positions of Coaches and Managers for all the representative teams (4 Gwynne Shield, 2 Bowers and 1 Goldfields) will be called for by the WCJR Representative Committee, who will select these people and then notify the WCJR at the next meeting.

Gwynne Shield

The WCJR Representative Committee organises the Gwynne Shield Teams on behalf of Hamilton JAB and call for the nomination of players who meet the following eligibility requirements:

- 12 yrs & under and not at High School
- Under 57 kg on trial day

Players must apply for the team in the area of the school they attend.

Panthers: Maeroa Intermediate, Raglan, Forest Lake, St Columbus, Frankton, Crawshaw, St Peters Chanel, Rotokauri, Whitiara

Tigers: Fairfield Int., Pukete, Hukanui, Te Rapa, Bankwood, Insoll Ave, Vardon, Puketaha, St Andrews

Wasps: Peachgrove, St Josephs, Newstead, Marion, Matangi, Knighton Rd, Southwell, Tamahere, Hamilton East, Tōku Māpihi Maurea

Eagles: Melville Int., Berkley Int., Glenview, Rukuhia, Hillcrest, Ham West, Deanwell, Koromatua, Richmond Park, Melville Primary

These nominations are then given to the selected Coach to organise a trial to select their team.

Goord Cup

The WCJR Representative Committee organises the Goord Cup Tournament for players of WCJR clubs who meet the following eligibility requirements:

- 12 yrs & under at January 1st and not at High School
- Under 45kg on trial day

This Tournament is divided into four areas:

Northern Blues: (Te Rapa, Eastern Suburbs, Ngaruawahia, Taupiri, Huntly)

Southern Reds: (Melville, Frankton, Te Kōwhai)

Western Greens: (Raglan, Fraser Tech, Ham Old Boys)

Eastern Whites: (Marist, Southwell, Varsity Taiohi)

It is the responsibility of the clubs associated with each team to organise the following:

- Coach
- Nomination of players
- Selection of team

This team can then be entered into the Goord Cup tournament.

Bowers Cup

The Goord Cup Tournament is used by the two WCJR Bowers Cup Coaches to select their teams under the following criteria:

- 12 yrs & under at January 1st and not at High School
- Under 45kg on trial day

The two Bowers Cup teams are selected from the following teams:

Hamilton Gold: Northern Blues & Eastern Whites

Hamilton Black: Southern Reds & Western Greens

Goldfields

The Goldfields Coach can select players for this team from the following:

- 4 Gwynne Shield Teams
- 2 Bowers Cup Teams
- Any registered club player

Players are to meet the following criteria:

- 12 yrs & under at January 1st and not at High School
- Under 45kg on trial day

Goldfields selection – approx. 50 players to be selected / nominated from Gwynne Shield and Bowers teams, a trial game to be played to select A and B squads.

- Coach / selectors of Goldfields A squad have the first choice of 22 players
- If a player in the A squad is injured or withdraws, a replacement player can be selected from the B squad if required
- All players must have filled out a NZRU player registration form

9.3. Fixtures

All fixtures times, dates, venues and method of travel will be advised by WCJR, once known.

9.4. Gear

The WCJR will supply a tracksuit, a jersey and socks for each representative team.

Players are required to supply their own boots and shorts.

Coaches and Managers are responsible for ensuring the gear is well looked after and no article is lost.

A ball of good quality will be provided for match play, and 3 or 4 practise balls.
Black shorts are to be worn when playing in Gwynne Shield, Bowers Cup and Goldfields Tournaments.

9.5. Goord Cup Points

- Win is 4 points
- Draw 2
- 1 point for the loosing team if within 7 points of the winning team
- 1 point for four or more tries.

In the event of two teams finishing on the same points, the Goord Cup winner would be the team that won the competition game between the two teams.

9.6. Precedence of Games

Club games are to take precedence over any game for any representative team under the control of the WRU.

9.7. Endurance Test Policy

The use of beep tests or any other tests for any player under 13, in teams under the control of the WCJR, is banned and the coach will lose their position.

9.8. Weight for Trials

- Gwynne Shield: - less than 57kg on the day of the trial.
- Goord Cup: - less than 45kg on day of trial.
- Bowers: - less than 45kg on day of trial.
- Goldfields: - less than 45kg on day of trial.

9.9. Rep Team Fees

Player Rep fees must be paid up in full before opening day of the tournament. If not, the player must not be allowed to represent these teams.

9.10. Team Eligibility

Players selected in Gwynne Shield teams and training squads are not eligible to be selected in Goord Cup teams.

10. Rippa Rugby Rules

10.1. STARTING PLAY

One team start/restarts the match from the centre of the field with a free pass.

When a try is scored, the non-scoring team starts at the centre of the field with a free pass.

10.2. FREE PASS

To make a free pass, the player taking the pass starts with the ball in two hands. When the referee calls "Play", the player passes the ball backwards to a member of their own team.

The opposition team must remain five metres back from the free pass. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.

A free pass is also used to restart play on any turnover of possession, or at any other time that play has halted and needs to be restarted.

If the ball is carried out of the field of play, the game is restarted with a free pass to the non-offending side. Free passes cannot take place less than five metres from the try line. The free pass is taken from the point where the ball went out.

A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as a forward pass, an offside or for not returning the flag to the ball carrier.

10.3. RIPPING (TACKLE)

To complete a 'rip' one of the two flags from the ball carriers belt must be removed. The only person who can be ripped is the ball carrier.

The ripper stops, holds the flag above their head and shouts "RIP!"

The ball carrier must then pass the ball immediately (within three strides is a good guideline). He or she does not have to stop, return to the mark or roll the ball between their legs.

Remember, six rips in a row leads to a turnover in possession.

After the ball carrier has passed the ball the ripper must hand the flag back to the player who then reattaches it to their belt before they rejoin play.

If either of these players doesn't adhere to this, they will be penalized and a free pass awarded against them at the place of the infringement.

10.4. KNOCK ON

When a player knocks the ball to the ground towards the opponents' try line, a free pass is awarded to the non-offending team unless an advantage can be played.

10.5. OFFSIDE

Offside only occurs at the rip. When a rip is made, all players from the ripper's team must get back until they are behind where the rip was made. Failure to do so results in possession changing to the opposition team and the game resumes with a free pass.

If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

10.6. PASSING THE BALL

The game has been designed to encourage passing. The ball can only be passed in a sideways or backwards direction. There are no forward passes and it cannot be handed to another player.

A free pass to the opposition will be the result of either occurring.

10.7. KICKING

There is no kicking of any kind in Rippa Rugby.

10.8. ADVANTAGE

Not stopping the game when an infringement happens is called 'advantage'.

Referees should play 'advantage' to the non-offending team if there is any chance that they may get the ball.

The referee should call 'advantage' followed by 'play on'. If no advantage occurs play restarts with a free pass.

10.9. GOING TO GROUND

If the ball carrier goes to ground or a player dives on the ball, a free pass is awarded to the opposition. Players can dive for a try or dive on the ball for a try.

10.10. Full details of Rippa Rugby Rules

Full details of the Rippa Rugby Rules are located at the NZRugby website: www.nzrugby.co.nz.