

## 2018 NORTH HARBOUR JUNIOR CLUB RUGBY RULES

Welcome to North Harbour Junior Rugby for the 2018 season.

For many of you this is one in a number of years of involvement, for others it is the first of hopefully many.

Whether you are a player, coach, manager, parent, teacher, committee member or keen supporter you are all a part of the North Harbour Rugby community of which Junior Rugby is the foundation.

Community rugby is about family, fun and friendship and is only made possible by the hard work and dedication of many volunteers like you. Thank you for your commitment to our national game and enjoy the season.

## NORTH HARBOUR JUNIOR RUGBY PHILOSOPHY

### “Everyone Enjoying Rugby”

In 2004 the New Zealand Rugby Union (NZRU) Community Rugby Plan declared its #1 priority to be “*establishing rugby as the first choice game for all New Zealand kids*”. To achieve this, the NZRU implemented the Small Blacks Development Model across New Zealand – a set of rules and guidelines on how rugby should be played for different ages to assist with the progressive development of the skills and knowledge required for all involved to enjoy the game.

Reflecting this is the North Harbour Junior Rugby Philosophy:

*“The purpose of North Harbour Junior Rugby is to give all players the opportunity to participate against others of a similar age and size and to assist in the progressive development of the necessary physical, social, emotional and mental skills as a foundation for enjoyment and continued participation in the game”.*

In 2017 North Harbour had 3420 Junior Club players spread across 240 teams from 11 clubs and in excess of 3750 Primary School players in 390 teams from 80 schools.

It is our goal to continue to provide the best possible framework for sustainable, long term participation and development for all those involved in Junior Rugby.

## JUNIOR RUGBY COMMITTEE

The North Harbour Rugby Union (NHRU) administers Junior Club Rugby in the North Harbour region through the following activities:

- The administration of Saturday morning draws.
- The administration of junior club rugby tournaments.
- The co-ordination of the registration process.
- Providing Player and Coaching development services.
- Providing Referee education advisory services.
- Administration of disciplinary matters
- Providing Junior Club administrative advisory services.
- Representing North Harbour junior rugby matters to NZRU and the Northern Region Unions.
- The funding of activities related to the overall administration of junior club rugby such as trophies, certificates, advertisement of overall promotion of junior club rugby and registrations.

Assisting the NHRU with the running of Junior Club Rugby is the Junior Rugby Committee (JRC). The JRC acts as an advisory body to the NHRU Council of Clubs (COC) on all matters relating to Junior Rugby (Under 13).

The JRC is comprised of:

- Five club representatives from the eleven junior clubs affiliated to the NHRU and a NHRU staff member.
- The Chairperson will represent junior rugby at the NHRU Council of Clubs meetings.

The JRC advises and assists the NHRU in:

- Developing a positive spirit for the sport across the differing entry level participants, which shall encompass players, coaches, referees, administrators, parents and supporters.
- Providing a progressive development of skills throughout the grades under the NZRU Community Rugby rules and guide lines.
- Building an environment of enjoyment of participation and skill development.
- Providing a team or grade structure under which the maximum number of players possible can enjoy the sport and gain skills appropriate to their age, weight and ability.
- Showing true regard for the opinions and concerns of all stakeholders in junior club rugby to ensure the sport is held in high regard particularly in delivery of the game.

To achieve the above responsibilities the JRC will deliver to the COC the following requirements through monthly meetings and administrative processes:

- To ensure that structured and organised rugby is promoted and made available to all junior players within the NHRU region.
- To ensure there is an appropriate balance of both participation and competition for all levels of Junior Rugby.
- The approval and monitoring of dispensations, cleared and special players in Junior Rugby.
- To ensure that all complaints and disciplinary matters within Junior Rugby are dealt with in accordance with NHRU Disciplinary procedures.
- To ensure that players are in their correct grades and that the clubs are adhering to the Weights and Ages chart.
- A review of each season's activities including recommendations with regard to the enhancement of Junior Rugby in the following year.
- Maintain channels of communication and build strong relationships with clubs and associated bodies for the distribution of information and satisfactory administration of junior club rugby.
- Assist the Union in the registration of all participants in junior club rugby.
- Organisation and management of junior club rugby tournaments.

## GUIDELINES FOR ALL GRADES

NHRU Junior Rugby is played in accordance with World Rugby & NZRU "Laws of the Game" incorporating the Small Blacks Development Model guidelines.

Regular Saturday Junior Club Rugby is run in a non-competition format, meaning that while individuals, teams and clubs may record tries, conversions, wins, losses and points tables, the Union does not collect and collate scores, keep tables or team placing.

Players and coaches should strive to win, however it is the responsibility of coaches, referees, parents and supporters to assist all players in developing the fundamental skills required to play the game safely, with enjoyment and in accordance with the Laws of the Game.

### Season Dates

- Commence Saturday 5 May with J1-J4 tournament finals day on Sunday 26 August. J5-J8 finish Saturday 18 August.
- No play on the middle Saturday of the July School Holidays and Queens Birthday Weekends.

### Registration

- All players must be registered each year.
- All new players must provide a copy of their birth certificate to the club at the time of registration. Clubs must maintain a copy of the certificate for their records and ensure that all new players have complied with this requirement before allowing players onto the field of play.

### Team Composition

- Players must be placed in their grade as per their eligibility on the Junior Grades Chart set for the season.
- Selection of teams based on merit or ability within grades is not permitted. Where Clubs have more than one team in a grade, Club Committees are to ensure teams are balanced and players new to rugby should be evenly distributed.
- Teams must start play with an equal number of players on the field.
- The number in a team squad including team and reserves should be minimised to allow maximum participation.

### Game Time

- Under NZRU Laws for Small Blacks Development Model, all players must play half a game which may consist of two quarters, to ensure development and understanding of the game is maximised and participation in a game is fairly distributed around the team squad.

### Score Blowouts

- In accordance with the Small Blacks Development Model guidelines, in the event that scores become one sided (defined by a halftime score differential of 35+ points), **both coaches must meet at half time and come to agreement as to how the issue can be addressed** to create a more even contest. (E.g. change dominant player positions, change dominant team tactics, rotate players, swap players between teams).

### Trainings

- As young players are often involved in a number of sports and at times multiple rugby teams, North Harbour Rugby Union recommends a maximum of 2 trainings of 1 hour duration per week across all rugby teams.

### Safety

Rugby Union is a sport which involves physical contact and any sport involving physical contact has inherent dangers. It is important that players can enjoy the game and play in the spirit with which the game is intended.

- All players must wear mouthguards.
- Should a player be injured, play must be stopped immediately and the player attended to.
- Players on the field who are injured in any way that results in bleeding must be immediately removed. A substitute can be played while they are being attended to – blood nose, etc. Jerseys should be changed and the injury attended to and cleaned properly.

- Open cuts or wounds must have a protective cover over them while the player is on the field.
- Players who receive slight head injuries must be checked properly – if in doubt remove the player from the field.
- Should a player suffer concussion he/she must be attended to properly and is not allowed to play for the following three weeks.
- Coaches and parents must not put the player's health at risk in any game.
- It is advisable for players of all grades to warm up before the start of a game.

## 2018 JUNIOR GRADES CHART

Grade	Year Born	Age at Jan 1 <sup>st</sup>	Weight not to exceed (Kg) as at May 1 <sup>st</sup>	Specials
J1	2006	11	Open	Over 70kg
	2005	12		
J2	2007	10	Open	Over 60kg
	2006	11	48	
	2005	12	43	
J3	2008	9	Open	Over 55kg
	2007	10	43	
	2006	11	38	
J4	2009	8	Open	Over 50kg
	2008	9	38	
	2007	10	33	
J5	2010	7	Open	Over 45kg
	2009	8	33	
	2008	9	28	
J6	2011	6	Open	Over 40kg
	2010	7	28	
	2009	8	25	
J7 RIPPA	2011	6	25	N/A
	2010	7	22	
J8 RIPPA	2012	5 and Under	Open	N/A

**Notes:**

1. Players turning 5 years old by 30 June 2018 (Year Born – 2013) may play in J8.
2. Girls may play Rippa rugby in mixed grades J7 and J8, then play tackle rugby in J6 to J1 or, may choose to continue to play Rippa rugby in the girls only Rippa grades – U13/U11/U9. U13/U11 play Quickrip and U9 play Rippa.

## 2018 JUNIOR GIRLS ONLY RIPPA - QUICKRIP GRADES CHART

Grade	Year Born	Age at Jan 1 <sup>st</sup>	Weight
GU13	2006	11	Open
	2005	12	
GU11	2008	9	Open
	2007	10	
GU9	2010	7	Open
	2009	8	

The Junior Grades Chart is designed to be as inclusive as possible, without putting player safety at risk by allowing large size disparities.

Weight standards are based on historical data and growth charts for each age and provides for a 3kg increase during the season and 5kg increase each year.

Each grade is designed for players of a median age/weight and also includes older/lighter players and younger/heavier players in an effort to balance size, skill and maturity.

Grade eligibility is determined firstly by a player's age and then their weight. Eg. a 9 year old can play J5, J4 or J3 depending on their weight.

The JRC will conduct a weight check of all junior players on the opening day of junior rugby to ensure all players are in the correct grade in accordance with the Weight and Age chart. This is known as Grade Day. The JRC will conduct follow-up weight checks of any players not present on Grade Day on training nights. Players found to be non-compliant with the Weight and Age chart will be moved to the correct grade.

## DISPENSATIONS

The purpose of dispensations is to allow players, who will be adversely affected by playing in the correct grade for their weight/age to be re-graded to play in a lower grade. These will be granted only in very special circumstances.

Parents/guardians must apply to their club committee, whom, if deemed worthwhile will forward onto the JRC for consideration.

All dispensations must be received with team entries, prior to the start of the season after which decisions will be made. Players that need to be viewed will be viewed in the first 3 weeks of rugby in the grade they are eligible for.

Each dispensation will be determined on an individual basis. Factors the JRC will take into consideration are:

Primary Factors (Players must meet one of the primary factors)

- Safety/Risk of injury
- Medical reasons
- Exceptional circumstances

Secondary Factors

- No impact on the grade
- No other team to play for
- Without this player not enough numbers to make a team

Please note:

1. Players who are sufficiently skilled and considered capable of playing in their grade will not be dispensated.
2. Dispensated players may compete in the junior tournament as long as they fit the grade chart.
3. All clubs will be notified of all dispensated players and the team and grade they play in.
4. Players that apply for dispensation must stay in the grade they are eligible for until a decision is made to dispensate into a lower grade.
5. Players that have their dispensation declined and have no team to play for at the club of choice will have the option of playing at another club in the correct grade.

**Official dispensation forms can be found at:** [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) under Club - Forms, Rules and Formats

## SPECIALS

In all grades players in the youngest age bracket are able to be open weight. Open weight players who exceed the 'special' weights for any grade during the season are to be known and registered as a 'special' and are subject to the following guidelines to ensure the safety and development of all players.

- All specials must be registered as such with their club and all specials must be sent in to the NHRU.
- There will be a list of specials distributed to all coaches by the start of the season.
- Specials must wear RED socks at all times when on the field of play.
- Coaches must **discuss and identify the specials in each other's team** with each other **and the referee** prior to the start of the game.
- Specials should be spread evenly throughout teams if clubs have more than one team in a grade.
- Specials are limited to three on the field of play at any one time in 15-a-side grades and two on the field of play at any one time in 10-a-side grades.
- Specials cannot be used to dominate play or team tactics:
  - Lead rushes from free kicks,
  - Lead rushes from penalties,
  - Run off the back of scrums. (This includes a tap kick and then pass to the special).
- In the spirit of sportsmanship, any team that has specials can share those players with opposition teams to allow a more even contest and to ensure maximum player participation.

**IT IS ABSOLUTELY ESSENTIAL FOR ALL COACHES TO FULLY EXPLAIN THE PRINCIPLES CONCERNING SPECIALS TO ALL PLAYERS AND THEIR PARENTS.**

**Official "specials" forms can be found at** [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) under Club - Forms, Rules and Formats

## CLEARED PLAYERS

From time to time players at secondary school cannot be catered for in Secondary School Rugby Eg. home schooled, in alternative education or there is no team for their particular age/weight. In this situation players can apply to be "cleared" to play Junior Club Rugby.

Any player cleared to play Junior Rugby **will be eligible to play J1 or the JRC may decide to clear a player to J2 at their discretion.** Players must fit one of the following criteria to apply for a "clearance"

1. Currently a year 9 student
2. There is no 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup> or Girls grade team at the school they attend
3. They are home schooled

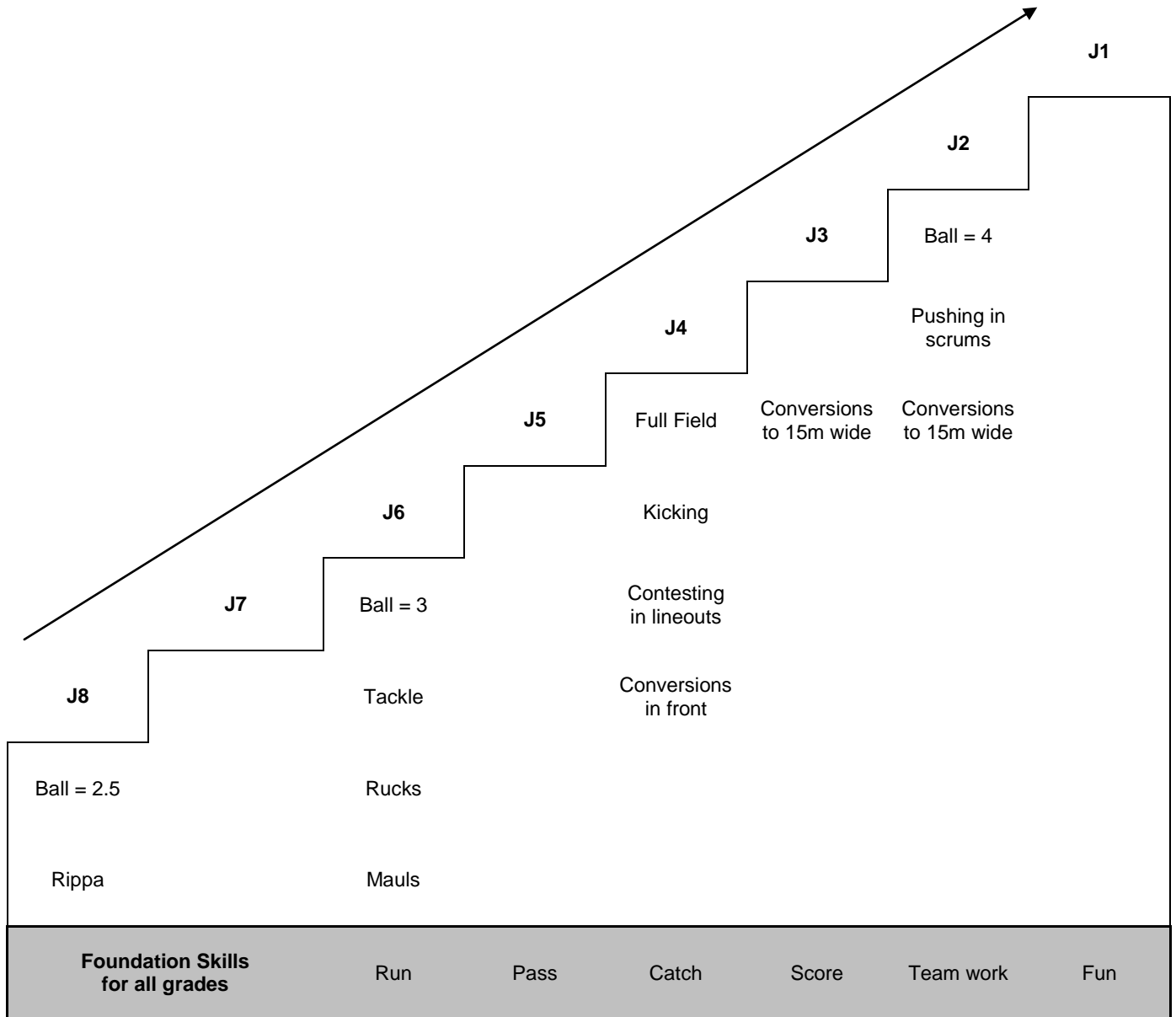
If they meet any of the criteria above they will also need to meet the following age/weight chart.

Year born	Weight
2004	44kg
2005	Open

Clubs must apply to the Junior Rugby Committee, with supporting documentation/evidence that the player concerned is not catered for, for consideration for clearance. The player's secondary school must agree and support the application.

**Official clearance forms can be found at** [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) under Club - Forms, Rules and Formats

# NORTH HARBOUR JUNIOR CLUB RUGBY PATHWAY



## QUICKGUIDE TO J7 & J8 RIPPA RUGBY

Rippa Rugby is the non-contact version of rugby. It is designed to introduce new players to the game without fear of contact so they can learn the fundamental rugby skills of catching, passing, running and scoring tries.

These rules have been clearly defined to enable new players, coaches, referees and parents to gain a better understanding of the game.

The object of the game is to score a try by grounding the ball behind or on the opponents' try line. To prevent a try being scored the defenders must 'rip' the flag from the belt of the ball carrier. This forces the ball carrier to pass the ball. Six rips against the attacking team in one set of possession results in the ball being turned over to the defending team.

### Field

- Each game is played across a half field between the try line and the Half-way line (they form the sidelines) but can be reduced or expanded to cater to the number of players involved.

### Time

- 20 minutes each way with a 2 minute break at half time. (Maximums)

### Ball

- Size 2 ½ or 3

### Players

- Teams comprise seven players.
- For normal Saturday games it is expected that all players should play as much as possible, therefore teams numbers can be manipulated at the agreement of both coaches.

### Substitutes

- All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.

### Coaches

- Coaches are allowed on the field of play to teach players general and positional play.

### Tackle (Rip)

- To complete a 'rip' one of the two flags from the ball carriers belt must be removed.
- Only the ball carrier can be ripped.
- The ripper stops, holds the flag above their head and shouts "RIP!"
- The ball carrier must then pass the ball within three steps. He or she does not have to stop, return to the mark or tap the ball before passing.
- 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.
- Six rips in a row leads to a turnover in possession.
- The belt must be worn outside the clothing and flags positioned one on each hip.
- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.

### 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 in front of where ball is being passed from (facing the opposition).
- 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.

### A free pass is used to

- Start play.
- Restart after a try is scored (non scoring team).
- Restart after turnover or a penalty offence.
- To make a free pass, the referee calls "Play" and 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.

### Penalty Offences

- Kicking
- Contact of any kind (pushing, tackling, fending)
- Hiding or shielding Rippa tags
- Offside
- Diving on the ball on the ground
- Not handing back Rippa tags
- Continuing to run after rip (more than 3 steps)



## Turnover of Possession

- Knock On
- Forward Pass
- Ball or ball carrier outside the field of play

## Refereeing a Game

- Shout, "RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played 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.
- Stand behind the defending team.
- For more on refereeing tips check out the referees section.

## Local Modules

To assist players and parents starting out in rugby, all J7 and J8 rugby is played in "local modules" where a single club or group of closely situated clubs will play at one venue or rotate between two or three venues each week.

- North = Mahurangi & Silverdale
- West = Massey, Kumeu & Helensville
- Central = Glenfield, Northcote, Takapuna, East Coast Bays & Marist
- South = North Shore

## QUICKGUIDE TO J6 (NZRU U8)

Field:	50 metres wide - goal line to the Half-way line (the sidelines become the try lines)
Time:	25 minute halves, 5 minutes half time
Ball:	Size 3
Players:	10 per side (5 forwards/5 backs)
Weight:	Refer Junior Grades Chart
Subs:	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
Tackle:	All tackles must be below the nipple line.
Scrum:	5 players, no contesting or pushing. Opposition backlines back 5m, halfback must start and stay at the tunnel of scrum until the ball has been cleared from the locks feet. Locks cannot pick and go.
Lineouts:	Uncontested. 2.5m in from touch. 5 players - No contesting or lifting, lines from 1m apart, backlines back 5m, no player to cross the line of touch (LOT) until ball in halfbacks hands. No short lineouts.
Kick-Offs:	Tap & Pass to be rotated through all players. Opposition 5m back.
Penalties:	Tap and pass. Opposition 5m back.
Referees:	Associate referee, if not - no game.
Conversions:	No conversions.
Fending:	No fending in J6
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties or from the back of scrums (this includes a tap kick and then pass to a special).

## QUICKGUIDE TO J5 (NZRU U9/U10)

Field:	50 metres - goal line to the Half-way to line (the sidelines become the try lines)
Time:	25 minute halves, 5 minutes half time
Ball:	Size 3
Players:	10 per side (5 forwards/5 backs)
Weight:	Refer Junior Grades Chart
Subs:	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
Tackle:	All tackles must be below the nipple line.
Scrum:	5 players, no contesting or pushing. Opposition backlines back 5m, halfback must start and stay at the tunnel of scrum until the ball has been cleared from the locks feet. Locks cannot pick and go.
Lineouts:	Uncontested. 2.5m in from touch. 5 players - No contesting or lifting, lines from 1m apart, backlines back 5m, no player to cross the line of touch (LOT) until ball in halfbacks hands. No short lineouts.
Kick-Offs:	Drop kick by scoring side to be rotated through all players. Opposition 5m back
Penalties:	Tap and pass. Opposition 5m back
Referees:	Associate referee, if not - no game.
Conversions:	No conversions
Fending:	Players may fend to the body but not to the face, head or neck region.
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties or from the back of scrums (this includes a tap kick and then pass to a special).

## QUICKGUIDE TO J3 & J4 (NZRU U11)

Field:	Full Field
Time:	25 minute halves, 5 minutes half time.
Ball:	Size 3
Players:	15 per side, with numbered jerseys

Weight:	Refer Junior Grades Chart
Subs:	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
Tackle:	All tackles must be below the nipple line.
Scrum:	8 players, no contesting or pushing. Opposition backlines back 5m from hindmost foot of scrum; halfback must start at the tunnel of scrum and cannot move forward of the tunnel. Once ball has entered the scrum, the halfback moves back to the No.8's feet and can stand anywhere along the off side line (No.8's feet)
Lineouts:	Can be contested, lines 1m apart - No lifting. Backlines back 10m. No short lineouts.
Kick-Offs:	Drop kick. Opposition 10m back
Penalties:	Normal. Opposition 10m back
Referees:	Associate referee, if not - no game
Conversions:	J4 conversions to be taken from in front of the posts, J3 no wider than 15m.
Fending:	Players may fend to the body but not to the face, head or neck region.
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties or from the back of scrums (this includes a tap kick and then pass to a special).

## QUICKGUIDE TO J1 & J2 (NZRU U12/U13)

Field:	Full Field
Time:	30 minute halves, 5 minutes half time.
Ball:	Size 4
Players:	15 per side, with numbered jerseys
Weight:	Refer Junior Grades Chart
Subs:	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
Tackle:	All tackles must be below the nipple line.
Scrum:	Can be contested up to ½ metre push and 45° turn. Opposition backlines 5m back from hindmost foot of scrum, halfback must start at the tunnel of scrum and cannot move forward of the tunnel. Once ball has entered the scrum, the halfback can move back to the No.8's feet and stand anywhere along the off side line (No.8's feet).
Lineouts:	Contesting is allowed, lines 1m apart - No lifting. Backlines back 10m. No short lineouts.
Kick-Offs:	Drop kick. Opposition 10m back
Penalties:	Normal. Opposition 10m back
Referees:	Associate referee, if not - no game
Conversions:	No wider than the 15m line.
Fending:	Players may fend to the body but not to the face, head or neck region.
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties or from the back of scrums (this includes a tap kick and then pass to a special).

## QUICKGUIDE – GU9 GIRLS RIPPA GRADE

<b>Field:</b>	Half-field. 50m wide – goal line to half-way line (sidelines are try-lines)
<b>Kickoff:</b>	Tap and pass
<b>Time:</b>	25 minute halves and 5 minute half-time
<b>Ball:</b>	Size 3
<b>Players:</b>	Teams comprise of 7 players. Recommend 10 players per team.
<b>Subs:</b>	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
<b>Referees:</b>	Associate referee, if not - no game

### **Tackle (Rip):** Tackles are RIPS

- To complete a 'rip' one of the two flags from the ball carriers belt must be removed.
- Only the ball carrier can be ripped.
- The ripper stops, holds the flag above their head and shouts "RIP!"
- The ball carrier must then pass the ball within three steps. She does not have to stop, return to the mark or tap the ball before passing.
- After the ball carrier has passed the ball the ripper must hand the flag back to the player who then re-attaches it to their belt before they re-join play.
- Six rips in a row leads to a turnover in possession.
- The belt must be worn outside the clothing and flags positioned one on each hip.
- If a player is 'ripped' when crossing the try line, they restart play 5 metres out from the try line.

### **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 in front of where ball is being passed from (facing the opposition).
- 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

**A free pass is used to:**

- Start play.
- Re-start after a try is scored (by the non-scoring team).
- Re-start after turnover or a penalty offence.
- To make a free pass, the referee calls "Play" and the player passes the ball backwards to a member of their own team. The opposition team must remain 5 metres back from the free pass.

**Penalty Offences:**

- Kicking
- Contact of any kind (pushing, tackling, fending)
- Hiding or shielding Rippa tags
- Offside
- Diving on the ball on the ground
- Not handing back Rippa tags
- Continuing to run after rip (more than 3 steps)

**Turnover of Possession:**

- Six rips
- Knock On
- Forward Pass
- Ball or ball carrier outside the field of play

**QUICKGUIDE – GU13/GU11 GIRLS QUICK RIP GRADES**

<b>Field:</b>	Half-field. 50m wide – goal line to half-way line (sidelines are try-lines)
<b>Kickoff:</b>	Punt kick
<b>Time:</b>	25 minute halves and 5 minute half-time
<b>Ball:</b>	<u>Size 4 for GU13/Size 3 for GU11</u>
<b>Players:</b>	Teams comprise of 7 players on the field. Recommend 10 players per team.
<b>Subs:</b>	<u>All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.</u>
<b>Referees:</b>	Associate referee, if not - no game

**Tackle (Rip):** Tackles are RIPS

- To complete a 'rip' one of the two flags from the ball carriers belt must be removed.
- Only the ball carrier can be ripped.
- The ripper stops, holds the flag above their head and shouts "RIP!"
- The ball carrier must then pass the ball within three steps. She does not have to stop, return to the mark or tap the ball before passing.
- After the ball carrier has passed the ball the ripper must hand the flag back to the player who then re-attaches it to their belt before they re-join play.
- **Four** rips in a row leads to a turnover in possession.
- The belt must be worn outside the clothing and flags positioned one on each hip.
- If a player is 'ripped' when crossing the try line, they restart play 5 metres out from the try line.

**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 in front of where ball is being passed from (facing the opposition).
- 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

**A free pass is used to:**

- Re-start after turnover or a penalty offence.
- To make a free pass, the referee calls "Play" and the player passes the ball backwards to a member of their own team. The opposition team must remain 5 metres back from the free pass.

**Penalty Offences:**

- Contact of any kind (pushing, tackling, fending)
- Hiding or shielding Rippa tags
- Offside
- Not handing back Rippa tags
- Continuing to run after rip (more than 3 steps)

**Turnover of Possession:**

- Five rips
- Knock On – Restart with a scrum
- Forward Pass – Restart with a scrum
- Ball or ball carrier outside the field of play – Restart with a lineout

### Scrum:

- 3 players and a halfback
- No contesting or pushing
- Opposition back lines and those not involved in the scrum must be back 5m
- Halfback must start and stay at the tunnel of the scrum until the ball has been cleared
- Players in scrum cannot pick up the ball
- Attacking team win's own ball

### Lineouts:

- 3 players and a halfback and a thrower
- Lineout must be 2.5m in from touch
- No lifting in the lineout
- Those players not involved in the lineout must be 5m back
- 1m gap in between lines
- No player can cross the line of touch (LOT) until the ball is in the halfbacks hands

### Kicking:

- A punt kick is used to start the game and restart once a try has been scored (kick must travel 5m)
- The team that scored the try must kick off
- If you are ripped you cannot kick the ball
- If a kick in general play crosses the dead ball line it is a free pass at the mark of where the kick was made
- Normal offsidess from kicking situations apply
- Kick chasers must stay behind the kicker or be put onside by the kicker
- There is no conversions or shots at goal

## ASSOCIATE REFEREES

### Becoming a Referee

Refereeing is fun and rewarding. Clubs are encouraged to identify a minimum of one person to be trained as their Associate Referee for each of their teams. The North Harbour Rugby Union provides full training, specific to each grade, for all of those interested in becoming a qualified Associate Referee. An Associate Referee course remains in date for 3 years however those individuals refereeing tackle rugby (J1-J6) must attend a RugbySmart Course in each of the second and third years. RugbySmart is an NZRU injury prevention course for rugby for senior/secondary school coaches and referees.

For more information check [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) for venues, dates and times of courses.

### Appointment of Referees

Where possible, the North Harbour Referees Association will appoint an official referee for games (J1 – J3), however the home club must be able to provide a current qualified Associate Referee. Where the home club cannot provide one, a qualified Associate Referee from the visiting team can be used.

Games cannot progress without a qualified Associate Referee.

### Guidelines for Refereeing Junior Rugby

- Referees must be a qualified Associate Referee. (If there is no referee available on any given fixture a person who attended the **2018** Small Black course may referee the game).
- Referees need to attain a full understanding of the rules for the grade they are refereeing.
- Appoint a person to be a touch judge, preferably not the team coach.
- Blow the whistle with authority, use hand signals then give verbal explanations.
- In set play, take time to make sure both backs and forwards are correctly in position (scrums 5m and Lineouts 10m).
- Ensure scrums are set in accordance with scrum safety procedures.
- Apply the advantage law as often as possible.
- Apply penalties for penalty offences and try to keep scrums to a minimum.
- All tackles must be below the nipple line. Penalise immediately any tackle above this line.
- Explain decisions clearly, players will look to you for guidance, instructing offending players as to what they have done wrong.
- Referees have the right to stop play if they think a player's safety is at risk, and then discuss the situation with the coaches of both teams.
- Stop play immediately for over aggressive play, dangerous play, fighting or back chat.
- Stop play for injuries to players.
- Where appropriate use the sin bin in preference to sending off. Players can be forced to substitute for disciplinary measures.

### Referee Code of Conduct

- Referee to ensure that the "spirit of the game" for children is not lost by "over refereeing" the game.
- Ensure that your behaviour is consistent with the principles of good sportsmanship both on and off the field.

- Compliment both teams on their good play, whenever such praise is deserved.
- Be consistent, objective and courteous.
- Condemn the “deliberate foul” as being unsportsmanlike, thus retaining respect for fair play.
- Be a good communicator.
- Have empathy with the players.
- Be unobtrusive, but exercise firmness.
- Be calm when player/spectator passions are high.

### **Referee Harassment**

Stop play for verbal or physical harassment from coaches, parents or spectators. Referees have the ability to evict unwanted persons from grounds under their control. Ensure you report all incidents to offending Junior Club Committees and the JRC.

Official documentation can be found on [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) and where necessary complaints will result in an appearance with the North Harbour Rugby Union Judicial Committee.

## COACHING

### **Becoming a Coach**

Coaching is fun and rewarding and without coaches the players would not get the opportunity to enjoy the game.

The North Harbour Rugby Union provides full training, specific to each grade, for all of those interested in becoming a qualified Junior Coach. It is compulsory for all Small Blacks coaches to have a NZRU Small Blacks accreditation applicable to the grade level they will be coaching every year. In 2018 all coaches must attend one of the 90 minute practical skill-based sessions. Coaches who have attended and completed the requirements of the Small Blacks modules will be awarded NZRU Small Black accreditation.

There are three Small Blacks grade levels:

- Beginning Rugby J8 & J7 Rippa
- Learning Rugby J5 & J6 & Girls Rippa U9
- Playing Rugby J1 – J4 & Girls Rippa U11/U13

For more information check [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) for venues, dates and times of courses.

### **Guidelines for Coaches on the field of play**

- Coaches of J8 and J7 (all season) and J6 (until the last Saturday in June), are allowed on the field of play with their teams.
- You are only on the field to teach your players general and positional play.
- Stand well clear of all players so you do not interrupt the flow of play.
- Do not show any aggression towards your own and the opposing players and coach.
- Do not intimidate opposition players – leave it to their coach to control them.
- You must have a clear and full understanding of the rules.
- Do not tell the referee how to do their job.
- Should the referee take offence at your coaching attitude he/she has the right to warn you. Failing that, they can ask you to leave the field of play. A replacement is permitted.
- Children at this age need your guidance. Done properly you will get good results and a lot of enjoyment out of this rugby.

### **Coaches Code of Conduct**

- Make a personal commitment to keep yourself informed on sound coaching principles through North Harbour Rugby Coaching Courses.
- Ensure all equipment and facilities meet safety standards and that you use drills and training methods that are both safe and effective for your players needs.
- Teach your team to play within the rules of the game.
- Positively reinforce the actions of players.
- Lead by example.
- Create an enjoyable environment in which to play the game.
- Develop team respect for referees.
- Give all players the opportunity to participate in the game.
- Insist on fair play and discipline.
- Be reasonable on the demand on player’s time, energy and enthusiasm.
- Encourage sportsmanship.
- See also Sport NZ’s coaches’ code of ethics ([www.sportnz.org.nz](http://www.sportnz.org.nz)).

**Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the North Harbour Rugby Union Judicial Committee.**

## FAIRPLAY CODES OF CONDUCT

### Adapted from NZRU Small Blacks Rugby Handbook

Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the North Harbour Rugby Union Judicial Committee.

#### Players

- Play for enjoyment.
- Play hard but fair.
- Play by the laws of the game.
- Be committed to your team, attend all practices and matches.
- Work equally hard for yourself and your team.
- Be a good sport. Applaud all good play whether by your team or by your opponent.
- Remember the goals of the game are to have fun and improve your skills.

#### Spectator/Parents

- Your role is to set an example for children.
- Respect that people are involved in sport for fun and enjoyment.
- Never harass players, coaches and officials. Anyone deemed to be abusive will be asked by officials to leave the ground immediately.
- Applaud the performances of both teams.
- Be positive with the referees and acknowledge their efforts.
- Let the children play their game not your game.
- Praise actual efforts not results.
- Don't criticise or put down players, coaches or referees.

#### Administrators

- Ensure that equal opportunities for participation in rugby are made available to all willing participants.
- Equipment and facilities must meet safety standards and be appropriate to the level of the children.
- Ensure that parents, coaches, sponsors and participants understand their responsibilities for involvement in rugby.
- Ensure that proper supervision is provided by North Harbour Rugby certified coaches and officials capable of promoting technical skills, fairplay and participation.
- Promote the ideal that the game is played for its own sake. Rules and schedules should take into account the age and level of the participants.
- Participation in the game must take precedence over the event becoming a spectacle for entertainment.
- Liaise with North Harbour Rugby Development Staff to provide clinics to improve the standard of coaching and officiating. It is your responsibility to emphasise the importance of these clinics to your coaches, players and other officials.

## SPORTSMANSHIP AWARDS

North Harbour Junior Rugby has four sportsmanship trophies. There are three sportsmanship awards for Saturday morning teams in J7/J8, J4-J6, J1-J3 and Girls Ripa grade categories. Clubs nominate a team for each category at the beginning of the season and the Sportsmanship Convenor conducts observations of the nominated teams for sportsmanship qualities – dress, promptness, discipline, understand rules of the game, accepts refereeing decisions, follows principles of sportsmanship, good sideline behaviour and positive support of the team, coaching knowledge, methods and organisation. The three trophies are awarded to the winning teams during August and a runner-up is acknowledged.

The fourth award is the Martinengo trophy which is awarded to the club displaying the best sportsmanship on and off the field during the Junior Club J1-J4 Knockout Tournament. The trophy was presented to North Harbour Rugby by the Marist Rugby Club. It was provided to junior rugby for use as a sportsmanship and fair play award in an exciting and competitive environment.

## CLUB OF THE YEAR AWARD

North Harbour Junior Rugby annually awards a Club of the Year Cup for Administration of junior club rugby. The trophy is awarded on club performance for accurate and timely submission of administration, players registered into correct grades, players registered in a timely manner, player development on and off the field, sideline behaviour of team officials and supporters, coach and associate referee course attendance and growth in player numbers.

## 2018 JUNIOR CLUB KNOCK OUT TOURNAMENT

This is an annual knock-out tournament at the end of each season played during the last six weeks of the Junior Rugby season. J1 will have 4 teams selected from four regions – North, South, West and Central. Clubs will be asked to nominate players for the 4 J1 regional teams. Clubs are invited to enter one team in any of the J2-J4 grades. Clubs will select players for J2-J4 teams.

### Eligibility

- All players must be registered and have played regular Saturday North Harbour Junior Club Rugby for their club.
- Players must weigh under the Tournament weight for their age as per the Tournament Grade Chart. This includes Cleared players.
- Players can only play in the grade that they have played in during the regular season.

### 2018 Tournament Grades Chart

Grade	Year Born	Age at Jan 1 <sup>st</sup>	Weight not to exceed (Kg)	Specials
J1	2006	11	Open	Over 70kg
	2005	12		
J2	2007	10	Open	Over 60kg
	2006	11	51	
	2005	12	46	
J3	2008	9	Open	Over 55kg
	2007	10	46	
	2006	11	41	
J4	2009	8	Open	Over 50kg
	2008	9	41	
	2007	10	36	

### Team Composition

- Each team can have up to 22 players, who must all be fielded/selected each week to maximise game time for participating players. Clubs may have un-named additional players for injury replacements. Clubs must provide reasons when seeking approval to field teams of less than 22.
- J1 and J2 teams must each field five front rowers in their playing 22 which need to be marked on the sheet
- In the event of serious injury a replacement player may be added to the squad. The JRC is to approve the replacement of injured players.
- Team Management are to submit to the tournament organisers the official North Harbour Tournament Team Sheet listing player's names and dates of birth two weeks prior to the weigh-in for their first game. Only players listed on this sheet may play in the tournament.

### Weigh Ins

- All teams must be ready and available to be weighed at least forty minutes before the scheduled start of their game. Team members must weigh in together.
- Players shall only be allowed to weigh in officially once. Any player not meeting their weight limit prior to the start of their game will not be eligible to play in that game.

### Seeding Round

- For the seeding round the draw is made out of the hat from all clubs that have been invited to enter teams.
- If there are an uneven number of teams, the first team drawn out of the hat becomes the bye team and will go through to the quarter finals with a zero points differential.
- All winning teams in the seeding round go through to quarter finals.
- The other teams required to make up the eight quarterfinal positions are selected based on being the closest losers which is determined by the best score differential.
- E.g. A team that loses 15-7 has a point differential of negative eight.

### Quarter Finals

- Teams are ranked 1-8 based on points differential (largest differential becomes 1<sup>st</sup>, lowest becomes 8<sup>th</sup>) with games being 1 v 8, 2 v 7, 3 v 6 and 4 v 5.
- If points differentials are the same then the team that scored the most points is rated higher, if still the same then by highest number of tries scored, if still the same then by a coin toss.
- Should any teams be drawn to play each other again, the lower seeded team will swap with the next closest qualifying team (this only applies to the quarter finals).

### Semi Finals

Teams retain their ranking from the quarter finals with the highest ranked team playing the lowest and the two middle teams playing each other.

### Drawn Games

There is no extra time in Junior Rugby and so in the event of a draw; the following process will be used to determine a winner:

- Most tries - First points - Coin toss.
- If a final is drawn the trophy will be shared.

### NZRU Half A Game Rule

Coaches and Managers of all teams must adhere to the NZRU Half A Game rule as in normal Saturday morning rugby.

## 2018 JUNIOR CLUB RUGBY KEY DATES

DATE	EVENT
February/March	Junior Registrations
March/April/May	Junior Coaching Courses/Associate Referee Courses
Thursday 29 March	Dispensation Applications, Sec Sch Cleared Players and Special Weight Player Notifications close off
Monday 9 April	Clubs submit team entries to Union
Saturday 5 May	First week of Saturday Morning Rugby, J6 Tackle Clinic and Junior Grade Day
Saturday 2 June	Queen's Birthday Weekend – No Junior Rugby
Saturday 14 July	School Holidays – No Junior Rugby
Sunday 22 July	Junior Knock Out Tournament Seeding Round (J1-J4 grades)
Sunday 5 August	Junior Knock Out Tournament Quarter-Finals (J1-J4 grades)
Sunday 19 August	Junior Knock Out Tournament Semi-Finals (J1-J4 grades)
Saturday 18 August	Last day J1–J8 Saturday Morning Rugby
Sunday 26 August	Junior Knock Out Tournament Finals Day (J1-J4 grades)

## SIDELINE BEHAVIOUR INCIDENTS PROCEDURE

Should any off-field sideline behaviour incident occur at a junior rugby match, the procedure is as follows:

- The team management person (Coach or Manager) concerned about the incident should talk to the opposition team management and advise them of their concerns about the behaviour
- Should this behaviour continue or escalate, the team management should report the incident verbally to his junior club official (Junior Club Captain or Junior Chairman) within 24 hours of the completion of the match.
- The junior club official of the reporting team's club considers the verbal report and decides if he/she should contact the opposition junior club official to discuss the incident.
- After discussion with the opposition junior club official and if it cannot be dealt with satisfactorily between the two clubs, the reporting junior club official then asks his team management person to complete a North Harbour Junior Rugby Match Incident Report Form and forwards this to Junior Rugby Committee Chairman who attempts to resolve the matter.
- If the incident cannot be resolved by the Junior Rugby Committee Chairman, it is passed to the Operations Manager, North Harbour Rugby Union who will take the necessary action.

**Junior Rugby Match Incident Report forms can be found at - [www.harbourrugby.co.nz](http://www.harbourrugby.co.nz) / under Club – Forms, Rules and Formats**

All players must play half a game which may consist of one half or two quarters ie. Substitutions may be made at quarter-time, half-time or three-quarter-time.