



MANAWATU RUGBY

2016

Junior Competition Bylaws



Competition By-Laws:

These Competition By-Laws are to be read in conjunction with the Small Blacks Development Model and the IRB Laws of the game.

Competition Formats

Competitions formats are set by the Manawatu Junior Rugby Board (MJRB) and Manawatu Rugby Union (MRU). MJRB and MRU reserve the right to amend formats throughout the course of the season in the best interests of the competitions where necessary.

For the 2016 season the following games are 'non-competition' where scores are recorded but not standings: Under 6, Under 7, Under 8, Under 9 and Under 10. Under 11, Under 12 and Under 13 are 'competition' grades where standings are recorded and a winning team awarded a grade championship at the conclusion of the season.

In competition grades points are allocated as follows: Win=4, Draw=2, Loss=0, Loss by 7 or less points=1.

Classification of players

Players must play in the correct grade for their team which corresponds to their age on 1st January 2016. Players may only play up or down one grade following successful application for dispensation to the MRU.

Players may only take the field for one team in the one grade that they are registered to play in (or dispensated to play in) throughout the course of the season unless prior approval has been granted by MRU.

Registration of Coaches and Players

Each Junior Player must be registered prior to taking the field in a game. This entails filling out a 'Junior Player Registration Form' or 'Online Junior Player Registration Form' and this form being submitted to the MRU no later than the Friday following the game.

Any Coach that fulfils an active coaching role with a team on game day must have attended a Small Blacks session for 2016 where that Coach will have completed a 'Coach Registration Form'. A team cannot play on game day without a registered coach present.



Team Cards for U11, U12 and U13s

New Scorecard System:

From 2016 a new method to record match scores and who played in each fixture will be implemented. The MRU will provide each club team with the new scorecard format and Team Managers will provide team sheets and game results as follows:

- The Home Team will be responsible for completing the match team scorecard (ie they fill out their playing squad and get the visiting team to do the same pre-game). The Home Team retains the scorecard until the conclusion of the match.
- The referee will have their own scorecard for recording the score during the match.
- At the end of the match, the following will take place:
- Both teams' representatives sign the scorecard, confirming the players' names (ie people who sign are responsible for its accuracy)
- The referee signs the scorecard, confirming the score and indicating any Red and/or Yellow cards issued
- The WINNING team is responsible for submitting the scorecard to the MRU. Competition points will not be officially awarded until the MRU has the match scorecard.
- The scorecard can be submitted to the MRU by one of the following means:

MRU Email: info@manawaturugby.co.nz

MRU Phone: (06) 357 2633

MRU Fax: (06) 354 1670

MRU Text Only: 021 965 888

MRU Post: P O Box 1729, Palmerston North

The deadline for scorecards to be submitted to the MRU is Monday 5pm following the Saturday fixture.

Referees

The home team is responsible for providing the Referee. Teams may, upon mutual agreement, arrange for an alternative person to take control of the game.

The Referee must either: be a registered Coach having attended a Small Blacks course for 2016, be an Associate Referee, be a fully qualified

Referee. In Under 12 and U13 games the Referee must conduct a pre-game scrum directive with each team.

Where a Referee is appointed by the Manawatu Rugby Referees' Association, this will be indicated on the weekly draw on the Manawatu Rugby Website.



The Small Blacks APPLAUD Programme & Spectator Behaviour

Each participating Junior Rugby team can subscribe to the Small Blacks APPLAUD programme via the 'Small Blacks' website www.smallblacks.com

The Coach(es) and Manager(s) of teams are responsible for fostering and maintaining a positive sideline environment that supports their players, the referee, the opposition players and their supporters at all times. All registered players and their parent/caregiver are also required to complete the 2016 Sideline Behaviour Agreement prior to taking the field.

Serious Injuries & Concussion

Where a player requires hospital treatment as the result of an injury sustained in practice or in a game, the Coach is required to submit a 'NZRU Serious Injury Form' to the MRU within 48hrs of the game or practice.

Any player suspected of suffering from concussion must go to hospital or a doctor immediately, and cannot resume training or playing rugby until cleared to do so by a doctor.

Substitutions

All players are required to play a half of a game. Small Blacks Rugby will be played in quarters and all players are to get two quarters of game time. There will be no rolling substitutions of any kind.

Disciplinary

Where a player is temporarily ordered off (yellow card) or ordered off (red card), the Referee must complete the relevant 'Temporary Ordering Off Report' or 'Ordering Off Report' and submit this to the Manawatu Rugby Union within 48hrs of the game.

A citing complaint (where the Referee did not detect the foul play) may be made against a player in writing via a Junior Rugby Club Convenor, and submitted to the MRU within 48hrs of the game.

MRU has a disciplinary process for dealing with foul play or misconduct by Junior Players as outlined in the NZ Rugby Disciplinary Rules known as 'The Black Book'.

Complaints

When an individual, team or club wishes to make a complaint against another individual, team or club, this must be done in writing via a Junior Rugby Club Convenor, and submitted to the MRU within 48hrs of the game.

MRU has a process for dealing with complaints in association with the MJRB.



Defaults

A team unable to commence its fixture with the required playing numbers 5 minutes after the scheduled kick-off time then defaults the game to the opposition. Coaches should then make arrangements to play a friendly fixture with the available players.

In competition grades, a default win is 4 points to the non-offending team and a 2 point deduction for the offending team.

Ranking of teams

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 were 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 used in that order to determine ranking.



Play-off games

Should a play-off game, semi-final or final game finish normal time with the scores tied, the following process will be used to determine the winner:

(no extra time is to be played in Junior Rugby):

The team that scores the most tries in the match shall be declared the winner.

Where the same number of tries are scored, the team that scored the first try shall be declared the winner.

Where no tries were scored, the team that scored the first points of the game is declared the winner.

Penalties for non-compliance with Competition By-Laws

Where an individual, team or club fails to comply with the above By-Laws, and the MJRB and MRU decide that a penalty is appropriate, they may elect to apply one or more of the following penalties:

Suspension of an individual or team

Points deduction (in competition games)

Forfeiture of the match (in competition games)