



2021

Junior and Teenage Handbook

As at 1 June 2021

2021 CONTENTS

CRFU Contacts & CRFU Junior & Teenage Provincial Body	3
Metropolitan Junior & Teenage Executive.....	4
Metropolitan Teenage Committee.....	4
Metropolitan Junior Committee	4
Ellesmere Junior Advisory Board	5
North Canterbury Junior Advisory Board.....	5
Mid Canterbury Junior Advisory Board.....	5
Codes of Behaviour	6
Competitions	7-11
Registrations	11-13
Dispensations.....	13-15
Defaults	15- 17
Disciplinary	17-18
Complaints Procedure.....	18
Location of Rugby Grounds	18
Ellesmere Grounds.....	19
North Canterbury Grounds	19
Club & School Team colours	20
Inclusion of Disabled players in Rugby.....	21
NZ Rugby Policies	22

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CODES OF BEHAVIOUR

SPECTATOR/PARENT - Code of Behaviour

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

PLAYER – Code of Behaviour

- Play for enjoyment.
- Play hard but fair.
- Play by the laws of the game.
- Be committed to your team. Attend all practices and matches.
- Never argue with the referee. Control your temper at all times.
- Work equally hard for yourself and your team.
- Be a good sport. Applaud all good play whether by your team or your opponent.
- Remember the goals of the game are to have fun, improve your skills and feel good.

COACH - Code of Behaviour

- Positively reinforce the actions of players.
- Lead by example.
- Be honest with yourself and players.
- Create an enjoyable environment in which to play the game.
- Develop team respect for referees.
- Give all players the opportunity to participate.
- Insist on fair play and discipline.
- Be reasonable on the demands on players time, energy and enthusiasm.
- Encourage sportsmanship

The conditions set out in this handbook are to assist Team Coaches/Managers to achieve quality administration of junior & teenage rugby throughout Canterbury including Metro, Ellesmere, North Canterbury as well as the combined competitions involving Ellesmere, Mid Canterbury & North Canterbury teams. UC championship competition is covered under separate Rules and Regulations. Unless the specific competition is indicated, the conditions are generic across all competitions.

Playing Regulations

Teams from U14 and above play under the current Laws of the Game including NZRU Domestic Safety Law Variations. Teams from U13 and below play under the amended NZRU Small Blacks variations. **Please ensure you make yourself familiar with the current Laws of the Game.**

1. MAXIMUM PLAYING TIMES

In accordance with World Rugby regulations, the maximum playing time permitted in one day for Age Grade Players in New Zealand is 90 minutes. In accordance with NZ Rugby Domestic Safety Law Variations (DSLVL) and World Rugby U19 laws, the maximum playing time permitted in a match is 70 minutes. You can view World Rugby Laws of the game [here](#), and the NZ Rugby DSLV's [here](#).

2. COMPETITIONS

2.1 The respective Sub Union Board/ Junior/Teenage Advisory Committee (from this point referred to as “the organising committee”) is responsible for the administration and management of Teenage & Junior Rugby in their region. They may appoint Grade Manager/Advisor to grades to assist with administration of the grade. For combined competitions, a committee will be formed with representatives from the organising committee. This committee will administer and manage the combined competition(s).

Canterbury Wide Teenage Competition Entry Strategy

- Players in Canterbury play in the competitions that take place where they live (or where the club/school they are playing for is based)
- Clubs to play in same competitions across the ages – e.g. Country Combined or Metro to allow maximum home game experience
- Age grades to match across competition – e.g. all Country comps play same age grades to allow successful competitions and player progression
- Sub Unions where clubs/schools reside need to approve any clubs/schools applying to enter other union or sub union competitions.

2.2 The Grade Manager(s)/Advisor(s) are responsible for conducting of grading games in his/her grade and shall assign teams to sections relative to the level of ability displayed in the grading games.

2.3 For the 2021 season, in all grades team sheets must be completed using the CRFU Rugby App, these must be entered no later than 30 minutes prior to kick off of match. For all competition games, the game scoring must be entered no later than 5 pm on the day of the match.

2.4 For the 2021 season, in competition grades, teams are encouraged to ensure that playing jerseys are numbered and the team sheet for games completed so player’s name matches the jersey number. There can be no duplications on numbers in a team, i.e. there can only be one No 7 jersey per team in any match.

- 2.5 In Metro where during the season teams become either too good or not competitive enough in their assigned grade, the organising Committee shall facilitate promotions or relegations as the case may be, between sub-sections considered desirable for the benefit of the team concerned – Under 18 to Under 14 prior to the start of the championship round, Under 13 and below at any time, but 2 weeks notice to be given to the Draw Convener.

Promotions or relegations will be at the discretion of organising committee.

Entry of teams in appropriate grades is the responsibility of the Club, however final placement of all teams in grades/sections will be at the discretion of the organising committee.

2.6 Game On – U18 to U14 Grades

NZ Rugby Game On will apply in 2021 for grades U18 – U14 (excluding Miles Toyota Championship). Under this programme If teams do not have sufficient front row players or have less than 15 players competition games will still go ahead with no need to default the match. All teams will need at least 10 players, depending on how many players teams have there can be 10, 11, 12, 13, 14 or 15 aside. Full information on Game on [is here](#) .

Game On should eliminate the need for most defaults experienced in previous years given the flexibility in player numbers (including front row player requirements)

2.7 Refereeing and Tactical Substitutions

- a. Order of Precedence for refereeing matches:

1. Official CRRRA Referee
2. Associate Referee (if both teams can supply then they will do half game each otherwise Associate Referee controls entire game)
3. Playing, learning or beginning Referee (if both teams can supply then they will do half game each otherwise one person to control entire game.
4. Non-qualified persons – game must have **non contested** scrums only and no tackles are permitted during game. The Match may be rescheduled by the organising committee.

If the match is a competition match and is refereed by (i) – (iii) above, competition points will apply to the match.

- b. **Number of players on field at commencement of the game**

U18 – U14 – 15 players per team or as agreed under Game on, game should proceed with even numbers in scrum

U13 – U12 – 15 players per team or as agreed by both coaches with a minimum of 10 players per team, game must proceed with even numbers on each team including even numbers in scrum

U11 – U8 – 10 per team, game must proceed with even numbers on each team including even numbers in scrum

U7 – U6 – 7 per team, game must proceed with even numbers on each team

- c. Rolling tactical substitutions are not permitted at any level.

- d. Under NZ Rugby DSLV all players from U18 (including UC Cup matches) and below must play a minimum of half a game per match.

For matches from U18 – U14 (excluding Miles Toyota Championship) and at Small Blacks Level (U13 and below) where tactical substitutions can be made at half time or

approximately halfway through each half when the referee will allow and signal a Substitution Break. Players are still required to play a minimum of half a game per match, but this can be made up of two quarters.

This break should be no longer than one minute and will indicate the end of the current and beginning of a new quarter. This Substitution Break is solely for the purpose of making tactical substitutions; coaches are not permitted to use this break to provide coaching advice to players/teams and must remain on the sideline.

It is expected that all fit and available players will be named on team sheets.

- g. Investigation of any complaints relating to breaches of half game rule will be undertaken by the Organising Committee. If any coach is found to have breached the half game rule the following penalties shall apply in Metro, Ellesmere and North Canterbury:

First Offence:

For teams in competitive grades - Loss of four (4) competition points. The Coach and Club/School will receive an official warning from CRFU.

For teams in noncompetitive grades – The Coach and Club/School will receive an official warning from CRFU.

Second Offence:

The Coach and a Representative of the Club/school will be required to attend disciplinary hearing

- 2.8 Competition points (i.e. 4 for a win, 2 for a draw, 1 for a loss of 7 points or less) will be kept for the following grades:

- Metro - Senior Boys to Under 14
- Ellesmere - Under 18 to Under 13
- North Canterbury – Under 18 to Under 14
- UC Cup Mid Week Competition
- A default win is worth 4 points plus maximum points differential of 55-0
- Metro Trial 2020 – A bye in competition will result in 4 points being allocated each team.

2.9 **Uneven Games**

Competition Grades

In all grades, games should be stopped when one side has a lead of 55 points. The score at this stage becomes the official and final result. However, the match can continue to be played and Coaches should agree on how to generate a more even contest i.e. swapping players.

Non Competition Grades

In all grades, games should be stopped when one side has a lead of 35 points. The score at this stage becomes the official and final result. However, the match can continue to be played and Coaches should agree on how to generate a more even contest i.e. swapping players

Coaches of U13 and below should refer to instructions in their Small Blacks coaching manual to manage potential one-sided games.

2.10 **Roping of Grounds – Game day Management**

The Game Day Management protocols are mandatory for all grades U18 – U14. All grounds for competition grade (U18 – U14) games must be roped or spectator lines in place. Clubs are required to use the Game Day management protocols around ground barriers for competition grade games.

[Click here](#) for more information on Game Day Management.

For games from U13 and below, clubs are encouraged to use the Game Day management protocols around ground barriers for competition grade games.

It is recommended that reserve players wear bibs to identify themselves as being involved in matches.

2.11 Games Abandoned due to Weather Conditions

Respective organising Committee will decide on the outcome of the game(s) where a game or games are abandoned due to adverse weather or ground conditions. This includes the games played in the combined competition.

2.12 To determine the finishing order at the end of the round robin games the following formula will apply:

- a. Competition points
- b. If teams are equal standings will be on the results of the games played between the teams concerned on a mini table of competition points.
- c. If teams are still equal standings will be on the higher(est) points differential, i.e. points scored for, less points scored against in the games played between the teams concerned.
- d. If teams are still equal the standings will be on the higher(est) points differential, i.e. the average of points scored for and against in all games played in the competition.
- e. If teams are still equal the standings will be by lot (which means a draw “out of the hat”, the first drawn to be the winner, and so on).

In the Combined competitions,

- a. Where any two teams are tied, the winning team of the round robin match already played between the two teams shall have the higher position.
- b. Where three or more teams are tied, the tied team with the most wins against the other tied teams shall have the higher position.
- c. The team having the higher differential of average of points scored for and against in the round robin matches involving the tied teams shall have the higher position.
- d. The team that scored the most tries in the round robin shall have the higher position.
- e. By the toss of a coin.

2.13 Semi Finals –Metro, Ellesmere & Nth Canterbury competitions

If at the end of regular time in a semi-final the scores are tied, the following will apply in order to determine the winner:

- a. The team scoring the greatest number of tries in the match,
- b. The winner of any round robin match played between the two teams in the championship round,
- c. The team having the higher points differential,
- d. The team with higher finals ranking.

Combined competitions Semi Finals

If teams are tied at the end of a semi-final match, there will be no extra time. The winners will be determined by the following criteria, which shall be applied in order.

- a. The team scoring the most tries in the match
- b. If the scores remain tied the team with the higher ranking after the round robin matches shall advance to the finals.

Weather Cancellation Rule - Semi Finals for all competitions

If weather causes cancellation of Semi Finals, two top qualifying teams will contest final.

2.14 Finals –All Competitions

In the event of a draw in the final the teams will be declared joint winners.

Weather Cancellation Rule - Finals

If weather causes cancellation of Final, both teams be declared joint winners

2.15 The organising committee has the right to postpone, cancel or transfer any match. Every endeavor will be made to notify Club Officials directly and the general public through the media. If a game cannot be satisfactory re-arranged or played, and in the opinion of organising committee both teams have tried to schedule the game, the two teams affected shall each be awarded two competition points.

2.16 The Blue Card Concussion initiative will apply in all competitions for grades U16 and higher. Any player who is Under 19 and receives a Blue Card in a match is required to undertake a minimum of 23 days standdown from playing and must not return to play until medical clearance has been obtained at the end of the standdown period.

2.17 Metro Lightweight Grades

- All players are to be weighed at the official CRFU weigh in at the beginning of the season
- Players must be under the weight limit at the time of the weigh in with no exceptions under any circumstance
- All weights will be recorded by CRFU and a player will be ineligible to play if they do not have a weight officially recorded against their name.
- There will be no reweighs and CRFU does not condone any player taking any action to lose weight in an attempt to become eligible for a lightweight grade.

2021 Scrum Variants for Lightweight Grades

- All grades in 2021 will have non-contested scrums for the first 6 weeks of play while they all complete scrum factory training. After this date we will survey players and team and revisit the decision based off feedback.

3. REGISTRATIONS

3.1 All players must have registered for a school or club before they play a game including preseason games.

- 3.2** All team must be created in the “Sporty” Team Builder page and players placed in these team prior to the commencement of the season. A copy of team sheet must be provided to the organising committee before the start of games in each season.
- 3.3** Players will play in the relevant age group as at their age on the 1st January each year.
- 3.4** No player is deemed to be registered until his/her birth certificate has been sighted by the Club/School he/she is registering with.
- 3.5** Late registrations must be updated on the team builder page before the player is permitted to play, this updated list must be sent to the organising committee as soon as it is updated.
- 3.6** All clubs must comply with the current NZ Rugby registrations requirements and complete registrations online by the cut-off date advised by the respective organising committee.
- 3.7** To be eligible to play for a team in Semi Finals or Finals a player must have played at least 3 Competition Games for that team. The respective organising committee may at their discretion waive this provision under exceptional circumstances, upon written application.
- 3.8** A player may only be registered to play for one club within the union at one time. If a player wishes to change clubs during the season a written application must be made to the respective organising committee, together with a clearance to transfer from the club the player is wanting to leave.
- a. The respective organising committee shall determine the matter and give a written copy of its decision to both clubs.
 - b. No player shall be eligible to play for another club until the written decision is given.
 - c. A clearance to transfer shall be necessary only for players seeking to change clubs within any one club season, i.e. does not apply to players changing clubs between seasons.
- 3.9** To be eligible to play in any Secondary Schools Mid Week competition players must be full time students.
- 3.10** No player may be drafted from a grade, section or team which is higher than that in which he/she is registered.

Players involved in The Miles Toyota Championship 1st XV competition are exempt from this clause and are covered by the following:

Schools participating in Miles Toyota Championship 1st XV Competition may interchange any player between their 1st XV and their 2nd XV if their 2nd XV is in Section 1 of Senior Boys (Metro) until the end of round robin play prior to Semi Finals.

If their respective 2nd XV is in section 2 or lower, an application will need to be made on a weekly basis to the Metro J&T Executive if the 2nd XV wish to use a player who has played more than three 1st XV games in the current season.

- Schools participating in Miles Toyota Championship 1st XV Competition may interchange any player between their 1st XV and their 2nd XV until the end of round robin play prior to Semi Finals.
- To be eligible to play in 2nd XV (Under 18) Finals, a player must have played a minimum of 4 games for the 2nd XV throughout the season. In a situation where

the school does not have a 2nd XV, the Player(s) may play for a club with an equivalent team.

School students playing for their school in another competition are permitted to play for a club affiliated to the North Canterbury or Ellesmere Sub Union where they have had a previous playing affiliation, provided they meet other eligibility criteria including application for regrading where applicable.

Movement between Metro Lightweight grades and open weight grades:

- U55kg: Free movement of players from teams in U14 section 2 and below
- U65kg: Free movement of players from teams in U15 section 2 and below or Senior Boys Section 3
- U75kg: Free movement of players from teams

Any player who meets the above criteria must also:

- a. Weight verified at the beginning of the season, or the weight verified by the school principal prior to playing (must be under the weight limit at the time)
- b. Meet the correct criteria for the grade they are moving into e.g., U65kg boys U15 or U16 eligible
- c. If there is a need to move a player a team in section one of any grade, an exceptional application needs to be made to the Teenage Executive committee

3.11 Any player is eligible to play in a higher grade from that in which he/she is registered but having played 3 or more games in such higher grade **MUST** be regraded prior to being eligible to continue playing in the grade in which he/she was registered originally. Metro Senior Boys grade is covered by clause 3.10 above.

- a. A player who plays in a higher grade is eligible to play only in a section equal to his/her section or 1 section below i.e. a player in the Under 14 section 1 can play in the Under 15 section 1 or 2. A player in the Under 15 section 2 could play in Under 16 section 1, 2, 3.
- b. A grade dispensated player may not be drafted up.

3.12 All registrations and grade dispensations **MUST** be completed prior to the start of the competition.

- a. The movement of players between teams in the same grade is not permitted except in special circumstances. Such requests must be lodged in writing, stating the players name and position in the team. Requests must be received by the organising committee no later than 4.00 p.m. 48 hours prior to the game to be considered.
- b. Teams entering competition outside their sub union will have player movement rules confirmed at the time of entry.
- c. The Executive Committee of the respective organising committee can only approve such application.
- d. Any eligibility exemptions should be notified to the opposition team.

3.13 The names, phone number and email address of the Team Coach(es) and Manager must be recorded on the Team Builder form. It would be preferable for teams to include photos of players

in this form. Photos should be Head & Shoulder only. In Metro it is compulsory for photos of players to be included in the Team Builder form for teams in Senior Boys to U14 grades.

- 3.14** In Competition grades, team lists for each game must be loaded in the CRFU App no later than 30 minutes prior to scheduled start time of game.
- 3.15** Checks of team lists will be carried out during the season.
- 3.16** Competition points may be forfeited, or clubs fined for teams or players not complying with the rules of this section at the discretion of the respective organising committee.
- 3.17** Any team who plays an unregistered player or a player registered with another team that has not been approved by the organising committee (refer 3.7.a and 3.7.b) will lose 4 competition points for the match/es in which the unregistered player participated. The points may be reallocated to the non-offending team from that match. Sanctions may be applied to the offending team management and Club/School.
- 3.18** No club shall be permitted to play any person who is disqualified or suspended under the laws of the game or the Rules of the New Zealand and or Canterbury Rugby Football Unions.

4. GRADE DISPENSATIONS

Definition – A grade dispensation is an approval by the Union for a player to play in a grade below the one that a player is eligible for by age or weight. Dispensations must not breach NZ Rugby Game Policies. Grade Dispensations are only granted in exceptional cases. It is hoped that all clubs, mindful of sportsmanship and fair play, will carefully consider their applications for this privilege. Application for a Grade Dispensation must be applied for to the respective organising committee.

4.1 All Competitions – Metro, Ellesmere, North Canterbury & Combined

- a. Grade Dispensations may be revoked during the season by the respective organising committee.
- b. Any Player exempted on physical grounds or because of playing ability is not eligible for representative selection in the season of dispensation.
- c. Any player selected for a representative team in the previous season will not receive a grade dispensation for the following season.
- d. Any player who has been granted Grade dispensation shall be eligible to play only in the grade for which Grade dispensation has been granted in any one year.
- e. Applications for Grade dispensation will only be accepted on the approved form and must be forwarded to the organising committee before the player plays in any match. Full reason for application must be on the form and any supporting documentation (including photo ID) be attached to application. A Club/School official(s) must sign the application as required by the respective organising committee.
- f. Each organising committee will assess Dispensation applications.
- g. All Coaches/Managers must advise the opposition team of Grade Dispensated players prior to start of the match, and all Grade Dispensated players will be identified on the Team Sheet.

- h. The maximum number of Grade Dispensated players per team is two. The organising committee may approve more only in exceptional circumstances.
- i. In Ellesmere, North Canterbury, and Combined Competition Grade Dispensated player can only play a maximum of half a game. If, due to injury or lack of numbers, all grade eligible players are unable to take the field then the Grade Dispensated player may play more than half a game.
- j. The respective organising committee reserves the right to amend the criteria for Grade dispensation in their own competition as required by means of a majority approval from their respective Delegates Board/committee.
- k. An over-age player who plays in a team without grade dispensation having been approved by the respective organising committee is considered as an “unregistered player” and teams will incur the same penalties as playing an unregistered player.

4.2 Metro

- a. If a team, because of exceptional circumstances, three or more dispensations it will be assessed by the respective organising committee as to whether it is permitted to play for competition points and/or moved to another grade. [Click here](#) to see the Metro Dispensation Process.
- b. If a club/school has more than one team in a grade, only two dispensations will be allowed for that club/school in that grade. The organising committee may, in exceptional circumstances, approve up to another two exemptions per club/school in each grade.
- c. Dispensated players may play for more than half a game, taking into account the NZ Rugby requirement for all players to play a minimum of half a game.

4.3 Ellesmere

Criteria for dispensation requests:

- a. Player should not be more than 4 months outside age group they are applying for.
- b. They should be of below average playing ability.
- c. Teams cannot apply for grade dispensated players if they have a squad of 22 or more registered players.

4.4 Nth Canterbury

- a. Junior club delegates shall initially evaluate applicants carefully considering their age, physique and ability. Applicants are to be no more than 4 months over the age (1st September) and under the following age/weight limits:

Under 8 – 25 kg	Under 11.5 – 42.5kg	Under 16 – 70kg
Under 9 – 30kg	Under 13 – 50kg	Under 18 – 80 kg
Under 10 – 35kg	Under 14.5 – 60 kg	

- b. Grade Dispensated players can only play half a game. In all Teenage and Junior competition grades [U13 -U18] Grade dispensated players must play their half game entitlement as

continuous minutes. No Grade Dispensated player may participate in more than half of any game where that team has eligible players on the sideline.

4.5 Combined Competitions

- a. No grade dispensation will be approved if a player is more than four months over age (born before September 1). Provisional approval to play may be granted by the respective Grade Dispensation Committees of each Union /Sub Union until such time as a member of the Committee has the opportunity to view the player concerned.
- b. The Executive of the Combined Competition will provide the coaches of teams with a list of all grade dispensated players in the grade by 1 May each season.

5. DEFAULTS PROCEDURE

- 5.1 If for any reason a scheduled match does not commence within 30 minutes of the appointed time, the actions of the team unable or unwilling to proceed shall be adjudicated on by the organising committee.
- 5.2 In the event of a default occurring, the defaulting club shall be liable for the following penalties if they fail to notify the competition organiser, and the oppositions Club Captain or club Official, of their default within the times specified.

Competition Grades - North Canterbury:

- After 8 pm the night before the game; a total fine of \$50.00 plus GST.
- Within 4 hours of kick off; a total fine of \$100.00 plus GST.
- In addition, if the defaulting team is the away team, their next home game against the opposition they defaulted to, is to be drawn as an away game in the next round or the next season.

Competition Grades - Ellesmere:

- Any default notified after 9.00 am on the day before the scheduled match will incur a fine of \$100 plus GST.

Competition Grades - Metro:

- When a club is unable to field a team the Club Captain or School Official must notify the CRFU Operations Co-Ordinator by email no later than noon on the day before the match is to be played.
- Defaults on match day must be advised to the Grade Advisor as soon as possible.
- Failure to advise of a default may result in the Club/School being fined \$100.

Miles Toyota Cup Competition

- Defaults must be advised to the Competition Organiser and the opposition school by 10 am on day of game.

Combined Competition

The Cancellation Committee, on behalf of the Executive of the Combined Competition, reserves the sole right to postpone or cancel matches. Once such a decision has been made, it will be the

responsibility of each Union/Sub Union to notify clubs as soon as possible. In the case of Ellesmere and North Canterbury, cancellations will be on Ellesmere Rugby and North Canterbury Rugby Facebook pages.

- a. Any Club/Team unable to keep its engagement (defaulting) in any match must give notice to the Executive of the Combined Competition by 9am Friday morning (or the day before the match is due to be played for other match days) prior to the match. In addition, the Club/Team must also notify the other Club/Team, the Referees Association, and where applicable St John Ambulance, as soon as possible.
 - i. Clubs defaulting must make every effort to notify the affected Club directly by 7pm on the Thursday evening to assist them in notifying their players.
 - ii. Notification of a default after 9am the day before the scheduled match shall be deemed a late default and may be liable for a fine.
- b. All matches shall commence at the time appointed by the relevant Union/Sub Union. If play does not commence within thirty (30) minutes of the appointed time, the actions of the team that is unable or unwilling to proceed shall be adjudicated on by the Executive of the Combined Competition.
- c. Any team defaulting a match shall be required to travel if the two teams are drawn to meet again later in the same season, even if it is in a semi-final. This requirement shall not be carried over into any subsequent season.
- d. If a team arrives without three players suitably trained and experienced to form a front row, they shall forfeit the game, but may play a friendly game with non-contested scrums.
- e. If a team arrives at a game with less than 15 players, it shall forfeit the game. If both teams agree, a friendly game may be played with playing numbers in each side evened up.
- f. Any team which defaults on three occasions may be subject to withdrawal from the competition.

6. DISCIPLINARY

- 6.1** Any red cards issued from U18 grade and below including Miles Toyota Cup Competition involving CRFU registered players will be dealt with under the NZ Rugby Youth Judicial system (click here to view the rules relating to the Youth Judicial process) and will be conducted in accordance with NZ Rugby Judicial Black Book rules and regulations. A single Youth Judicial Committee is to be appointed annually by CRFU to handle all hearings in Canterbury from U18 and below.
- 6.2** All ordering offs and Temporary Suspensions (sin bins) must be reported by the match referee within 24 hours of the match.
- 6.3** The CRFU Senior Compliance Manager shall take responsibility to inform the coach/manager of the player concerned in a sending off the time and venue of the disciplinary hearing and that the player will be required to attend in person. Should the player be unable to appear at the meeting they shall notify the CRFU Senior Compliance Manager.

- 6.4 For games in the combined competitions the jurisdiction for any disciplinary proceedings is with the respective sub union or union within whose boundaries the game is played. Where the Player or Person subject to disciplinary proceedings is a member of, or associated with, a club affiliated to a Union other than the one in whose boundaries the Match is played; the disciplinary proceedings can with the written agreement of both Unions, be transferred to the Union to which the Player's or Person's club is affiliated. If both Unions do not agree to move the disciplinary proceedings, then the proceedings will be dealt with by the Union in whose boundaries the Match was played.
- 6.5 A player who has been ordered off will be required to attend a disciplinary hearing and is not permitted to play any game of Rugby until the Youth Judicial Committee has heard his/her case unless he/she is specifically authorized to do so by that Committee.
- 6.6 Any player sin binned on two occasions during a playing season shall be advised in writing by the respective Sub Union Administrator or CRFU Senior Compliance Manager that in the event that he/she is Sin Binned on any further occasion during the same playing season, he/she will be subjected to an automatic suspension of one week. This automatic suspension is subject to the right of the Player to request a hearing under Rule 37 of NZ Rugby Black Book.
- 6.7 As a rule disciplinary hearings will be held as follows:
- Canterbury hearings will be at the CRFU offices at Rugby Park, 3 Malvern St, St Albans, Christchurch from 5.30 pm on the Wednesday night following the alleged offence, unless advised otherwise.
 - Mid Canterbury hearings will be advised on a case-by-case basis. The Complaints Review Officer may rule that a stand-down of two scheduled playing dates applies, without the need for a judicial hearing. The player's club may request that a judicial hearing be held.
- 6.8 The decision of the Judicial Committee will be advised to all parties as soon as practicable after the conclusion of the hearing.
- 6.10 The rules above are to be read in conjunction with the New Zealand Disciplinary Rule Book. [Click here](#) to access this document.
- 6.11 If a game is called off early for any reason the Referee must advise organising committee.

7. COMPLAINTS PROCEDURE

7.1 Complaints of Misconduct (including Foul Play)

As per the Junior Rugby Disciplinary procedures guidelines

7.2 Complaints on breaches of Competition Rules & Regulations

Complaints received that relates to any breach of Competition Rules & Regulations must be made in writing and received no later than 48 hours after the completion of the match which the complaint relates to. Complaints to be sent directly to the following:

Metro	CRFU Senior Compliance Manager
Ellesmere	ERSU Rugby Manager
Nth Canterbury	NCRSU Rugby Manager

The written complaint must contain the following information:

- a. The date and place on which the breach occurred.

- b. The name(s) of person(s) in respect of whom the complaint is made and the team he/she was representing at the time of the alleged breach.
- c. The name of the opposing team.
- d. Full details of the alleged breach.

7.3 The complaint will be acknowledged in writing within 24 hours of being received. It will then be investigated, and a decision made by the organising committee. All parties will be advised of the decision in writing within 24 hours after it is available.

9. LOCATION OF RUGBY GROUNDS

Full detail of rugby grounds (including field layout) in Canterbury (Metro, Ellesmere and North Canterbury) can be found by [clicking here](#)

ELLESMERE GROUNDS

Banks Peninsula	Little River Domain, Main Road, Little River
Burnham	Coronation Park, Aylesbury Road, Burnham Camp.
Darfield	Darfield Domain, North Terrace, Darfield
Diamond Harbour	Diamond Harbour Domain, Waipapa Avenue, Diamond Harbour
Dunsandel / Irwell	Dunsandel Domain, Tramway Road, Dunsandel Irwell Domain, Selwyn Lake Road, Irwell
Hornby	Denton Oval, Chalmers Street, Hornby
Kirwee	Domain, High Street, Kirwee
Leeston	Domain, High Street, Leeston
Lincoln	Lincoln Domain, North belt, Lincoln
Prebbleton	Domain, Tosswill Road, Prebbleton
Rolleston	Foster Park, Dynes Road, Rolleston
Selwyn	Glentunnel Holiday Park, Glentunnel
Sheffield	Sheffield Domain, Main West Road, Sheffield
Southbridge	Southbridge Domain, St James St, Southbridge
Springston	Domain, Ellesmere Junction Road, Springston
Waihoro	Rhodes Park, Old Tai Tapu Road, Tai Tapu
West Melton	West Melton Domain, Rolleston Road, West Melton

SCHOOL GROUNDS

Akaroa Area School	Rue Jolie, Akaroa
Darfield High School	McLaughlins Road, Darfield
Ellesmere College	Leeston Dunsandel Road, Leeston
Lincoln High School	25 Boundary Road, Lincoln
Rolleston College	631 Springston – Rolleston Road, Rolleston

NORTH CANTERBURY GROUNDS

Amberley	Amberley Domain
Ashley	Loburn Domain
Cheviot	Cheviot Rugby Grounds
Culverden	Rugby Club, School Road, Culverden
Glenmark	Omihi Domain
Hurunui	May play at Culverden, Hawarden or Waiiau
Kaiapoi	Kaiapoi Park
Ohoka	Mandeville Sports Complex
Oxford	Pearson Park and Oxford Showgrounds
Saracens	Southbrook Park
United	Hawarden Domain
Waiiau	Waiiau Domain
Woodend	Gladstone Park

SCHOOL GROUNDS

Amuri Area School	School Road, Culverden
Cheviot Area School	Hall Street, Cheviot
Kaiapoi High School,	Ohoka Road, Kaiapoi
Kaikoura High School	Rorrison's Road, Kaikoura
Oxford Area School,	52 Bay Road, Oxford.
Rangiora High School	125 East Belt, Rangiora.

CLUB & SCHOOL TEAM COLOURS

Metropolitan	Club Colours	Ellesmere RSU	Club Colours
BELFAST	Green & Gold	BANKS PENINSULA	Maroon & Gold
BURNSIDE	Red & White	BURNHAM	Red & Black
CHRISTCHURCH	Red & Black	DARFIELD	Cardinal & Blue Hoops
HALSWELL WIGRAM	Black, Red, Blue & Green	DIAMOND HARBOUR	Sky Blue & White
HORNBY	Red & White	DUNSANDEL/IRWELL	Blue/Black/White
HSOB	White	KIRWEE	Gold Jersey
LINWOOD	Green & Black	LEESTON	Red & White
LYTTELTON	Royal Blue & Gold	LINCOLN	Red & Black Hoops
MARIST ALBION	Black, Green & White	PREBBLETON	Royal Blue, White & Red
MERIVALE PAPANUI	Royal Blue, Gold & White	ROLLESTON	Gold & Black
NEW-BRIGHTON	Gold & Black	SELWYN	Emerald Green & Black
OTAUTAHI	Black & Gold	SHEFFIELD	White
PARKLAND	Orange & Black	SOUTHBRIDGE	Blue & White Strips
SHIRLEY	Cambridge Blue & White	SPRINGSTON	Green & Black
SUBURBS	Navy, Red & Gold	WAIHORA	Black & White Hoops
SUMNER	Royal Blue & White Hoops	WEST MELTON	Blue & Gold
SYDENHAM	Cardinal & Blue Hoops	LINCOLN HIGH	Green & Red
UNIVERSITY	Maroon & Gold	ELLESMERE COLLEGE	Navy Blue & Maroon
BURNSIDE HS	Green	DARFIELD HIGH	Maroon & Blue
CATHOLIC CATHEDRAL COLLEGE	Navy/White/Red	ROLLESTON COLLEGE	Navy Blue
CATHEDRAL GRAMMER	Maroon & Gold		
CBHS	Blue & Black Hoops		
CHRISTS COLLEGE	Black & White Hoops	Nth Canterbury RSU	Club Colours
HAEATA	Purple	AMBERLEY	Sky Blue & Black
HILLMORTON HIGH	Red & Blue	ASHLEY	Green & Blue
LINWOOD COLLEGE	Green & Black	CHEVIOT	Black & White
MEDBURY	Red & Black	CULVERDEN	Red & Black
MIDDLETON GRANGE	Green/White/Red	GLENMARK	Blue & Gold Hoops
SHIRLEY BHS	Sky Blue/Gold	HURUNUI	Blue, Black & Red
ST ANDREWS	Blue & White	KAIAPOI	Blue & Gold
ST BEDES	Red & Black	KAIKOURA	Red & Blue
		OHOKA	Maroon & Black
		OXFORD	Red & Black Hoops
		SARACENS	Red and Blue
		UNITED	Blue & Black Strips
		WAIAU	Black
		WOODEND	Green & Black
		RANGIORA HIGH	Green & Gold
		KAIKOURA HIGH	Blue & Yellow

Inclusion of Disabled Players in Rugby

To include disabled players into training or games you may use **TREE** which is an acronym of techniques to adapt and modify activities. **TREE** is covered in more detail in Small Blacks and Teenage Coaching courses.

TEACHING STRATEGIES, RULES, ENVIRONMENT, EQUIPMENT.

Teaching strategies

Group people of similar abilities for drills and skills

This allows the coach to give the groups different drills and skills depending on their level of ability

Group people of different abilities for drills and skills

The group can work together to develop their abilities

Spend more time working on individual skills rather than playing games

There are people who may be involved in individual skills who may not be able to play a game

Verbal cues

This will assist players with hearing impairments

Both the referee and other players use the cues e.g. hands in the air after the whistle is blown

Demonstrate skill

This will allow people to see what is required

Include a disabled person in the demonstration

Rules (Laws and Regulations)

Dispensation

If required apply to the Canterbury Rugby Union for a dispensation so that players can play in a younger age grade etc.

Increase the distance between the teams

This will give teams more room to run and pass

Double the points scored by a disabled person

This will encourage a team to set a disabled person up to score

Everyone in the team must touch the ball before the team can score

Just watch two or three people on each team

Walking rugby

This will slow the game down

Some restarts taken by disabled players

This may assist them to be involved in more aspects of the game

Both teams start from their goal line during a restart

This gives the teams more room to run and pass

Environment

Clearly mark the goal line and side line

This will make it easier for players with a vision impairment

Be aware of where the sun is

It is hard for players with a vision impairment to look into the sun when they are trying to watch the coach

Ensure the field is flat

It is easier to run when the surface is flat

Equipment

Modify the ball

Use a round ball

Use a softer ball or a prickle ball

Change the colour of the ball

Use vests to identify teams

This will make it easier for players to recognise their team

Put vests colours (same as team) on the goal posts so that players can recognise which direction they are going.

This may make it easier for players to know what direction they are going

Use contrasting colours for equipment. Don't put green cones onto green grass or yellow cones on burnt off grass etc.

NOTES: