

Lower Waipa Winter Champs Rugby Instructions and Rules



GENERAL

Supervision

This day is for competition but also for the fun and enjoyment. Bring a positive attitude and look after ALL students and referees. If any helper makes an error please be kind. All the best wishes for a great day for you and your team.

Please ensure each team has a coach/manager who is responsible for the team.

Field Allocations

- All games for Senior Y7/8s division are on field 1 (closest to the school entrance).
- Most games for Intermediate Y5/6 division are on field 2 (the centre field);
- **Some games will be held on Field 1.**
- All games for Junior Yr3,4 are on field 3 (farthest from the school entrance).

Referees

Referees from the Te Awamutu Referees Association will referee the games on fields 1 and 2. Student referees (and coach referees) will operate on field 3.

Neutral coaches/volunteers may be required to referee the junior games on field 3. One coach from each side may be on the field throughout the game to assist and guide their young players.

All of the referees are volunteering their own time. Please show them the respect and appreciation they deserve.

There may be an occasion when a Te Awamutu Referee Association ref or a coach/referee might have a child of their own playing in a game he/she is refereeing. This possibility is accepted by the Lower Waipa Schools Committee.

Breaks

There are no breaks in the game schedule. However the Te Awamutu and student referees will need some breaks, so during that time games will be refereed by other volunteers.

Starting and Ending Games

Have your teams at the appropriate field early and ready to go on for their scheduled game. Teams may start to play the moment they are on the field and they and the referee are ready to play (this is to maximise playing time).

The "official" start and ending of each game will be signalled by a hand bell. The end of each game will be signalled by a horn blast. For the senior grade the horn will also signal half time break and the subsequent bell the second half restart. Games will end at the first try or non-penalty infringement after the bell has been sounded.

Games for Y3,4 and Y5,6 are 7 minutes in length, with no half time break.

Games for Y7,8 are 14 minutes in length, with a 1 minute half time to swap ends.

Only one minute has been allocated for team swap overs (this is half-time for the Y7,8 players).

THE GAME RULES

Numbers: 7 players per side on the field: 3 forwards and 4 backs. 0-3 subs are permitted.

Tackling: Full-contact tackling for all grades. Tacklers must use their arms in the tackle. Tackles must be below the shoulders. **Note:** We want all players to play their hardest. However, because there is no weight grading, coaches should monitor how vigorously tackles are made by their players on opposition players who are significantly smaller or less skilled.

Scrum: Y3/4 and 5/6: Non-contested scrums, 'Golden Oldy' rules. Y7/8: Contested scrums.

ALL grades: The half back is not allowed to pass the midpoint of the scrum.

Line-outs: Contested at all grade levels. 3 players in each side's line-out.

Kick-Off: After a try is scored the scoring team will kick off to restart. If the kick-off goes dead in goal without being touched by the receiving team, the game will restart with a scrum at half way, with the receiving team putting in the ball.

Gender: Boys and Girls may play.

Safety: Mouth-guards: These are MANDATORY. No mouth guard... No play!!

Footwear: Bare feet only.

SCORING

Competition Structure: It is a round robin contest and **does not** involve a final.

Score Cards: Referees will keep track of the tries scored. A Win, Draw or Loss is determined by the number of tries scored. Referees will hand their score cards to the student runners who will collect them at the end of each game.

Checking the Score: Coaches/Managers may check your score card after each game to see that you agree with the score!!

Competition Score Progression: The score tracker will take the results from the score cards and will record the result and the score for each team. He/she will be seated at a desk by Field 1, if you wish to check progress. Game Points: Win = 3 points, Draw = 2 points, Loss = 1 point

Finding the Winner: The winning team is the team with the highest Win/draw/loss points' total.

If two teams have equal points after the round-robin, the organisers will go on who won the game held between the two top teams. If that game was a draw, we will count back on game-points scored. If it is still a draw, we will count back on least points scored against.

If it's still a draw, LET'S SETTLE FOR A DRAW!!