

## 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 2010 North Harbour was proudly the fourth largest province in New Zealand with over 3300 Junior Club players spread across 220 teams and in excess of 2000 Primary and Intermediate School players in 207 teams.

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 for junior club rugby.
- The administration of junior club rugby tournaments.
- The co-ordination of the registration process.
- The administration of disciplinary matters by the Junior Complaints Committee in support of the NHRU Discipline Committee.
- Providing Player and Coaching development services to junior club rugby.
- Providing Referee education advisory services to junior club rugby.
- Providing Junior Club administrative advisory services to junior club rugby.
- 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 dispensated, 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 IRB & 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

- Saturday 2nd April with finals day on Saturday 3rd September.
- No play on Easter Saturday, middle Saturdays of School Holidays, ANZAC Day and Queens Birthday Weekend.

### 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.

### 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.

## JUNIOR GRADES CHART

Grade	Year Born	Age at Jan 1st	Weight not to exceed (Kg) as at 1 April 2011	Tournament	Specials
J1	1999 1998	11 12	Open	Open	70kg
J2	2000 1999 1998	10 11 12	Open 48 43	Open 51 46	60kg
J3	2001 2000 1999	9 10 11	Open 43 38	Open 46 41	55kg
J4	2002 2001 2000	8 9 10	Open 38 33	Open 41 36	50kg
J5	2003 2002 2001	7 8 9	Open 33 28	45kg	
J6	2004 2003 2002	6 7 8	Open 28 25	40kg	
J7 RIPPA	2004 2003	6 7	25 22	N/A	
J8 RIPPA	2005	5 and Under	Open	N/A	

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. E.g. a 9 year old can play J5, J4 or J3 depending on their weight.

## 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 finals 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:** <http://www.harbourrugby.co.nz/mainmenu114/page114/Forms+Resources.html>

## 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. i.e. lead rushes from free kicks, penalties, lineouts and 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** <http://www.harbourrugby.co.nz/mainmenu114/page114/Forms+Resources.html>

## CLEARED PLAYERS

From time to time players cannot be catered for in Secondary School Rugby E.g. 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 only**. 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> or 5<sup>th</sup> grade team at the school they attend
3. They are home schooled

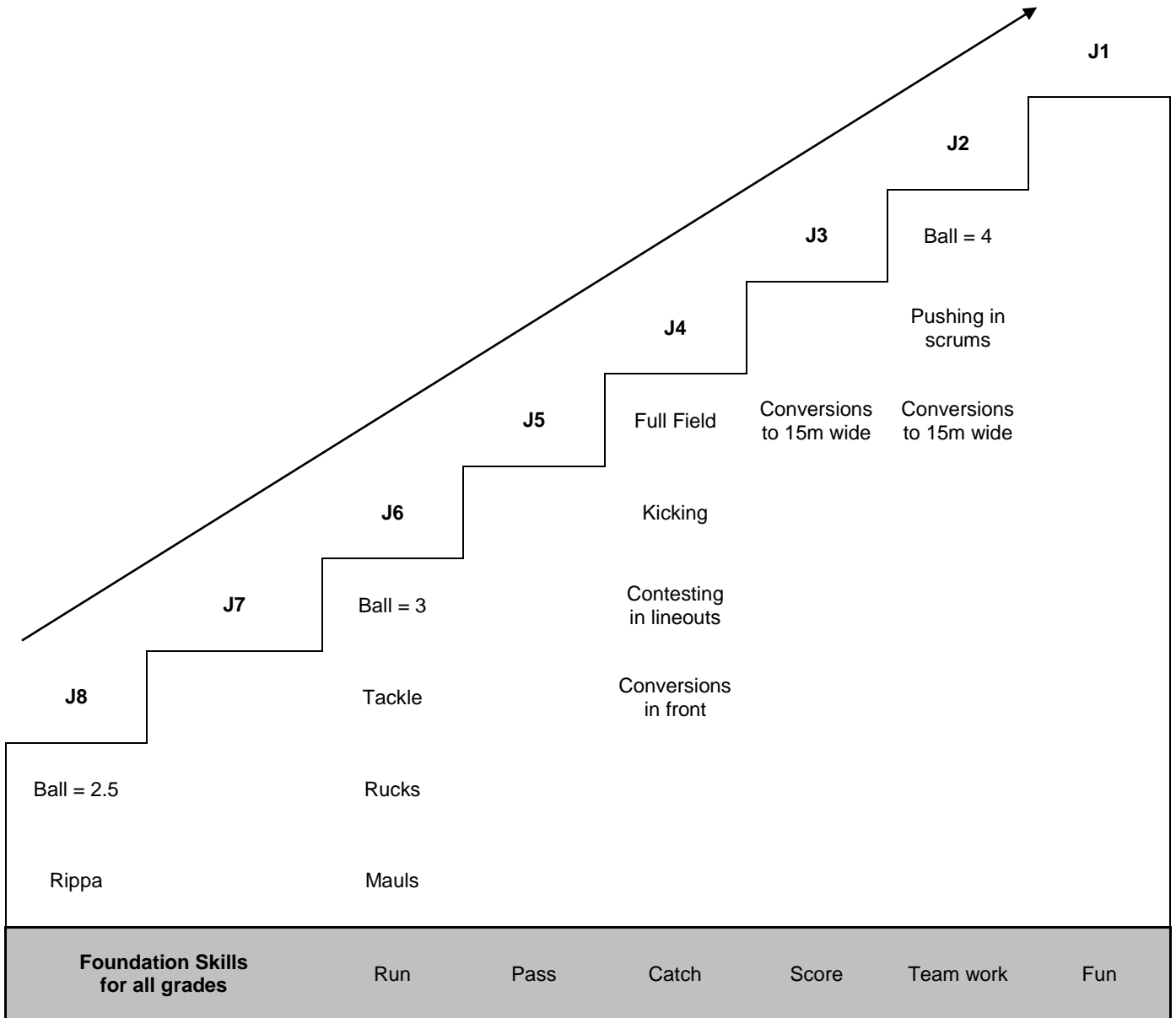
If they meet any of the criteria above they will also need to meet the following age/weight chart.

Year born	Weight
1997	44kg
1998	Open

Clubs must apply to the NHRU, with supporting documentation/evidence that the player concerned is not catered for, for consideration for clearance.

**Official clearance forms can be found at** <http://www.harbourrugby.co.nz/mainmenu114/page114/Forms+Resources.html>

# NORTH HARBOUR JUNIOR CLUB RUGBY PATHWAY



## GUIDE 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 10 metre 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

### 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.

### 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
- East = East Coast Bays & Marist
- Central = Glenfield, Northcote & Takapuna
- South = North Shore

## QUICKGUIDE TO J6 (NZRU U8)

Field:	40 metres wide - goal line to 10m 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:	Rolling - All players must play half a game
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 lifting, lines from 1m apart, backlines back 5m, no player to cross the line of touch (LOT) until ball in halfbacks hand.
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
Hand off:	Players may fend to the body but not to the face or neck region.
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties, lineouts and from the back of scrums (this includes a tap kick and then pass to a special).

## QUICKGUIDE TO J5 (NZRU U9/U10)

Field:	40 metres - goal line to 10m 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:	Rolling - All players must play half a game
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 lifting, lines from 1m apart, backlines back 5m, no player to cross the line of touch (LOT) until ball in halfbacks hand.
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
Specials:	Must wear red socks and cannot lead rushes from free kicks, penalties, lineouts and 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:	Rolling - All players must play half a game.
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 can move back to the No.8 feet and stand anywhere along the off side line (No.8 feet)
Lineouts:	Can be contested, lines 1m apart - No lifting. Backlines back 10m
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.  
Specials: Must wear red socks and cannot lead rushes from free kicks, penalties, lineouts and 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: Rolling - All players must play half a game  
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 can move back to the No.8 feet and stand anywhere along the off side line (No.8 feet).  
Lineouts: Contesting is allowed, lines 1m apart - No lifting. Backlines back 10m  
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.  
Specials: Must wear red socks and cannot lead rushes from free kicks, penalties, lineouts and from the back of scrums (this includes a tap kick and then pass to a special).

## JUNIOR CLUB REFEREES

### Becoming a Referee

Refereeing is fun and rewarding. Clubs are encouraged to identify a minimum of one person to be trained as their Junior Club Referee associated with 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 Junior Club Referee.

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 – 3), however the home club must be able to provide a current qualified Junior Club Referee (attended the 2011 course). Where the home club cannot provide one, a qualified Junior Club referee from the visiting team can be used.

Games cannot progress without a qualified Junior Club Referee.

### Guidelines for Refereeing Junior Rugby

- Referees must have attended the 2011 Junior Club Referee course. (If there is no referee available on any given fixture a person who attended the 2011 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 2011 only new coaches must attend the theory course with all coaches having to attend the practical course. Coaches who have attended and completed the requirements of the Small Blacks modules will be awarded a NZRU Small Black accreditation card.

There are three Small Blacks grade levels:

- Beginning Rugby J8 & J7 Rippa
- Learning Rugby J5 & J6
- Playing Rugby J1 – J4

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

## Guidelines for Coaches

- Coaches of J8 and J7 (all season) and J6 (until the first day 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 SPARC's coaches' code of ethics ([www.sparc.org.nz](http://www.sparc.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.

## MARTINENGO SPORTSMANSHIP TROPHY

This trophy is awarded to the club displaying the best sportsmanship on and off the field during the Club Representative 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.

## JUNIOR CLUB KNOCK OUT TOURNAMENT

This is an annual knock-out tournament at the end of each season played on the last four Saturdays of the Junior Rugby season. Clubs are invited to enter one team in any of the J1-J4 grades.

### Eligibility

- All players must be registered and have played regular Saturday North Harbour Junior Club Rugby for their club.
- Players must weigh on or under the Tournament weight for their age as per the Tournament Grade Chart.

### Tournament Grades Chart

Grade	Year Born	Age at Jan 1 <sup>st</sup>	Weight not to exceed	Specials
J1	1999	11	Open	70kg
	1998	12		
J2	2000	10	Open 51 46	60kg
	1999	11		
	1998	12		
J3	2001	9	Open 46 41	55kg
	2000	10		
	1999	11		
J4	2002	8	Open 41 36	50kg
	2001	9		
	2000	10		

### Team Composition

- Each team can have up to 24 players, of which a playing 22 will be selected each week.
- In the event of serious injury a replacement player from the squad of 24 may be selected in the 22 for the day.
- 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.

## UNDER 13 NORTH HARBOUR REPRESENTATIVE TEAMS

### Eligibility

- All players must be under 13 years of age on 1<sup>st</sup> January in the year of the tournament.
- All players must be registered NHRU junior players playing regular Saturday club rugby.
- All players must be under or about the tournament weight limit at the time of trials.

### Nominations

- Nominations must be sent through Club Committees to the NHRU by the last weekend in May, after which players will be viewed and then invited to trial.

### Trials

- Trials are on the first Sunday of the school holidays and first Sunday after the school holidays. July 17 and August 7 in 2011.

### UNDER 55kg ROLLER MILLS

In 1924 the Northern Roller Milling Company presented a shield for competition between primary school teams. It has been played for every year since except for 1941, 1942 and 1943. The tournament embraces approximately twelve hundred schools.

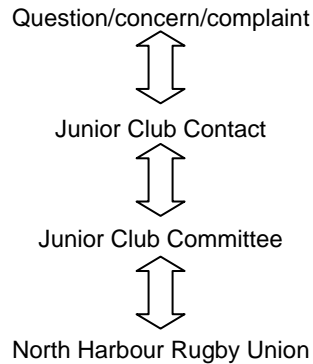
The tournament is hosted by each participating Union. There are two sections, with five teams in one and four in the other, each drawn from Auckland West, Auckland East, Counties, Waikato, Bay of Plenty, Northland, King Country and Thames Valley. It is usually played over seven days during the first week of the September school holidays. In 2009 North Harbour won the tournament for the first time since 1993.

## KEY DATES

DATE	EVENT
February/March	Junior Registrations
February/March	Junior Coaching Courses/Referee Courses
Saturday April 2	First week of Rugby
Saturday April 9	Junior Grade Day
Saturday April 23	EASTER WEEKEND - No Junior Rugby
Saturday June 4	Queen's Birthday Weekend – No Junior Rugby
Sunday July 17	U13 Representative Trials
Saturday July 23	School Holidays – No Junior Rugby
Saturday August 6	Last day J2 – J4
Sunday August 7	U13 Representative Trials
Saturday August 13	Junior Knock Out Tournament Round 1
Saturday August 20	Junior Knock Out Tournament Round 2
Saturday August 27	Junior Knock Out Tournament Round 3, J5 & J6 Field Day
Saturday September 3	Junior Finals Day
September	Under 13 Representative Rugby Starts

## COMMUNICATIONS PROCEDURE

From 2010 we have a new Junior Rugby Complaints Committee who have jurisdiction to hear and determine a complaint from your JUNIOR CLUB DELEGATE about any off field/sideline behaviour clubs are unable to deal with. The communication process is as below:



A complaint must contain the following information:

- (a) A date and place of the incident
- (b) The name of the person(s) involved the club and team they were involved with
- (c) Name of the opposing team
- (d) Full details of the incident

On receipt of a complaint the Union Community Support Officers (CSO) will refer the complaint to the JRC members and the clubs involved.

If the Complaints and Disciplinary Committee determines that the complaint is an internal club issue it will be referred to the club delegate to action.

If the Complaints and Disciplinary Committee determines the complaint warrants further action the person(s) involved will be required to attend a mediation hearing.