



*These rules are pertaining to;*

## **U14/U16 COMPETITION**

*(The Northland Rugby Union in conjunction with participating clubs, reserves the right to revise these rules and regulations.)*

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## I. COMPOSITION

- 1.1 The Under 14/16 competitions are administered by the North zone and South zone Northland Junior Council (NJC) subcommittee made up of IMB representatives. The Northland Junior Council (NJC) reserves the right to conduct the U14/16 Competitions on an invitation basis as circumstances dictate.
- 1.2 The Competitions will consist of school and club school teams from within the NRU boundaries.
- 1.3 All rules governing these competitions will be based on NZRU domestic rules and variations i.e. Substitutions.
- 1.4 The competition format will be approved by the Northland Junior Council and will be administered by the NRU.
- 1.5 The Northland Rugby Referees Association shall appoint Referees and Assistant Referees for Competition rounds when possible.
- 1.6 Squad sizes will consist of a maximum of 25 players. This squad list must be signed off by the NJC Chairman or an NJC IMB sub committee member or NRU staff member (staff member must give copy to NJC Secretary). This squad list can be added to as injuries occur, but be re-signed as this happens.
- 1.7 Teams may consist of up to 22 players stripped in playing gear. The 22 players must be on the team sheet with the number they will be wearing should they take the field. Total squad sizes apply:
  - Where a team nominates a 22-member squad, the squad must include not less than five (5) players trained to play in the front row positions.
  - Where a team nominates a 21-member, the squad must include not less than four (4) players trained to play in the front row.
  - A team must have 3 front rowers trained to play in the front row to start the match, the total squad size shall be no more the twenty (20) players.

*Note: for further clarification of the substitution law please ref to NZR domestic safety law variations - Law 3: Numbers of Players*
- 1.8 The venues of each match are to be approved by the NRU. If the ground or facilities at a proposed venue are not satisfactory, the NRU reserves the right to move the match to another venue.
- 1.9 The IMB committee will consider written applications for Dispensations on a case by case basis.
- 1.10 If a player plays 3 games for any team in any grade/competition, that player may not change competition from the date of the 3<sup>rd</sup> game without the permission of the NJC.

## **2 POINTS**

- 2.1 The competition points will be four (4) points for a win, two (2) points for a draw, one (1) point for scoring four tries or more, one (1) point for a loss by seven (7) or fewer points and zero (0) points for a loss by more than seven (7) points. Five points will be maximum.
- 2.2 Pool play points do not carry through to split rounds but will be used for seeding purposes only or for ranking teams for semi-finals and finals.
- 2.3 The winner of a first round competition going into a split format shall be the team with the highest accumulated points and will be used for Seeding with the same procedure for multi round formats.
- 2.4 Shall 2 or more teams end on equal competition points the winner will be decided as follows;
  - (a) The team winning the round robin game/s.
  - (b) If equal the team scoring the most tries in the round robin games between those teams.
  - (c) If equal the team having the higher differential between points scored for and against in the round robin against those teams.

## **3 FINALS**

- 3.1 For the Semi-Finals format will be:
  - the team ranked 1st will play the team ranked 4th
  - the team ranked 2nd will play the team ranked 3rd
- 3.2 The winners of the two (2) semi-final games will play each other in the Final.
- 3.3 Players must have been on the team sheet of the team and played on 3 occasions throughout the competition to be eligible to play in the semi-finals or finals.

## **4 VENUES**

- 4.1 The venue in all rounds will be at the discretion of the NRU who shall attempt to give all teams a correct balance of home and away games.
- 4.2 Night games are acceptable on mutual agreement between the 2 teams providing the venue and facilities are suitable.
- 4.3 All alcohol consumption is banned from the playing areas of all IMB grades. Host clubs are responsible for ground and crowd management.

## **5 FINAL ROUND VENUES**

- 5.1 The venues for the semi finals will be based on the final rankings of the teams at the end of the split round competitions or the end of round robin play with the home advantage being given to the higher ranked team.

- 5.2 The venue for the South Zone U14/16 team finals will be played if possible at Toll Stadium. The North zone U14/16 finals venue to be set by IMB committee.

## **6 TIES**

- 6.1 When teams are tied at the end of a semi-final or a final match, the winners will be determined by the following criteria:
- The team scoring the most tries in the match.
  - If tries equal the team winning the match in round robin play against each other. If more than 1 round played and both teams equal the points differential between these 2 teams will apply in games between those teams only.
  - If teams still equal the team with the highest differential at the end of round robin matches between all teams will be the winner.
- 6.2 In the event of a draw in the final (70 mins), no extra time will be played and the Trophy will be shared.

Note: there will be no extra time played.

## **7 DEFAULTS**

- 7.1 Any Club/School defaulting more than two (2) games in a season may be excluded from the remainder of the competition. If, for any valid reason, a match is not played on the scheduled date, the Rugby Operations Manager, in consultation with the teams involved, shall advise a new date and venue if necessary.
- 7.2 In the event of default the non-offending club will receive maximum points (i.e. 5 points).
- 7.3 Travelling teams are permitted a delay of up to 40 minutes for the kick off without having to default the game. For any valid reason, e.g. vehicle breakdown an extension may be permitted. Please be aware that if there is a game scheduled after your game that the game may need to finish early
- 7.4 A team must have 15 players or less on the field except for yellow/red cards and or blood bin.
- 7.5 A team must default if they do not have 3 suitably trained front row players to start the match.
- 7.6 Teams may play a friendly game but defaulting team lose all rights to points.

## **8 TEAM SHEETS RESULTS/PUBLICITY**

- 8.1 One team sheet is to be used for each game. The host team are to complete their portion well in advance of the game. They are to then deliver the team sheet to the visiting team, who after completing their portion are to hand the sheet to the referee before the game starts.
- 8.2 No match should commence without the team sheets being in the referee's possession. Post-match the referee will complete the result section and hand the team sheet to the winning team's manager.
- 8.3 The manager or designated club official of winning teams are to email the team sheet to NJC Secretary within 4 hours (sooner if possible) of the kick off time of that

particular match. If team sheets are late from a team, the losing team will be awarded 4 points plus any bonus points awarded during the game.

Email team sheets to: [Teamsheets@northlandrugby.co.nz](mailto:Teamsheets@northlandrugby.co.nz) only scanned teamsheets will be accepted as per managers meeting.

- 8.4 The team sheet MUST include the full time score, number of tries scored and be signed by the referee. The names of team members are to include first name and surname and be written legibly.
- 8.5 Points will be collated only from the information provided in the result section of the approved team sheet.
- 8.6 Any referee wishing to report on ground condition or crowd behaviour at a venue shall do so by way of incident report to the Northland Rugby Referees Association Referee Administrator.
- 8.7 Team sheets must be an accurate and binding document signed by the team management. If any fraudulent activity is found by the NRU to be intentional, the same points deduction as rule 9.4 may occur.

## **9 REGISTRATIONS AND TEAMLISTS**

- 9.1 No player may take the field in a competition controlled by the NRU unless they have completed a Sporty NZRU registration form online for that club.
- 9.2 Any disagreements regarding a player's registration are to be noted, recorded and signed by team management on the team sheet and result sheet at the time the objection or disagreement is raised.
- 9.3 All disputes regarding registrations and player eligibility will be referred to the NJC IMB Committee via the NJC Secretary for resolution. This decision will be binding on all parties as final.
- 9.4 Any team playing or substituting on an unregistered player will forfeit any points gained within that game and maximum points (5) will be awarded to the opposing team. The offending team will lose a further 2 competition points also.
- 9.5 Players transferring from clubs after the commencement of the competition must re-register before they can play for their new club. All transfers must be notified to the NJC Secretary. This must be completed before the player is eligible to play for their new team.

## **10 JUDICIAL/CONCUSSION CARD**

- 10.1 In the event of a player being sent from the field, the player or his/her representative will appear before the Northland Judiciary. Any player red carded cannot play until the 2 week stand down is complete or until the judicial process has been completed. **Any individual that is involved in the Judicial has the right to appeal as per the NZR Judicial Black Book allows.**
- 10.2 Protests must be lodged within 7 days of the judicial hearing.
- 10.3 Any player Blue carded (concussion carded) must leave the field and cannot return to the field until a medical clearance has been received by the Northland Rugby Union Operations Manager.

- 10.4 Any club playing a player without this clearance maybe subject to Rule 9.4
- 10.5 Referee's and Assistant referee's reports on sending off and sin bin's must be submitted to the NRU office by email within 48 hours of the completion of the match.

## **II SPONSORSHIP**

- 11.1 The NRU is constantly involved in discussions with commercial and financial organisations with varying contractual spans. In place at the present time are major sponsorships, which benefit Northland Rugby substantially as a whole.
- 11.2 It is essential, therefore, that the NRU has absolute co-operation of Affiliated Sub Unions, clubs (including any subsidiary and/or associated bodies) to ensure that Sponsorship packages that allow conflicting benefits, publicity or promotions that undermine or ambush the rights of the NRU's sponsors are not entered into.
- 11.3 Sub Unions, Clubs and Schools will take every opportunity to incorporate the Sponsors name in ground announcements, after match speeches, signage etc. All sponsorship in excess of \$2,000 (in cash or kind) is to be registered with NRU. It is the intent to keep the playing gear as uncluttered as possible to provide maximum exposure to the club or school. It is recognised however that the opportunity to entice further major sponsors at a local level is enhanced by the opportunity to brand on the playing gear. Any gear branding requires NRU approval.
- 11.4 Additional Sponsorship of each team is encouraged and is the responsibility of the individual clubs to organise.
- 11.5 NRU reserves the right to make suggestions, changes, alterations etc. to branding proposals and ultimately retains the right to refuse any branding presented.

## **12 GENERAL**

- 12.1 The NRU is responsible for managing the competitions, handling disputes, and complaints, in liaison with the NJC IMB committee, referees and clubs.
- 12.2 The NRU is responsible for arranging the draw, setting game times and venues.
- 12.3 The IMB committee reports are to be tabled at NJC meetings.
- 12.4 The NRU will advertise the draws for all competition formats.
- 12.5 Normal match time for games vary according to field allocations.
- 12.6 Competition team sheets available from NRU.
- 12.7 All games U14/16 are 2 x 35 minute halves (70 minutes total), no extra time is to be played in any games. Referees are the sole judge of the times.
- 12.8 At half time substitutions must be made in accordance with rule 3.14 of DSLVs (All fit members of the 22 player squad must play a minimum of half a game each.
- 12.9 For further information contact your local NJC/NRU or sub union delegate or NRU operations manager.