



2010 CLUB CONTEST BY-LAWS

These By-Laws were revised (amendments highlighted in red) and are effective for the 2010 MRU Club Competition.

These By-Laws are to be read in conjunction with the Laws of the game of Rugby Union as framed by the International Rugby Board (IRB), and the New Zealand Rugby Football Union (NZRFU) Domestic Safety Law Variations.

CLUB COLOURS

1. Each Club shall first obtain the approval of the MRU to its colours and such colours shall then upon application by the Club be registered by the Union and thereafter such Club shall have the exclusive right to play in such colours.
2. Each player shall play in the registered colours for that (for 'his') Club.
3. Sponsorship branding on new or replacement kit must adhere to official MRU guidelines.

COMPETITIONS

4. All matches shall be played under the control of the MRU and all entries shall be subject to its approval.
5. The MRU may establish such classes of contests as from time to time appear desirable.
6. The Secretaries of Clubs shall when required, notify the MRU what contests they desire to enter teams for. Entry will be at the discretion of the MRU.
7. The MRU shall arrange all matches, dates and grounds reserving itself the right to transfer any match from one date to another and from one ground to another when necessary, such transfers to be notified by the MRU to the Clubs concerned.
8. The MRU reserves the sole right to postpone or cancel matches in any grade as appropriate.
 - (a) All matches shall commence at the time appointed by the MRU.
9. Team Managers will provide team sheets and game results as follows:
 - Team Scorecard of up to 22 players to the referee prior to kick-off
 - Results containing the following information to the MRU office by email, fax or phone by 5:00pm Saturday (or alternative day of the game):
 - Club name
 - HT score
 - FT score
 - Number of tries scores
 - Point-scorers (surname and initials) for T, C, P, DG
 - (b) All grades other than Senior 1:

- Team sheet of up to 22 players to the referee prior to kick-off
- Results containing the following information to the MRU office by email, fax, phone or text by 5:00pm Saturday (or alternative day of the game):
 - Club name
 - Grade
 - FT score

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| MRU Email: | info@manawaturugby.co.nz |
| MRU Fax: | (06) 354 1670 |
| MRU Phone/Text: | 021 999 404 |

10. In any 15-a-side competition game of rugby played under the control of the Manawatu Rugby Union the maximum number of players allowed to be stripped to play is 22 for each team. Any team contravening this rule shall forfeit the match to their opponents.
 - (a) Except for specified games that may be arranged from time to time by the Union, the minimum number of players required to take the field in a 15-a-side game of Rugby shall be 12 players. Any team unable to take the field with 12 players at the scheduled commencement time of the game (allowing for a 10 minute period) shall forfeit the match to the opponents.
11. Any Club unable to keep its engagement in any match or any competition under the control of the Union must give notice of default to the MRU, to the Secretary of the Club against which it is drawn to play, and to the Secretary of the Manawatu Referees' Association in sufficient time to allow such bodies to avoid any expenses incidental to the playing of such match. In general terms 24 hours is considered a reasonable period of time.
12. Where a Club has been given permission by the MRU to 'Hold Over' a game or games, such game/s are to be played at least 48 hours prior to the last games scheduled to be played in that particular round of games. Any team failing to comply with this By-Law shall be liable to concede winning points (4 points) to the non-offending team.
13. The Captains of opposing Clubs shall arrange for the provision of MRU approved match balls (2 by the home team, 1 by the away team), to also be approved by the referee for the matches in which their teams are engaged.
14. In a Club Competition game (excluding grading rounds in the Colts and Senior Reserve grades, and in the Presidents grade) a win shall count for four points, a draw two points and a loss nothing. A team ending a match within seven points or less of its opponents shall be awarded one competition point, and in any Senior 1 competition game only, any team scoring four or more tries shall also be awarded one competition point. In the Presidents grade results will be recorded as 'win', 'draw' or 'loss' only. **A forfeit or default win will be recorded as a win (4 points) by the score 0-0.** Two (2) points will be deducted from the defaulting team. The MRU shall before the commencement of each competition, decide the method of determining the winners of that championship.

REGISTRATION OF PLAYERS & COACHES

- 15a. The Union shall keep a register of players in its district in which shall be entered: Name of player; Date of birth; Date of registration; Club and grade of player; Contact details.
 Clubs are responsible for the registration of all players for the current season. A player is deemed to be registered if they have completed a NZRU registration form prior to taking the field of play, and the MRU subsequently receives that NZRU registration form (or the registration is lodged on-line by the club) for that player no later than 12:00midday the Friday after the game. **A player must be registered to the club that they take the field for.**

Any team/club playing a player that is considered unregistered shall be liable to the following penalties:

- 15b. The Union shall keep a register of coaches in its district in which shall be entered: Name of coach; Date of birth; Date of registration; Club and grade of coach; Contact details.

Any person actively fulfilling the role of Head Coach or Assistant Coach during a MRU Club Rugby competition fixture must have attended a Rugby Smart Injury Prevention Workshop for the current season and be registered for that current season.

Any team/club appointing a Head Coach or Assistant Coach to a fixture that has not attended Rugby Smart and therefore considered unregistered shall be liable to the following penalties:

Penalties:

Points deduction, and/or the offending player and/or team shall be liable to suspension by the MRU, and/or to forfeit the match, and that winning points be awarded to the non-offending team. If a win is recorded then it stands, minus any points accrued by the offending team. If not, a 0-0 (4 points) win will be recorded.

OVERSEAS CLEARANCES, CLUB TRANSFERS AND UNREGISTERED / NEW PLAYERS

16. A player returning to Manawatu having played rugby overseas must complete full international clearance: that is, outgoing clearance from the overseas National Rugby Union and incoming clearance from the NZRU prior to registering with a Manawatu Club and playing in any MRU Club Rugby Competition.

Full completion of overseas clearance must be received by the MRU from the NZRU no later than 3:00pm on the Friday prior to the playing of any game of rugby union under the control of the Manawatu Rugby Union Inc.

Any team playing a player who fails to provide an overseas clearance in accordance with this NZRU shall be liable to the penalties outlined in paragraph 15.

17. No player who has taken part in any competition for a Club under the jurisdiction of the Union shall be allowed to play for another Club during the same season or any succeeding season unless that player has first obtained the consent of the MRU. Written application for a player to change clubs pursuant to this By-law must be lodged with the MRU at least forty-eight hours prior to the player concerned playing his proposed first match for the new Club. The application must be accompanied by a written clearance from the player's former club in accordance with MRFU Application for Club Transfer form.

A transfer policy will apply, where a player has taken the field for his club and then transfers to another MRU Club, that the player will undergo a 2-week stand down (2 playing Saturdays) from the MRU Club Rugby Competition prior to that player taking the field for his new club. The Union will consider an exemption to this policy on application to the MRU with regards to extenuating circumstances such as a player moving to a new area.

Any team playing a player who has not been consented to by the MRU in accordance with this rule shall be liable to the penalties outlined in paragraph 15.

18. A new or unregistered player is deemed to be registered if they have completed a NZRU registration form prior to taking the field of play, and the MRU subsequently receives that NZRU registration form (or the registration is lodged on-line by the club) for that player no later than 12:00midday the Friday after the game.

CLASSIFICATION OF TEAMS AND PLAYERS

19. The MRU shall have the power to classify the various clubs' teams and players for such contests in accordance with the MRU 2009 Competition document. The criteria below must be met:
- Supporting teams, including an age group team
 - Coaches working towards NZRU level 2 qualifications
 - Age group development
 - Plan for the support of secondary school players leaving school
20. Before being considered for Senior 1 status a Club shall have maintained teams at full strength for the previous season in three grades of the Union's competitions below Senior 1 grade, one of which is an age grade side. Any Club of Senior 1 status which fails to maintain a Senior 2/Senior Reserve side and an age grade side may be required to forfeit such status. (A Presidents or Women's team does not constitute "a team" under this rule).
- The MRU has the right to determine the status of any team entering a competition under its jurisdiction.
21. For the purpose of classification, a player shall be classified in the most senior grade in which that player has started in more than three games, or come off the bench in more than six games, during the current season or the preceding season. In order of grades, seniority shall be Senior 1, Senior 2, Senior Reserve A, Senior Reserve B, Colts Premier, Colts A, and Under 19 grades.
- Proviso: During the season or in between seasons, a player may be reclassified to a lower grade by application to the MRU. Written applications for such reclassification must be lodged with the MRU at least forty-eight hours before the proposed action.
22. On application to the Union, dispensation may be sought to classify players in an age grade side if they are over the required age on 1st January of that season. In general terms, teams may be granted up to 3 reclassifications although this may be increased at the discretion of the Union. Such reclassifications should be applied for to the MRU no later than 48hrs prior to an overage player taking the field in a competition fixture. The Union will consider any applications made after this time with regards to newly registered players.

INTERCHANGEABILITY OF PLAYERS

23. During Competition Rounds, players are interchangeable between teams as follows:
- Senior 1 – Senior 2
 - Senior 1 – Senior Reserve (where that club does not have a Senior 2 team)
 - Senior 2 – Senior Reserve
 - Senior 1, Senior 2, Senior Reserve – Age Grade Teams
(Where players meet the requirements for that age grade)
 - Age Grade Team – Age Grade Team
(Where players meet the requirements for that age grade)
24. Any Club playing two or more teams in one grade (eg. A & B teams) shall not, under any circumstances, transfer players from one team to the other without first obtaining the consent of the MRU. Senior Reserve A and Senior Reserve B will be considered as separate grades. Any such offence is liable to the penalties outlined in paragraph 15.
25. Inter-changeability shall not be permitted when players of a higher grade have completed their competition or have a bye, or the lower grade is playing a game for grading purposes or a playoff fixture. In these cases the classification criteria outlined

in Paragraph 21 shall apply, unless the prior consent of the MRU has been obtained. Any such offence is liable to the penalties outlined in paragraph 15.

REFEREES

26. All Clubs competing must accept the referees appointed to the respective matches.
27. It shall be a definite instruction to referees officiating in matches that no spectator shall be allowed inside the boundary set apart until the match is completed. Also if necessary, the referee shall have the power to terminate any match in which he is officiating if the ground cannot be clear. It shall be a duty of the touch judges to call the attention of the referee to any encroachment within the playing area.
28. The referee and the MRU shall be sole judge of the fitness of any ground to be played upon on any particular day. If he decides that it is unfit he may remove the game to any unoccupied ground that is conveniently situated or may declare the match postponed, the date of playing off to be fixed by the MRU.
29. Scorecards shall be retained by the Match referee and submitted to the MRU through the MRRA or by post or fax. The scorecard is the official record of result and must be endorsed by the Match referee.

GROUNDS

30. All playing grounds shall be approved by the MRU who reserve the right of cancelling the approval if necessary. Clubs playing on their own grounds must mark the fields to an appropriate standard.

TROPHIES

31. All cups, shields and trophies the property of the Union, must be delivered to the Chief Executive Officer of the Union not later than the 30th April in each year by the Secretary of the Club to whom such trophies were presented at the conclusion of the previous season.

PROTESTS & COMPLAINTS

33. A Club wishing to make a protest against an opposition player, team, coach, manager etc. must do so in writing, by email or BY fax to the MRU. (This does not include citing complaints against players – this is covered under the judicial rules). The correspondence must be received by the MRU no later than midday on the Tuesday following the fixture, and must be signed by an official of the Club. Correspondence must be addressed to the attention of:

Community Rugby Manager
Manawatu Rugby Union
PO Box 1729
Palmerston North
Fax: (06) 354 1670
Email: info@manawaturugby.co.nz

RANKING OF TEAMS

34. At the conclusion of a round, the final ranking of each team will be determined by the number of points gained by that team in that round provided that:
 - a. Where two teams have the same number of points, the winner of the game between those two teams shall be deemed to have the higher ranking

- b. Where two teams have the same number of points and the match between the two resulted in a draw, or there was no match between the two, or there was two matches or more between the two, and in any such case, the team with the highest points differential will be deemed to have the higher ranking.
- c. Where more than two teams finish on equal points then the teams shall be ranked on the basis of points differential.
- d. Where points differential does not separate teams, points for, then points against, then the toss of a coin will be utilized in that order to determine ranking.

PLAY-OFF GAMES, SEMI-FINALS & FINALS

- 35. Should a play-off game, semi-final or final game finish normal time with the scores tied, a further ten minutes each way will take place with teams changing ends at the start of extra time, and after the first ten minutes. If the score is still tied at the end of extra time, the teams shall change ends and play until a team scores first (sudden death) and that team shall be declared the winner of the match.