



Silverdale Junior Sevens 2016 Information

“The purpose of the Silverdale Junior Sevens Tournament is to give junior players the opportunity to experience playing this exciting version of our game”

Dates and Location:

19 & 20 March 2016 at Silverdale War Memorial Park (Silverdale Rugby Club)

Eligibility:

All players must be NZRU registered and meet the North Harbour Junior rugby regulations for age and weight.

All coaches must have completed a Small Blacks coaching course or higher in 2015 or 2016.

Grades:

J1 (Under 13's)

J2 (Under 12's)

J3 (Under 11's)

J4 (Under 10's)

Registration and Weigh In:

All teams must RSVP to silverdalerugby@xtra.co.nz by 31 January 2016.

All teams must complete a team sheet complete with full names, DOB and NZRU numbers by 29 February 2016

All registration fees must be paid in full by 29 February 2016. Fee is \$35 per player

All teams must arrive at least 1 hour prior to their first game on day one for weigh in

Each squad must have a minimum of 10 players and maximum of 14. Half game rule applies.

Weights:

DRAFT 2016 JUNIOR GRADES CHART

Grade	Year Born	Age at Jan 1 st	Weight not to exceed (Kg) as at April 1 st	Specials
J1 (U13)	2004 2003	11 12	Open	70kg
J2 (U12)	2005 2004 2003	10 11 12	Open 48 43	60kg
J3 (U11)	2006 2005 2004	9 10 11	Open 43 38	55kg
J4 (U10)	2007 2006 2005	8 9 10	Open 38 33	50kg

Dispensations:

There are no dispensations. Players must play in the grade they are eligible for.

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 notified by their club as a 'special' and are subject to the following guidelines to ensure the safety and development of all players:

Maximum of 2 specials per squad

Maximum of 1 special per team on the field during play

Specials must wear red socks

Specials cannot be used to dominate play or team tactics. i.e. lead rushes from free kicks or penalties.

Format:

Grades split into pools of 4 teams. All teams play 3 games.

Points – Win = 3, Draw = 2, Loss = 1, No Show = 0

Top two teams from each pool through to championship (8 teams)

Bottom two teams from each pool through to Bowl (8 teams)

4 losing teams from championship through to Plate

4 losing teams from bowl through to shield

Please note that this will be altered dependent on the number of team entries. All teams must remember that this tournament is about giving our junior the opportunity to participate.

Tiebreaker (to decide pool play results):

1. Head-to-head result between tied teams.
2. Difference in points scored and allowed during pool play.
3. Difference in tries scored and allowed during pool play.
4. Points scored during pool play.
5. Coin toss.

Drawn match (finals day only):

1. 5 minutes extra time (golden point)
2. Team that scored first try
3. Total points differential

Please note that in the event of a drawn final after extra time the trophy will be shared.

Rules for players, management and supporters:

Enjoy the games regardless of results

All players must play a minimum of 1 continuous half per game

Only positive support will be allowed on and off the field

Represent your club and team with pride, play hard, but always play fair

Support the referees. They give up their time to make this event possible.

Any abuse towards players, coaches, supporters or referees will be taken seriously and may result in your team/club being suspended from future tournaments.

Safety:

All players must wear mouth guards

Should a player be injured, play must be stopped and the player attended to

Players must be removed from the field if they sustain an injury that results in bleeding. They may return to play once attended to and cleaned properly

Players who receive head injuries must be checked properly

Should a player suffer concussion they must be attended to and are not allowed to play for the remainder of the tournament?

Coaches and parents must ensure the safety of players at all times and not put a players health at risk in any game.

Game rules:

Field – Full field except J4 (U10's) will be half field

7 players per team (Substitutions made at half time)

7 minute halves (10 min for final)

2 minute half time break

Conversions drop kick – J4 in front of post, J1, J2, J3 up to 15m (con must be taken within 40 seconds)

Scrums J3&4 uncontested, J1&2 contested. Backlines back 5m. Halfback must not pass the tunnel

Lineouts – contested, no lifting. Backlines back 10m

Kick offs – scoring team kicks off

Tackles – below nipple line

Penalties – Opposition back 10m

Ball – J3&4 size 3, J1&2 size 4

North Harbour weight to age chart limits apply