

1. Safety

- A player with an open or bleeding wound must leave the field of play until the bleeding is controlled or dressed
- Clothing with blood on should be replaced
- No tackling or deliberately going to ground in the under 6-7 grades
- All tackling must be below the level of the armpits
- **U8 will commence tackle rugby from the beginning of the season.**
- The deliberate lifting of a player at anytime is forbidden in all grades
- Only Associate referees or someone with a higher refereeing qualification may control a game of rugby where tackling, going to the ground or pushing in the scrums is involved

2. Weight of players

As set out by the JRAB for the season

3. Number of Players

As set out by the JRAB for the season

4. Substitutions

Rolling Subs are no longer permitted in any grades. All players must play at least half of each game, with substitutions coming on at half time and playing for the rest of the game. Over the season all players must play an equal number of full games as long as they have attended training, etc

5. Scrums

Halfbacks must not move past the tunnel until the ball is cleared from the scrum. If they are not standing on the side the ball is put in from they must remain behind the last foot of the scrum.

Only the Hooker should strike for the ball. All other players should, for safety and stability of the scrum, keep both feet on the ground.

Where a No 8 is permitted that player must bind directly behind the two locks. **The No 8 is not permitted to bind between a flanker and lock.**

Under 11, 12 & 13 grades the No 8 may take the ball from the scrum once it is below their shoulders, they must not reach into the scrum to pick up the ball.

6. Advantage

Maximum advantage should be applied at all times to ensure a flowing game. In non-tackle rugby especially, forward passes and small knock-on's, not leading to a try should be treated with tolerance.

Referees should attempt to encourage players by using up to 2 warnings before awarding a penalty, (1 warning for dangerous play)

7. Penalties

Referees must use their discretion in assessing the degree of danger faced by players and how deliberate the act was, when dealing with an incident of dangerous play.

As a guide you should award a penalty if:

after 1 warning a player:

- performs a dangerous tackle or fend
- attempts to strike another player
- Use of foul and inappropriate language or displays inappropriate behaviour.
- In non-tackle rugby; a player fends, tackles or rips the ball from, another player

Upon committing the second offence the player should be sinbinned or sent from the field

After 2 warnings a player:

- continues to infringe eg offside, deliberate forward passes, playing the ball on the ground, using hands in rucks or scrums, not retiring etc

8. Overweight players (Players on OWPR)

Any player playing up a grade because of weight and weighing more than 10kgs above the base weight limit for that grade will be entered onto the Over-weight Player Register (OWPR) and will become subject to the conditions and recommendations of this policy for that season.

The Over-weight player register is to be held by the **WRFU** and a copy sent to all clubs.

Identifying these players. Where a player is entered onto the OWPR this must be indicated on the teamsheet, by the grading convenor for that zone, as set out in Sections **Error! Reference source not found.** and **Error! Reference source not found.** of the Convenors Manual

Use of these players. OWPR players for reasons of safety, may present a danger to themselves and other players if misused as 'Impact' players. Players whose names appear on the OWPR must therefore not be used as 'battering rams' either at penalties or during general play. While they must be given every freedom to express themselves they must not be allowed to where doing so may cause unnecessary danger to themselves or other players,

Playing time and subbing. Players appearing on the OWPR must not be used as 'Impact' players, playing for short spells of time throughout a game. Any such player should therefore play for no less than 30 minutes once they have entered the field of play (except where the game finishes before the 30 minutes has elapsed) Once a player on the OWPR has left the game that player shall not return to the game unless under exceptional circumstances and with agreement of the opposition coach.

Complaints. Any complaints about the use of players whose name appears on the OWPR must be made in the manner prescribed under the **WRFU Junior Rugby** complaints policy



Rules and Procedures

2014

Conduct

In becoming involved in Junior Rugby, as a player, parent, coach, official or spectator, a person agrees to accept the governance of the **Wellington Rugby Football Union** over all related issues.

Junior Rugby is all about the players not the Adults on the sidelines. However, as adults we seek your positive support and encouragement of the players at all times.

There can be no justification for the use of foul language on the field or sidelines, aggressive behaviour or unpleasantness of any kind.

Any disputes should be handled in the prescribed manner and kept away from the children.

Coaches and team management are responsible for the conduct and behaviour of any parents associated with their team

Accept the rulings, decisions and requests of any official, including the referee, at the time and agree to address such issues that may arise from the game.

Unless an issue of player safety exists, the emphasis must be on allowing the game to continue.

Coach Commitment

In taking on the role as coach of a Junior team you:

- Automatically agree to adhere to the Law, Rules & Policies of all governing bodies including:
 - New Zealand Rugby Union
 - **Wellington Rugby Football Union (WRFU)**
 - **WRFU Junior Rugby Advisory Board**
 - The Junior and Senior Committees of your Rugby Club
- Acknowledge the full authority of **WRFU** to control Junior Club Rugby played under the jurisdiction of the **WRFU**
- Agree to coach within the spirit of the Philosophy & Objectives of the **WRFU**
- Accept and agree to adopt the Code of Conduct for Coaches
- Agree to at all times carry and make available your Team Sheet, coaching and refereeing credentials

Behaviour at the game

Coaches and team managers are responsible for the behaviour of parents and other spectators associated with their team.:

- Led by example
- Cooperate fully with the referee and any officials attending the game
- Do not allow the use of foul language
- Do not allow parents or spectators to inappropriately address any player
- Do not allow parents and spectators to address the referee or other officials present at the game unless invited by that person to do so
- Parents, players and spectators should not get involved in sorting out problems
- At all times the emphasis must be to ensure that the game proceeds in a safe manner
- Keep winning in perspective

Dealing with incidents at a game

Verification of player eligibility Where a coach is unable to verify the eligibility of a player, that player must take no part in the game as long as an issue of player safety is concerned. The incident must then be reported to the Club Convenor.

Coaches shall take no further action

Qualification of coaches and referees

No person who is unable to, at the time prove that they hold the appropriate qualifications may referee a game. If no such person is available to referee a game then that game must not be played. Where a coach or referee is unable to verify their qualification this must then be reported to the Club Convenor.

Coaches shall take no further action

Application or interpretation of rules

The referee shall be the soul judge of the interpretation and application of the rules and laws and the application of the advantage law. Unless there is a concern for player safety any disagreement with the decisions of the referee should only be discussed at half time or after the game and only by a coach of the teams involved in the game.

If a referee does not wish to discuss any issue regarding the decisions made then the coach shall take no further action at the time and may make a report to his/her Club Convenor

Player Safety

Where in the opinion of a coach, an issue of player safety is present during a game, they should call out "Safety" or "Danger". The referee must then halt the game and be willing to discuss with both coaches the issue of concern.

If the issue cannot be sorted to the agreement of all parties then the game may be called off and the incident reported to the Club Convenor

Coaches shall take no further action

Unsportsmanlike behaviour on field

This is a matter for the referee and should be brought to their attention in the manner described above.

No coach shall address a member of the opposing team without the consent, and only in the presence of that players coach.

If in the opinion of a coach a referee does not deal with the issue satisfactorily, the game should be allowed to proceed unless there is an issue of player safety present, and the incident reported to you Club Convenor.

All sending-offs (not sin binning) must be reported to the WRFU. When the game is has WRRR appointed referees (U13 Grade) officiating the game, then any sending off's will follow the WRFU judicial process but modified for junior rugby (generally not requiring the player or club to attend any judicial hearing, the sanctions will be aligned to the WRFU disciplinary guidelines).

Coaches shall take no further action

Unruly behaviour on the sideline

Coaches should only address people associated with their own team.

The referee has the right to ask a person to leave the ground and shall be supported by the coaches.

Only coaches or managers may address a referee or official, such as a grading convenor, attending a game.

At all times work simply to calm a situation and allow the game to continue. All other issues should be left to be dealt with by the Convenors of the clubs involved

Wellington Junior Rugby Rules Chart 2014

This table and the rules set out over leaf, make up and are a summary of the **WRFU set** of rules relevant to the grades of Wellington Junior Club Rugby. They are based on the NZRU Small Blacks Rules for junior rugby, but take precedence over those rules. The NZRU Domestic (*not Super 15 or International*) rules and laws apply unless otherwise stated here. At all times play to the 'spirit of Junior Club Rugby'.

	Under 6 & 7 Rippa Rugby	Under 8	Under 9 & 10	Under 11	Under 12 & U13	Notes
Ball Size	2.5	3	3	3	4	
Players	7	10	10	15	15	Teams MUST match up numbers. Numbers are maximums Teams must swap or lend players to get maximum number of kids possible playing
Forwards/Backs	3F/4B	5F/5B	5F/5B	8F/7B	8F/7B	
Minutes per half	20	25	25	25	30	
Field Size	¼	½	½	¾-full	full	
Kick-off distance	Not applicable	Not applicable	5metres	8metres	8metres	
Kick-off and Restart	**Non scoring team free pass	**Non scoring team free pass	**Scoring team, drop kick or punt	Non-scoring team normal drop kick		**To be rotated through all players
Scrum Players	No Scrums	5	5	8	8	Refer also Note 5 other side of this Rules Card: Teams must have equal numbers of players in scrums,
Push distance	Not applicable	**No pushing allowed in scrums U8-11 grades			½ metre	**U8-U11 front rows to engage & take each others weight but scrums must not move
Rotation (degrees)	Not applicable	0	0	0	45°	Ball does not turn over on scrum reset.
Contesting	Not applicable	**No contesting allowed in scrums U8-11 only Hookers may hook the ball			Yes, hookers only	Deliberate wheeling illegal **U8-U11 team feeding scrum wins the ball ** U11, U12 & U13 Grades the No8 may take the ball off the back of the scrum.
Offside line	Not applicable	Offside line is 5 metres behind hindmost feet of the scrum				
Lineouts	No Lineouts	No contesting allowed in lineouts U8-10		Yes	Yes	No Lifting No Shortened lineouts Quick throw-ins are permitted Teams must have equal numbers
Players not including hooker	Not applicable	4	4	7	7	Adjust to allow for wind
Throw distance	Not applicable	2metres	2metres	5metres	5metres	
Distance teams to be apart	Not applicable	Child's arm length		1metre	1metre	
Last player max distance from sideline (Touch)		10metres	10metres	15metres	15metres	
Offside line	Not applicable	Backlines must stand 5 metres back from centre line of the lineout		Backlines must stand 10 metres back from centre line of the lineout		
Penalties		No points, **Turnover - Tap and pass U6-U10		=3 Points Normal penalty rules apply		**The player tapping the ball must not move with it before passing
Retiring distance	2metres	3metres	5metres	10metres	10metres	
Free Kick	No	No	Tap & Pass	Normal rules apply		
Try	=5 Points	=5 Points	=5 Points	=5 Points	=5 Points	If score blowouts are occurring (i.e. 35+ points at halftime) both coaches must abide with the rules of the NZRU and work with the opposition coach to ensure the game is evened up. Excessive Scores Policy on page 44 of the WRFU Junior Rugby Convenors Manual contains suggestions on how the game may be evened up.
Conversion kicks		No points, Drop kick or Punt in front of posts all players to take turns		=2 Points - Taken no further out than 15 metres in from touch		
Charging a kick	No	No	No	Free-kick only		
Field Goal	No	No	No	No	Yes = 3 Points	
Fair catch/Mark	No	No	No	No	Yes	
Fending	No	No	**Yes	**Yes	**Yes	**Emphasis should be on developing skills other than fending to avoid being tackled
Tackling	No	U8 games now play Tackle Rugby from the beginning of the season. All Tackle Grades - the tackles must be below the level of the armpits				
Subbing		Rolling subs are not permitted in any grade. Subs must be made at half time and play for the whole second half. All players must play at least half of each game and an equal number of full games as long as they have attended training etc.				