



Application for Dispensation for a Junior Rugby Player – 2016 season

Junior Rugby Players play in the grade that corresponds to their age on the 1st January 2016. Where there is a bona fide reason why a player should play in the grade above or below their age, this application form should be submitted. A player cannot take the field in a grade above or below their age unless dispensation has been approved by the Manawatu Rugby Union.

Process:

- This form must be submitted to the MRU by a Junior Club Convenor prior to 5pm Friday 8th April 2016.
- It must be signed by the player's parent or legal guardian.
- Wherever possible, the MRU will approve/deny the dispensation based on the application.
- In some cases the Junior Rugby Board will need to view the player. In this case, the Club Convenor will be informed and a pending dispensation granted until viewing has taken place. The JRB also reserves the right to move dispensated players up or down at any time should the JRB believe it's in the best interest of the player and/or the competition.

Guidelines:

- A player may only be approved to play 'up' two grades or 'down' one grade.
- A player will be considered for dispensation due to either: medical or ability reasons provided they meet the required upper weight limit.

Player Details:

Player's name: _____ (Male or Female)	Club: _____
DOB: _____ / _____ / _____	Age on 1 st January 2016: _____
Number of seasons playing junior rugby: _____	Grade played in 2015: _____

Dispensation Details:

This application is for the above player to move UP / DOWN (delete one) to the _____ grade.		
Reason for dispensation: (Circle one)		
	Medical	Ability
Please explain:	_____	

Parent or legal guardian's signature:

Name: _____	Phone: _____
Signature: _____	Date: _____ / _____ / _____

Junior Convenor's Name: _____

Signature: _____

Date: _____

Your Club's Junior Convenor will submit this form to:

Club Development Officer
Manawatu Rugby Union, Po Box 1729, Palmerston North
Fax: (06) 354 1670
Email: benk@manawaturugby.co.nz