



CENTRAL BAY OF PLENTY JUNIOR RUGBY POLICY

MARCH 2018

Kia Ora to all our junior rugby players and their families, welcome to the 2018 Central Bay of Plenty Junior Rugby season.

For many of you this another year of involvement and for others it will be hopefully the first of many enjoyable junior rugby seasons.

Whether you are a player, coach, manager, referee, parent, rugby committee member or your special role is that of a keen supporter, you are all a welcome part of Central Bay of Plenty Community Rugby.

Community Rugby is for girls and boys and is about family, fun and friendship and is only made possible by the hard work and dedication of many volunteers like you. Thank you for your commitment to our national game and enjoy the upcoming season.

CENTRAL BAY OF PLENTY JUNIOR RUGBY PHILOSOPHY

Our Philosophy – “Assisting young people to develop a lifelong love of Rugby”

In 2004 the New Zealand Rugby Union (NZRU) Community Rugby Plan declared its #1 priority to be “establishing rugby as the first choice game for all New Zealand kids”. To achieve this, the NZRU implemented the Small Blacks Development Model across New Zealand – a set of rules and guidelines on how rugby should be played for different ages to assist with the progressive development of the skills and knowledge required for all involved to enjoy the game.

Our purpose, in Central BOP Junior Rugby, is to give all junior players the opportunity to play in teams against others of similar age and to assist in the player’s skill development.

We believe that a player’s skill development leads to the players positive contribution to their teams progress and to each players enjoyment of rugby.

Website

Information regarding junior rugby, including this handbook can be found at www.centralboprugby.co.nz under the juniors tab.

CONTENTS

Central Bay of Plenty Junior Rugby Philosophy	1
1. Guidelines for all teams.....	3
2. Central BOP Junior Rugby Skills Schedule	5
3. 2018 Duty Club Roster.....	7
4. We play rugby at Westbrook and Boord Park Rugby fields.....	9
5. Game Times.....	9
6. Health and Safety of Players – Weather Conditions.....	10
7. The Saturday Draw	10
8. Cancellations.....	11
9. Results	11
10. NZ Rugby Union Registration via clubs	11
11. Team Documents.....	11
12. Team Composition	15
13. Game Time.....	15
14. Score Blowouts	15
15. Trainings.....	15
16. Safety	15
17. Dispensations.....	16
18. SMALL BLACKS DEVELOPMENT MODEL Under 6s	19
19. SMALL BLACKS DEVELOPMENT MODEL Under 7s	20
20. SMALL BLACKS DEVELOPMENT MODEL Under 8s to Under 10s.....	25
21. SMALL BLACKS DEVELOPMENT MODEL Under 11s to Under 13s.....	27
22. Rugby Laws.....	29
23. Associate Referees	30
24. Coaching	32
25. Junior Rugby Committe.....	33

1. GUIDELINES FOR ALL TEAMS

Central BOP Junior Rugby is played in accordance with IRB and NZRU “Laws of the Game” incorporating the Small Blacks Development Model guidelines and local rulings.

1.1. NON-COMPETITION GAMES

The season begins with non-competition games for all grades to provide an opportunity for new players to check out a new sport, clubs to finalise teams, player dispensation applications to be assessed and Sparty sheets to be completed.

Regular Saturday rugby is run in a non-competition round robin format for the Under 6 and Under 7 grades, and a competition round robin format for Under 8 to Under 13 grades.

1.2. DOUBLE GAME POSSIBILITY

Depending on the number of teams registered in each Under 8 to Under 13 grade, there may be some Saturdays where teams have a double game (of shorter duration and with a full game period break). This enables full round robin games to be played.

1.3. A SAFE FUN JUNIOR RUGBY ENVIRONMENT

Players and coaches should strive to win. However, it is the responsibility of the coaches, referees, parents, and supporters to assist all players in developing the basic skills required to play the game safely and with enjoyment. Players must be afforded a fun and supportive environment in which to play the game. This requires positive and encouraging behaviour from parents and supporters on the side-lines.

1.4. SMALL BLACKS TEAM CHARTER

The Small Blacks Development Model includes the Small Blacks Team Charter. Central Bay Junior Rugby will continue the mandatory use of its standardised Central Bay Small Blacks Teams Charter as an on-going initiative to achieve and sustain greater safety and fun in the junior rugby environment.

The Small Blacks Team Charter requires the signed commitment of each team’s players, coaches, and parents to the following aspects regarding the players:

- > Improve our fitness and skills
- > Applaud the performance of both teams and the referee
- > Give all players the opportunity to participate in the game
- > Praise efforts and results
- > Create an enjoyable and safe environment
- > Encourage sporting behaviour
- > Play for enjoyment
- > Play hard but fair
- > Be committed to the team
- > Attend all practices and matches

The use of the Small Blacks Team Charter is helping to sustain positive player and spectator behaviour at matches and contribute to a safe and fun rugby environment for players.

Small Blacks Team

Charter



WE THE UNDERSIGNED COMMIT TO:

Improve player fitness and skills.

Applaud the performance of both teams and the referee.

Give all players the opportunity to participate in the game.

Praise efforts and results.

Create an enjoyable and safe environment.

Encourage sporting behaviour.

Play for enjoyment.

Play hard but fair.

Be committed to the team.

Attend all practices and matches.

SIGNED BY PLAYERS, COACH, MANAGER AND PARENTS

2. CENTRAL BOP JUNIOR RUGBY SKILLS SCHEDULE

In 2013, the Central BOP Junior Rugby Skills Schedule was introduced locally to complement the small blacks coaching approach and support junior coaches to know what player skills to develop at each age level.

The skills schedule, which applies to under 6 to under 15 rugby players, was developed by Darrel Shelford of the NZ Sports Academy in Rotorua in 2012. Darrel had been working with Central BOP Junior Rugby delivering the Small Blacks coaching courses when he was asked by the Junior Rugby Committee to produce a one page schedule which could be used by coaches, players and their families to highlight the rugby skills progression through the junior age grades.

The skills schedule was socialised with coaches in 2012 prior to its introduction in 2013. In 2014 coaches were again asked to base their player's skills development on the skills schedule and to aim to have players able to perform the relevant skills by or before the semi-finals for that season.

In 2015 players skill assessment sheets were introduced based on the skills schedule and the junior coaches were required to complete the hard copy assessment sheets for their team and to indicate for each player where their skills were at prior to semi-finals. Some assessments were completed at the end of the season.

Teaching each player the skills on the skills schedule for their Under 6 to Under 13 age grade and completing the assessment sheets each year is mandatory for junior coaches from 2015.

In 2016 the skills schedule and player assessment sheets have been upgraded and are available in hard copy via the Small Blacks Coaching Courses and also online via the website www.centralboprugby.co.nz for coaches to complete. While coaches can provide their assessment of a players skills to the individual directly, the teams assessments provide the junior rugby administration with an indication of where to focus coach the coaches education the following year.

The skills schedule and assessment sheets are a local Central Bay of Plenty Junior Rugby innovation, a tool for coaches, players and their families to use in their progression through the junior rugby grades. It has been introduced with the aim of raising the rugby skill levels of junior players and equipping them to be assets to their rugby teams in future years.

While Skills is an appropriate focus we also wish to see Coaches creating an enjoyable learning environment for players to develop their skills.



Central Bay Of Plenty Junior Rugby Skills Schedule

SKIL	Grip		Passing				Catch		Tackle								Evade			
	Carry	Flick/Push		Spiral				Front				Side		Rear		Sidestep	Fend	Spin		
		L	R	L	R	L	R	Passive	Aggressive	L	R	L	R							
U6	√	√	√			√	√							Rip	Rip	Rip	Rip	√		
U7	√	√	√			√	√							Rip	Rip	Rip	Rip	√		
U8	√	√	√			√	√	√	√					√	√	√	√	√		
U9	√	√	√			√	√	√	√					√	√	√	√	√	√	
U10	√	√	√			√	√	√	√					√	√	√	√	√	√	√
U11	√	√	√			√	√	√	√					√	√	√	√	√	√	√
U12	√	√	√	√	√	√	√	√	√					√	√	√	√	√	√	√
U13	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

SKIL	Ball into contac		Ball presentation				Ruck				Loose ball				
	L	R	Long	Short	Pop	Roll	Protect	Clean	Pilfer	2 hand Pick up		Slide			
										L	R	L	R		
U6											√	√			
U7											√	√			
U8											√	√			
U9				√							√	√			
U10	√	√		√	√	√	√	√	√	√	√	√		√	√
U11	√	√		√	√	√	√	√	√	√	√	√		√	√
U12	√	√		√	√	√	√	√	√	√	√	√		√	√
U13	√	√		√	√	√	√	√	√	√	√	√		√	√

SKIL	Lineout		Scrum				Maul		Kicks								
	Hooker	Jumper	Hooker	Props	Locks	loose	Long	Short	Grubber		Chip		Punt		Drop kick		
	Throw		Hook	Position	Position	Position			L	R	L	R	L	R	L	R	
U6																	
U7																	
U8	√	√		√	√	√	√										
U9	√	√		√	√	√	√									√	
U10	√	√		√	√	√	√									√	
U11	√	√		√	√	√	√				√		√	√	√		
U12	√	√		√	√	√	√				√		√	√	√	√	√
U13	√	√		√	√	√	√	√	√	√	√	√	√	√	√	√	√

3. 2018 DUTY CLUB ROSTER

Date		DUTY CLUB
Sat 5 May	1	
Sat 13 May	2	
Sat 19 May	3	
Sat 26 May	4	
Sat 2 June	5	
Sat 9 June	6	
Sat 16 June	7	
Sat 23 June	8	
Sat 30 June	9	
Sat 7 July	10	
Sat 21 July	11	
Sat 28 July	12	
Sat 4 Aug	13	
Sat 11 Aug	14	
Sat 18 Aug	15	
Sat 25 Aug	16	

3.1. DUTY CLUB DUTIES

Handover

Duty Day Club Delegate to pass onto the next Duty Club Delegate the set of keys for the gates and toilets and to pass on the two PA systems with instructions of how to use them, and how to charge them for the following week.

Saturday duties

Pick up draw (or use the season draw) for the Boord Park trailer from the duty club delegate, it is the duty club delegates responsibility to make sure there is a print out of the draw for the trailer.

a. Open/lock gates

- > Westbrook Park –off Devon street (lock at the end of last game)
- > Westbrook Park – off Thebes Street (lock at the end of last game)
- > Boord Park – off Devon Street (leave gate closed but unlocked till games are finished)
- > Stadium Gate – off Devon Street (lock after picking up trailers)
- > Stadium Gate – off Westbrook Park No. 1 field (lock at the end of the last game)

b. Open/lock toilets

- > Stadium toilets – off Westbrook Park No. 1 just inside the stadium gate (Mens and Womens)
- > Boord Park toilets – Mens and Womens

c. Covered Trailers

Pick up both trailers from stadium and deliver to Boord Park (on the Thebes Street side) and Westbrook fields (the new white trailer). Park Trailer just inside fence. **Do not drive the trailer round the fields delivering and retrieving the pads. The pads must be walked over to the posts and afterwards back to the trailer as we are ensuring no vehicle damage to the fields or sidelines.**

d. Boord Park

Place goal pads (32) on fields 1 – 8 and return to trailer after last games

Place metal flags on top of goal posts on each field and return to trailer after last games.

Set up PA System and explain use to announcer

e. Westbrook Park

The Westbrook Park pads are in the new white trailer, set the pads up on fields 1-4 (draw dependant) and return pads to the trailer after games. Also set up technical zones on all top fields. Set up PA system and explain use to announcer.

f. Boord Park Duty Person

Station yourself near trailer

- > Place Saturdays draw on side of trailer and be available to assist people with location of fields and which teams are playing at what time on what field
- > Make sure copy of field plan is on the outside of the trailer for viewing
- > Collect result sheets and place in Green Letterbox for collection
- > Sound hooter for start of games, half time and finish time
- > Use sound system for messages etc. on both Boord Park and Westbrook

g. Rubbish

All rubbish to be cleared from Westbrook and Boord fields after completion of last games.

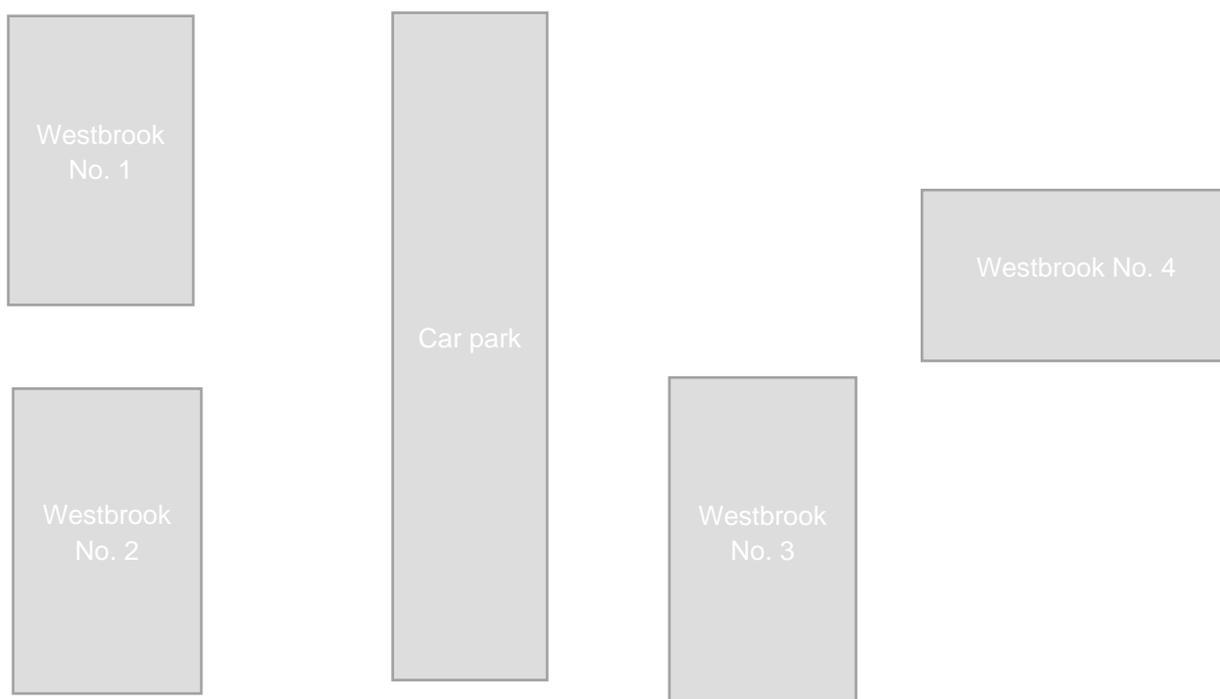
h. Keys and PA Systems

Pass onto next weeks duty club Delegate and explain how to charge PA Systems

i. Team Sheets

From Westbrook and Boord Park fields – deliver hard copy team sheets to Selena Syme before 5pm on Game Day via letterbox at 55 Icarus Place, Westbrook.

4. WE PLAY RUGBY AT WESTBROOK AND BOORD PARK RUGBY FIELDS



The Council regularly change the fields placement at Boord park. See Boord Park field numbering in 'Junior Documents' on www.centralboprugby.co.nz

5. GAME TIMES

5.1. BOORD PARK UNDER 6 – UNDER 10 TEAMS

1st Game

- > 9am – Kick Off
- > 9.20am – Half time
- > 9.25am – Kick Off second half
- > 9.45am – End of Game

2nd Game

- > 9.50am – Kick Off
- > 10.10am – Half time
- > 10.15am – Kick Off second half
- > 10.35am – End of Game

3rd Game

- > 10.40am – Kick Off
- > 11.00am – Half time
- > 11.05am – Kick off second half
- > 11.25am – End of Game

5.2. WESTBROOK FIELDS UNDER 11 TO UNDER 13

The games on Westbrook fields are self-timed without the air horn/hooter. Referees and teams are required to begin and conclude games on time.

1st Game

- > 9.00am – Kick Off
- > 9.30am – Half time
- > 9.35am – Kick off second half
- > 10.05am – End of game

2nd Game

- > 10.10am – Kick Off
- > 10.40am – Half time
- > 10.45am – Kick off second half
- > 11.15am – End of game

3rd Game

- > 11.20am – Kick Off
- > 11.50am – Half time
- > 11.55am – Kick off second half
- > 12.25pm – End of game

NOTE: On Westbrook fields, if a game begins late it is still required to finish on time so that the game following is not delayed.

6. HEALTH AND SAFETY OF PLAYERS – WEATHER CONDITIONS

When games are NOT cancelled and the weather is inclement, it is the responsibility of each teams management to decide on the health and safety issue and whether teams should proceed to play eg. The Under 6 and Under 7 junior teams may not be considered hardy enough to play in the cold and wet while older players may be fine to handle the elements.

Notwithstanding the above, parents have the ultimate decision always to decide whether their son or daughter will play in the weather conditions.

7. THE SATURDAY DRAW

The Saturday games draw for the non-competition rounds will be posted on a weekly basis on the Central BOP Community Rugby website at www.centralboprugby.co.nz under the junior rugby tab.

Once competition games get underway and the team entries are finalised a season draw will be available on the website.

8. CANCELLATIONS

Our intention is to always have games played on game day. However, we also wish to protect the grounds for play throughout the season. Sometimes we will, in conjunction with the Rotorua Lakes Council, cancel play due to our joint assessment that grounds will be damaged and unlikely to recover for the following weeks play.

In the event of rugby being cancelled due to inclement weather, the Central Bay Community Rugby website at www.centralboprugby.co.nz will have the cancellation on the News section of the Junior Rugby tab.

It is possible that Boord Park games may be cancelled while Westbrook Fields will continue with games. This is generally due to the grounds drainage properties being different.

9. RESULTS

Our aim is to post Saturdays game results on the website by the Wednesday following game day. However, several factors can make this a real challenge, including team sheets not being received by 5pm on the Saturday, possible need for a review of issues raised on team sheets and the personal time available from the volunteers who administrate our system.

10. NZ RUGBY UNION REGISTRATION VIA CLUBS

All players must be NZ Rugby Union registered each year. This is coordinated at club level.

All new players must provide a copy of one of the following identification documents to their club at the time of their registration; their birth certificate, current passport or school principals letter on school letterhead affirming the players name and date of birth.

Clubs must retain the above identification document for their records and ensure that all new players have complied with this requirement before allowing players onto the field of play.

11. TEAM DOCUMENTS

11.1 SPORTY SHEETS

Since 2017 we have used the Sporty Management System, in place of a full team folder we now require each team to have a completed Sporty Team Sheet and a fully signed Small Blacks Charter. Club Teams are required to have a fully compliant Team Sheet and Charter by the completion of the non-competition rounds at the beginning of the season.

As each child has to be registered on SPORTY, it makes it very easy to put the players into the correct teams and create the Team Sheet. Below are the rules for its use. The SPORTY Teamsheet is used to verify players age with photo ID.

The Match Day Team Sheet will continue to be used on game day as in prior years to record teams and players, score, referee, team management and any issues or positive feedback.

- 1 All players on a SPORTY teamsheet must have a full face – head shot only photo, for easy recognition.
- 2 Only players who are on the SPORTY teamsheet will be able to take the field.
- 3 Any child that has been dispensated, must have their details highlighted on the SPORTY Teamsheet in yellow, this includes dispensated female players. The dispensation form must be kept with the SPORTY Teamsheet.

- 4 At the first of the seasons SPORTY Team Folder audits (First or Second Competition game), each teams management must present **three documents** :
- 5 2 copies of your teams SPORTY Teamsheet, printed in colour
- 6 The Small Blacks Team Charter signed by your team members, team management
- 7 Player dispensation forms
- 8 The auditor will check the Sporty Teamsheet, sign and date both copies and note the number of players at that time and give one copy back to the teams management. Teams can then laminate the auditor signed copy, and that's the teams record of players.
- 9 If teams add players after the audit process, team management will need to take 2 copies of the Sporty Teamsheet to an auditor. The process is the same. But **you must keep all auditor signed copies and versions of the SPORTY teamsheets** this may help, if necessary, with any relevant game day issues that are highlighted.
- 10 On game day, Teams swap SPORTY Teamsheets. Teams must be available to be lined up to be checked if requested. Any players who don't match up with the SPORTY Teamsheet cannot take the field.

If there is a dispute about age and it is noted on the match day team sheet, the team that has the child in dispute has until the next game to present that child's birth certificate, passport or letter from their school to an auditor to prove that child's age. That player will not be eligible to play until this has happened.

Please refer to auditor Selena Syme for any queries. Selena can be contacted on 027 635 2490 or selenasyme@gmail.com

Teams have until the second non-competition Saturday to have their team documents fully compliant. Teams with non-compliant team documents on this date will not be able to play the following weeks game. These teams will have the opportunity to re-present their team documents for auditing to Selena Syme prior to the first competition Saturdays play. If the teams documents are fully compliant the team may play on the next Saturday.

11.2 THE USE OF THE SPORTY TEAMSHEET ON GAME DAY

- a. It is **mandatory** for team management to provide their teams completed SPORTY team sheet and documents to the opposition team 10 minutes prior to the commencement of the match.
- b. The mandatory handover of team documents avoids any reluctance by teams to request the team documents, it avoids the "don't worry we trust you" approaches which prevent opposition teams scrutiny of the team documents.
- c. Handover the team documents 10 minutes prior to the game starting provides an immediate opportunity for each team to peruse the Team documents and note any matters that they can consider during the game and if necessary raise on the team sheet after the game.
- d. The Team document system has been in place for several years now. The penalty for not providing the team documents to the opposition team prior to the games start time will result in the forfeiture of the game and any points associated with the game. The team sheet will be used to document the matter. Team management is reminded of their responsibility to ensure their team and supporters are not penalised in this way.
- e. Team document issues can be indicated prior to the game, at half time or after the conclusion of the game with the opposition team. The team sheet is the place to document concerns or positive comments. Team management, players and parents are strongly discouraged from entering into heated exchange at any time – Team document or game issues are to be raised through the team sheet system.
- f. Team documents are to be returned to the opposition team at the conclusion of the game. Team sheets and necessary signatures from each team management on each others teams Team sheet are completed at the end of the game including name and registration number of the game referee.

11.3 THE USE OF THE GAME DAY TEAM SHEET ON GAME DAY

The Game Day Team Sheet is the teams official record of:

- 1 The players from their club who played in their grade against which opposition on game day
- 2 The players with dispensation who played or were available to play
- 3 The games referee and the final score of the game
- 4 Any positive or other matter documented on the team sheet

The Team Sheet is to be completed and placed in the Green Letterbox located at the Boord Park Central Bay trailer until the end of play on that ground when it is taken to the top Westbrook fields. Alternatively the completed team sheet can be scanned and emailed to teamsheets@centralboprugby.co.nz and must be received no later than 5pm or will not be processed.

11.4 PENALTY FOR LATE TIME SHEETS

Following the non-competition rounds and from the first day of competition rounds, failure to put completed Team Sheets in the Green Letterbox or if they are not received by 5pm via email will result in the forfeiture of the game and any associated game points.



CENTRAL BAY JUNIOR RUGBY TEAM SHEET

(Each team must submit a completed team sheet on game day)

CLUB _____ **VS OPPOSITION** _____

GRADE (Circle one) **U6 U7 U8 U9 U10 U11 U12 U13**

FIELD (Circle one) **Westbrook 1 2 3 4 Boord Park 1 2 3 4 5 6 7 8**

DATE (DD / Month e.g. 11 / May) **Saturday** _____ / _____ **2018**

No.	Player Name	No.	Player Name
1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11			
12			

Names of players with dispensation must be circled. Players with dispensation must wear high visibility armbands on both arms, between elbow and shoulder, during the entire match.

MATCH REFEREE _____ **REGISTRATION NO** _____

RESULT: WIN TO _____ **SCORE** _____ **VS** _____

POSITIVE AND OTHER MATTERS ARISING IN MATCH (Write below and over page)

COACH / MGR NAME & SIGNATURE _____

OPPOSITION COACH / MGR NAME & SIGNATURE _____

Suspected Concussion- Player name _____ **Referee** _____

Mandatory minimum stand down of 23 days for suspected concussion –Refer concussion protocol at www.centralboprugby.co.nz

PLACE THIS FORM IN TEAM SHEET CONTAINERS AT PLAYING FIELDS OR SCAN & EMAIL to teamsheets@centralboprugby.co.nz before 5pm on game day.

12. TEAM COMPOSITION

Players shall preferably be placed in their correct age grade (e.g. An Under 6 player is under 6 years of age on the 1st of January), however must not play more than 1 grade above their correct age grade.

Selection of teams based on merit or ability within grades is not permitted. Where clubs have more than one team in a grade, Club Committees are to ensure teams are balanced and players new to rugby should be evenly distributed.

The number in a team squad including team and reserves should be minimised to allow maximum game time. **All players on the Teamsheet must play at least half a game, as is directed by the NZRU ruling, failure to do so will lead to a forfeiture of game points.**

13. GAME TIME

Under NZRU Laws for the Small Black Development Model, all players must have at least half a game to ensure development and understanding of the game is maximised and participation in a game is fairly distributed around the team squad.

Player substitutions are to occur at $\frac{1}{4}$ time, $\frac{1}{2}$ time and $\frac{3}{4}$ time when there is a stoppage in play.

14. SCORE BLOWOUTS

In accordance with the Small Blacks Development Model guidelines, in the event that scores become one sided (defined by a halftime score differential of 35+ points), both team's coaches must meet at half time and come to an agreement as to how the issue can be addressed to create a more even contest (e.g. change dominant player positions, change dominant team tactics, rotate players, swap players between teams).

15. TRAININGS

As young players are often involved in a number of sports and at times multiple rugby teams, the JRC recommends a maximum of 2 trainings of 1 hour duration per week across all rugby teams.

16. SAFETY

Rugby Union is a sport which involves physical contact and any sport involving physical contact has inherent dangers. It is important that players can enjoy the game and play in the spirit that the game is intended.

All players must wear mouth-guards during trainings and games.

Should a player be injured, play must be stopped immediately and the player attended to.

Players on the field who are injured in any way that results in bleeding must be immediately removed. A substitute can be played while they are being attended to – blood nose, etc. The injury needs to be attended to and cleaned properly.

Open cuts or wounds must have a protective cover over them while the player is on the field.

Players who receive slight head injuries must be checked properly – if in doubt remove the player from the field.

Should a player suffer concussion he/she must be attended to properly and they are not allowed to play for the following three weeks.

Coaches and parents must not put the player's health at risk in any game.

Players of all grades are to have a pre-game warm up before the start of a game, including a warm up prior to them taking the field as a substitute.

17. DISPENSATIONS

17.1 POLICY FOR JUNIOR RUGBY PLAYER DISPENSATIONS FROM 2016

- a. Girls are dispensated to play one year below their age grade if they wish.
- b. Dispensations will apply to four clubs only i.e. Galatea, Reporoa, Mamaku and Rotoiti on the basis that rural clubs may have difficulty in some age grades forming complete teams and therefore rural based players would lose the opportunity to play rugby.
- c. Dispensation criteria and process will apply.

17.2 FROM 2016 CBOP JRC REQUIRES THAT:

- a. CBOP JRC Club Delegates are responsible for ensuring that the dispensation criteria are applied first by the club before dispensation application is made to CBOP JRC. This is to ensure applications for dispensation are made only for players that satisfy the dispensation criteria.
- b. The application of the dispensation criteria by clubs in the first instance is a potential reputational issue for the club and delegate. Care needs to be taken to ensure the club applies the dispensation criteria honestly.

17.3 DISPENSATION CRITERIA

- a. Weight restrictions (appended)
- b. No Representative players will be dispensated (even if they are within the weight restriction)
- c. If the Player safety and Regulations Sub Committee regard the player as highly skilled relative to players in the grade they are playing in, the player's dispensation will be reviewed.
- d. Dispensations can be reviewed at any time during the season.

17.4 DISPENSATION PROCESS

- a. Club CBOP JRC Delegates are responsible for seeing that the dispensation criteria are applied first by the club before dispensation application is made to CBOP JRC. This is to ensure applications for dispensation are made only for players that are highly likely to satisfy the dispensation criteria. This is a reputational issue for the club and delegate
- b. Application for Dispensation of Player forms (appended) can be downloaded from the BOP RU website.
- c. Applications for dispensation must be received by Wednesday before the second non comp game and should be addressed to "CBOP JRC Dispensation applications" and emailed to jared.mcgregor@me.com or handed directly to Jared McGregor the Chair of the Dispensation Sub Committee which handles dispensations.
- d. Dispensation applicants will present themselves to dispensation committee members at the area between Westbrook 1 and Westbrook 2 on the first non-competition game day at either 10am or 11.30am for weigh in and checking of application papers. Dispensation applicants are to provide a copy of their birth certificate and a current 5cm x 5cm portrait photograph of themselves at that time.
- e. Dispensated players will be observed by the dispensation subcommittee (or the committee may co-opt suitable people for that purpose) who may grant the dispensation but may review and withdraw the dispensation at any time throughout the season. That review will be on the basis that the player is having too great an impact on the game.

- f. Dispensated players are required to wear a bright easily distinguishable arm band on each arm above the elbow during the entire time of each game they play in (The arm bands will be different colors for different teams as they will have to stand out easily on the club jersey). This is so that all players, spectators and the dispensation committee can easily recognise the dispensated players. Failure to comply with this requirement will result in the player's dispensation being withdrawn.
- g. A list of current dispensated players will be provided to all clubs via their delegates for their information and the list redistributed when changes occur.
- h. The Dispensation Sub Committee will notify the respective club delegate if a player's dispensation has been reviewed.
- i. The Team folder will include the approved dispensation application of the player and the players with dispensation highlighted on the Team Sheet for each game.
- j. The Dispensation Sub Committee may convene from time to time throughout the season as is required and will raise any issues and solutions with the CBOP JRC Committee.

17.5 DISPENSATION APPLICATION FORM

Central BOP JAB Dispensation Application Approval and Review

Players Full Name	
Date of Birth (dd/mm/yyyy)	
Gender (male or female)	
Central BOP Rugby Club	
Has Player played for a Rep team?	
Is Player under weight limit for team they wish to play in? (see table below).	

Age	Weight limits
Under 6	
5 Yrs and under on 1 st January	Open
Over age	N/A
Under 7	
6 Yrs and under on 1 st January	Open
Over age	N/A
Under 8	
7 Yrs and under on 1 st January	Open
Over age	N/A
Under 9	
8 Yrs and under on 1 st January	Open
Over age	30Kg and under
Under 10	
9 Yrs and under on 1 st January	Open
Over age	35Kg and under
Under 11	
10 Yrs and under on 1 st January	Open
Over age	40Kg and under
Under 12	
11 Yrs and under on 1 st January	Open
Over age	45Kg and under
Under 13	
12 Yrs and under on 1 st January	Open
Over age	50Kg and under

Dispensation approved (date)	CBOP Dispensation Sub Committee name and signature
Dispensation Reviewed (date)	CBOP Dispensation Sub Committee name and signature

Note: A player may not play down more than one grade

18. SMALL BLACKS DEVELOPMENT MODEL UNDER 6S

Vision: *More time with ball, More rips, More time playing, More Engagement!*

2018 will see an updated participation framework for U6 Rippa Rugby across the Bay of Plenty. Improvements to the current model have been made to achieve the above vision. Below explains some details and rationale for the improvements.

18.1 PARTICIPATION FRAMEWORK AND RATIONALE

Non-Negotiables:

- 1 **Golden rule – All Playing All The Time:** No kids standing watching (being substitutes). Kids love playing. They would never choose to sit and watch.
- 2 **Squad size of 8-10:** Manageable
- 3 **Playing team: max of 5 on each team (when squad is split up to play mini-matches):** More actions in the game. More running with ball, more opportunities to rip. Teams can play with less. E.g. 3 or 4 and the chance to swap players between teams to make it even is encouraged if needed.
- 4 **Field size – 30m x 20m:** Manageable space that is appropriate. Current field size is equivalent of adults playing 7-aside rugby on a 200m wide x 300m long pitch. More evasion, rips.

Recommendations:

- 5 **No mid-week trainings:** Takes pressure off coaches who are generally time poor and parents to get children to after school practices. Allow children to do 1 other activity during the week (non-rugby) and free up time for families to connect.

18.2 SATURDAY STRUCTURE: 60 MINUTE SESSION

The first 40mins is based on the Play / Teach / Play model. This means the team plays the game, and then Coach teaches through Skills Activities. Then play again.

- > 10mins – Skill Activities
- > 10mins – Own Game – team placed in 2 teams and play
- > 10mins – Skill Activities
- > 10mins – Own Game – team placed in 2 teams and play
- > 20mins – Club game - play other club team on adjacent field (2 games happening at same time). ½ of one team play ½ of other team, then 10mins in switch around. 1 coach refs / manages each game.

Watch this link which may highlight rationale: https://www.youtube.com/watch?v=X9Pc1vf_tlg

19. SMALL BLACKS DEVELOPMENT MODEL UNDER 7S

School Year / Age Grade	Y2 U7	Comments
Player Numbers on Field	7	These numbers are maximums. Games must proceed with the same number of players. Balancing playing numbers and ability is to be encouraged.
Field Size	½*	*Boord Park fields are custom sized for junior rugby
Try	5pts	If score blowouts are occurring (i.e. 35 at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest.
Conversion	-	None.
Ball Size	2 1/2	Balls will be colour-coded for each size. Size 2 1/2 = orange, Size 3 = blue, Size 4 = green
Tackle	Rip	
Subs	Rolling	All players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The referee must be notified.
Kick-off	Free Pass	Kick-offs to be rotated through all players.
Penalty	Tap & Pass	
Kicking (general play)	No	
Length of Game	2 x 20	These are maximums.
Scrum	No	None
Lineout	No	None

19.1 BEGINNING RUGBY LAWS UNDER 7

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- > A try is scored by grounding the ball on or over the goal line.
- > The non-scoring team will restart play with a tap kick at halfway.
- > The opposing team will be back five metres from halfway.

TACKLE

- > A tackle occurs when a tag is ripped/removed from an opponent's waist. (Rippa Rugby)
- > The ball carrier must pass the ball within three steps of the tackle/rip occurring.
- > The referee will penalise the player if they continue to run after a tackle/rip.
- > NO FENDING, BARGING OR PUSHING PERMITTED.

SCRUM

- > There are no scrums permitted in beginning rugby grades.

LINEOUT

- > There are no lineouts permitted in beginning rugby grades.

OFFSIDE

- > In general play, players are in an offside position when they are in front of the ball when it was last played by a teammate.
- > The referee will encourage the ball carrier to continue when players tackle/rip from an offside position.

PENALTY TAP KICK

- > The referee will award a penalty tap kick for pushing, fending, taking the ball from the ball carrier's hands, or continuing to run after a tackle/rip. (Free pass for Rippa Rugby)
- > The defending team will be back five metres from the infringement mark.
- > The ball must be passed from the tap.
- > All penalties are tapped on the ground.

KNOCK-ON, FORWARD PASS

- > Referees are to apply the advantage law generously to foster a free-flowing game.

SMALL BLACKS DEVELOPMENT MODEL - LAWS APPOINTMENT OF THE REFEREE

- > A nominated team will provide a referee or beginning rugby referee to officiate.
- > If no referee or beginning rugby referee from the home team is available, then a referee or beginning rugby referee from the opposing team will officiate.
- > It is recommended that one referee control the entire match.

COACHES ON THE FIELD

A maximum of two coaches per team will be permitted on the field at any one time.

19.2 OBJECTIVE OF THE GAME

- > The object of the game is to score a try by grounding the ball behind or on the opponents' try line.
- > A try is worth five points.
- > To prevent a try being scored the defenders must rip the flag from the belt of the ball carrier. This forces the ball carrier to pass the ball. Six rips against the attacking team in one set of possession results in the ball being turned over to the defending team.

19.3 HOW TO PLAY

DURATION OF PLAY

- > A game is made up of two halves. It is recommended that each half last for 15 minutes, with a two-minute interval at halftime. You may like to alter this to suit the level of your class.

NUMBER OF PLAYERS

- > Rippla Rugby is played between teams of equal numbers of players. It is ideal to have no more than 7, and not less than five players but this number can be varied to suit the field size, class size or number of players available.

SUBSTITUTES

- > Each side should agree on the number of substitutes. Substitutes can be used at any time but they can only be made when the ball is 'out of play' or at halftime. The referee must be told of these substitutions.

COACHES/REFEREES

- > During the match, coaches of both teams can referee or direct the game from on the field, behind their respective teams. (Perhaps half a game each for refereeing can be an option).
- > If there is only one coach and the age group is appropriate, the game can easily be played with one referee.

THE RIPPA BELT

- > The belt is adjusted to fit the waist of the player and fastened with the plastic clip at the front so that two flags hang from both sides. Velcro attaches the flags so they are positioned one on each hip.
- > Care needs to be taken to ensure that for safety the tail of the belt is tucked away.
- > The belt must be worn outside the clothing, shirts tucked in and flags free so they can be ripped off.

ATTACKERS

- > On attack, the ball carrier should run forward and the other players should run in support ready to receive a pass. The ball carrier can evade opposition but should pass to teammates in a better position if there is no space to run into. The ball carrier cannot fend defenders off using their hands, or the ball, and cannot guard or shield their flags in any way.

DEFENDERS (RIPPERS)

- > Players should run forward so they can reduce the space between them and the attacker, and move into a position where they can rip the flag from the ball carrier.

- > There is no contact in Rippa Rugby; ripping the flag off the belt of the ball carrier makes a tackle.
- > Defenders (Rippers) cannot physically touch the ball carrier

19.4 RULES OF THE GAME

STARTING PLAY

- > One team start/restarts the match from the centre of the field with a free pass.
- > When a try is scored, the non-scoring team starts at the centre of the field with a free pass.

FREE PASS

- > To make a free pass, the player taking the pass starts with the ball in two hands. When the referee calls "Play", the player passes the ball backwards to a member of his or her own team.
- > The opposition team must remain five metres back from the free pass. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.
- > A free pass is also used to restart play on any turnover of possession, or at any other time that play has halted and needs to be restarted.
- > If the ball is carried out of the field of play, the game is restarted with a free pass to the non-offending side. Free passes cannot take place less than five metres from the try line. The free pass is taken from the point where the ball went out.
- > A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as a forward pass, an offside or for not returning the flag to the ball carrier.

RIPPING (TACKLE)

- > To complete a 'rip' one of the two flags from the ball carriers belt must be removed. The only person who can be ripped is the ball carrier.
- > The ripper stops, holds the flag above their head and shouts "RIP!"
- > The ball carrier must then pass the ball immediately (within three strides is a good guideline). He or she does not have to stop, return to the mark or roll the ball between their legs.
- > Remember, six rips in a row leads to a turnover in possession.
- > After the ball carrier has passed the ball the ripper must hand the flag back to the player who then reattaches it to their belt before they re-join play.
- > If either of these players doesn't adhere to this, they will be penalised and a free pass awarded against them at the place of the infringement.

KNOCK ON

- > When a player knocks the ball to the ground towards the opponents' try line, a free pass is awarded to the non-offending team unless an advantage can be played.

OFFSIDE

- > Offside only occurs at the rip. When a rip is made, all players from the ripper's team must get back until they are behind where the rip was made. Failure to do so results in possession changing to the opposition team and the game resumes with a free pass.
- > If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

PASSING THE BALL

- > The game has been designed to encourage passing. The ball can only be passed in a sideways or backwards direction. There are no forward passes and it cannot be handed to another player.
- > A free pass to the opposition will be the result of either occurring.

KICKING

- > There is no kicking of any kind in Rippa Rugby.

ADVANTAGE

- > Not stopping the game when an infringement happens is called 'advantage'.
- > Referees should play 'advantage' to the non-offending team if there is any chance that they may get the ball.
- > The referee should call 'advantage' followed by 'play on'. If no advantage occurs play restarts with a free pass.

GOING TO GROUND

- > If the ball carrier goes to ground or a player dives on the ball, a free pass is awarded to the opposition. Players can dive for a try or dive on the ball for a try

19.5 REFEREEING A GAME

Make sure you have a whistle, know the rules and try to play advantage wherever possible.

- 1 Shout, "PASS!" when a rip has been made.
- 2 Blow the whistle when and only when play is to stop.
- 3 Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team.

OTHER POINTS

- > If a player accidentally loses a flag when they have the ball, stop the game, replace the ribbon and restart with a free pass.
- > If a player is 'ripped' before the try line and they don't pass before they get over the line, they restart play five metres out from the try line with a free pass.
- > If a player goes to ground with the ball, except in a try-scoring movement, play restarts with a free pass awarded to the opposition.
- > If the ball gets dropped during a pass but is not knocked on, play can continue. However players must pick up the ball from a standing position.
- > Remember the most important thing is to get out there and have fun. Rippa Rugby is safe, simple and enjoyable — your kids were made for it! And who knows, you might be helping to build a future All Blacks or Black Ferns star.

20. SMALL BLACKS DEVELOPMENT MODEL UNDER 8S TO UNDER 10S

School Year / Age Grade	Y3 U8	Y4 U9	Y5 U10	Comments
Numbers on Field	10	10	10	These numbers are maximums. Games must proceed with the same number of players. Balancing playing numbers and ability is to be encouraged.
Field Size	½*	½*	½*	*Boord Park fields are custom sized for junior rugby
Try	5pts	5pts	5pts	If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest.
Conversion	0	0	0	U8 to U10 conversion taken from in front of posts either drop goal or punt. Points don't count.
Ball Size	3	3	3	Balls will be colour-coded for each size. Size 2 1/2 = orange, Size 3 = blue, Size 4 = green
Subs	¼ ½ ¾	¼ ½ ¾	¼ ½ ¾	All players must play at least half a game. Substitutions may be made during a stoppage in play at approximately ¼, ½ and ¾ time. Substituted players may return to the field. The referee must be notified of substitutions.
Scrum	5 person	5 person	5 person	No pushing and no contest. Safety is paramount. The engagement process, from 2014, is CROUCH, BIND, SET
Lineout	5 person	5 person	5 person	Lineouts not to be contested. There is to be no lineout lifting at any level.
Penalty	Tap & Pass	Tap & Pass	Tap & Pass	
Kicking (general play)	Encourage running & passing	Encourage running & passing	Encourage running & passing	
Length of Game	2 x 25	2 x 25	2 x 25	These are maximums.
Referee	Yes	Yes	Yes	If no Small Black Rugby referee, there is no tackling.

20.1 LEARNING RUGBY LAWS UNDER 8 - UNDER 10

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- > A try is scored by grounding the ball on or over the goal line.
- > The scoring team will restart play with a punt or drop kick from halfway.
- > Under 8 only - The non-scoring team will restart play with a tap kick from halfway.
- > The opposing team will be back five metres from halfway.

TACKLE

- > A player must not tackle an opponent whose feet are off the ground.
- > The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- > The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.
- > The opposing team cannot advance until the halfback has played the ball.
- > There is an offside line five metres behind the hindmost feet of the scrum.
- > The opposing halfback must not advance past the middle line i.e. tunnel.

LINEOUT

- > The side throwing the ball in to the lineout wins the ball. If the ball is not caught or goes over the back, the ball becomes “fair game”.
- > If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.
- > The two lines of players must be one metre apart.
- > Backlines must stand five metres from the line of touch (centre line).

RUCK AND MAUL

- > Players must not join from the side.
- > Players must be bound to the maul or behind the last player.
- > Players must not collapse a maul.

PENALTY TAP KICK

- > The defending team will be five metres back from the infringement mark.
- > All penalties are tapped on the ground.

RUGBY LAWS

- > All other domestic safety law variations apply.

20.2 APPOINTMENT OF REFEREE

- > The nominated team will provide a referee or Learning Rugby referee to officiate.
- > If no referee or Learning Rugby referee from the home team is available, then a referee or Learning Rugby referee from the opposing team will officiate.
- > One referee will control the entire match.

21. SMALL BLACKS DEVELOPMENT MODEL UNDER 11S TO UNDER 13S

School Year Age Grade	Y6 U11	Y7 U12	Y8 U13	Comments
Numbers on Field	15	15	15	These numbers are maximums. Games must proceed with even numbers. Balancing playing numbers and ability is to be encouraged.
Field Size	F	F	F	For 15's must be full field.
Ball Size	3	4	4	Balls will be colour-coded for each size. Size 2 1/2 = orange, Size 3 = blue, Size 4 = green
Try	5pts	5pts	5pts	If score blowouts are occurring (i.e. 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest.
Conversion	2	2	2	U11-U13 conversions are not to be taken further out than the 15m line.
Tackle	Tackle	Tackle	Tackle	Tackles must be below the nipple.
Subs	1/4 1/2 3/4	1/4 1/2 3/4	1/4 1/2 3/4	All players must play at least half a game. Substitutions may be made during a stoppage in play at approximately 1/4 , 1/2 and 3/4 time. Substituted players may return to the field. The referee must be notified of substitutions.
Scrum	8 person	8 person	8 person	Contest and pushing only at U12 and U13. The push is limited to half a metre maximum. Safety is paramount. The engagement process, from 2014, is CROUCH, BIND, SET.
Lineout	8 person	8 person	8 person	Lineouts can be contested from U11. There is to be no lineout lifting at any level. Lineouts may have a minimum of two and maximum of eight players.

21.1 PLAYING RUGBY LAWS UNDER 11 - UNDER 13

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- > A try is scored by grounding the ball on or over the goal line.
- > The non-scoring team will restart play with a drop kick from halfway.
- > The opposing team will be back 10 metres from halfway.

TACKLE

- > A player must not tackle an opponent whose feet are off the ground.
- > The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- > The opposing team cannot advance until the halfback has played the ball.
- > The opposing halfback must not advance past the middle line i.e. tunnel.
- > Under 11 only - The side putting the ball in to the scrum wins the ball, i.e. no contest and no pushing. **Note: The No. 8 is not to detach from the scrum and run with the ball.**
- > There is an offside line five metres behind the hindmost feet of the scrum.

LINEOUT

- > The two lines of players must be one metre apart.
- > Backline must stand 10 metres from the centre line.
- > If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.

Lineouts Clarification below Inserted in July 2013:

- > A lineout must have a minimum of two players per team, lined up parallel to the line of touch.
- > A team may put in up to eight players, with the team throwing in determining the maximum numbers.
- > The defending/non-throwing team may equal the opposition numbers, or put in less players. They cannot have more.

(Referees would invariably stop play at this level and inform players what they can or can't do re numbers, not least of all as they are unlikely to have met this situation before. One or two reminders at subsequent lineouts may also be required and be deemed appropriate)

- > Players who approach the lineout (within 2 metres) are considered to be joining.
- > Throwing team players who approach or join the lineout cannot then leave.

(Referees would invariably tell them/call them back in, certainly the first couple of times it happened)

- > Defending players who are approaching or have joined the lineout and then see the throwing team have less players than them in the line, are not penalised if they withdraw to the 10m off-side line
- > Free kicks at these grades for breaching the rules inherent in the above would be extremely harsh for the first three, maybe four lineouts.

Paul Greenstreet (Referee Manager, BOP Rugby Union 2013)

RUCK AND MAUL

- > Players must not join from the side.
- > Players must be bound to the maul or behind the last player.
- > Players must not collapse a maul.

PENALTIES

- > The defending team will be 10 metres back from the infringement mark.

22. RUGBY LAWS

All other domestic safety law variations apply.

Six law amendments will debut in full 1 January 2018 for all rugby grades in the southern hemisphere, and are as detailed below. It is important to note that the World Rugby Laws 2018 document has not included these new rules, however it has been confirmed by Pat Rae, Bay of Plenty Rugby Referee Manager that these rules shall be applied.

Throwing the ball into the scrum

No signal from referee. The scrum-half must throw the ball in straight, but is allowed to align their shoulder on the middle line of the scrum, therefore allowing them to stand a shoulder width towards their own side of the middle line.

Rationale: To promote scrum stability, a fair contest for possession while also giving the advantage to the team throwing in.

Handling in the scrum – exception

The number eight shall be allowed to pick the ball from the feet of the second-rows.

Rationale: To promote continuity.

Striking after the throw-in

Once the ball touches the ground in the tunnel, any front-row player may use either foot to try to win possession of the ball. One player from the team who put the ball in must strike for the ball.

Rationale: To promote a fair contest for possession.

Sanction: Free-kick

The tackler must get up before playing the ball and then can only play from their own side of the tackle “gate”.

Rationale: To make the tackle/ruck simpler for players and referees and more consistent with the rest of that law.

Ruck

A ruck commences when at least one player is on their feet and over the ball which is on the ground (tackled player, tackler). At this point the offside lines are created. Players on their feet may use their hands to pick up the ball as long as this is immediate. As soon as an opposition player arrives, no hands can be used.

Rationale: To make the ruck simpler for players and referees.

Other ruck offences

A player must not kick the ball out of a ruck. The player can only hook it in a backwards motion.

Rationale: To promote player welfare and to make it consistent with scrum law.

Sanction: Penalty

23. ASSOCIATE REFEREES

Refereeing is fun and rewarding. In CBOP Junior Rugby U8 to U13 club teams are required to have one person, who isn't the team coach, accredited as an Associate Referee and available to referee each week.

The draw scheduler will allocate on the draw the team responsible for organising the referee for the game. The Referee will referee the whole game. The BOP Rugby Union will allocate referees to U12 and U13 games.

An Associate Referee remains accredited for 3 years however those individuals refereeing tackle rugby must attend a RugbySmart Course in each of the second and third years to retain their accreditation. The RugbySmart courses are run on the same night as the Associate Referees courses. RugbySmart is an NZRU injury prevention course for rugby for junior/senior/secondary school coaches and referees. Games should not progress without a qualified Associate Referee.

23.1 GUIDELINES FOR REFEREEING

Junior Rugby Referees must be a qualified Associate Referee. (If there is no referee available on any given fixture a person who attended the Small Black course may referee the game).

- > Referees need to attain a full understanding of the rules for the grade they are refereeing.
- > Appoint a person to be a touch judge, preferably not the team coach.
- > Blow the whistle with authority, use hand signals then give verbal explanations.
- > In set play, take time to make sure both backs and forwards are correctly in position (scrums 5m and Lineouts 10m).
- > Ensure scrums are set in accordance with scrum safety procedures.
- > Apply the advantage law as often as possible.
- > Apply penalties for penalty offences and try to keep scrums to a minimum.
- > All tackles must be below the nipple line. Penalise immediately any tackle above this line.
- > Explain decisions clearly, players will look to you for guidance, instructing offending players as to what they have done wrong.
- > Referees have the right to stop play if they think a player's safety is at risk, and then discuss the situation with the coaches of both teams.
- > Stop play immediately for over aggressive play, dangerous play, fighting or back chat.
- > Stop play for injuries to players.
- > Where appropriate use the sin bin in preference to sending off. Players can be forced to substitute for disciplinary measures.

23.2 REFEREE CODE OF CONDUCT

- > Referee to ensure that the "spirit of the game" for children is not lost by "over refereeing" the game.
- > Ensure that your behaviour is consistent with the principles of good sportsmanship both on and off the field.
- > Compliment both teams on their good play, whenever such praise is deserved.
- > Be consistent, objective and courteous.
- > Condemn the "deliberate foul" as being unsportsmanlike, thus retaining respect for fair play.
- > Be a good communicator.
- > Have empathy with the players.
- > Be unobtrusive, but exercise firmness.
- > Be calm when player/spectator passions are high.

23.3 REFEREE HARASSMENT

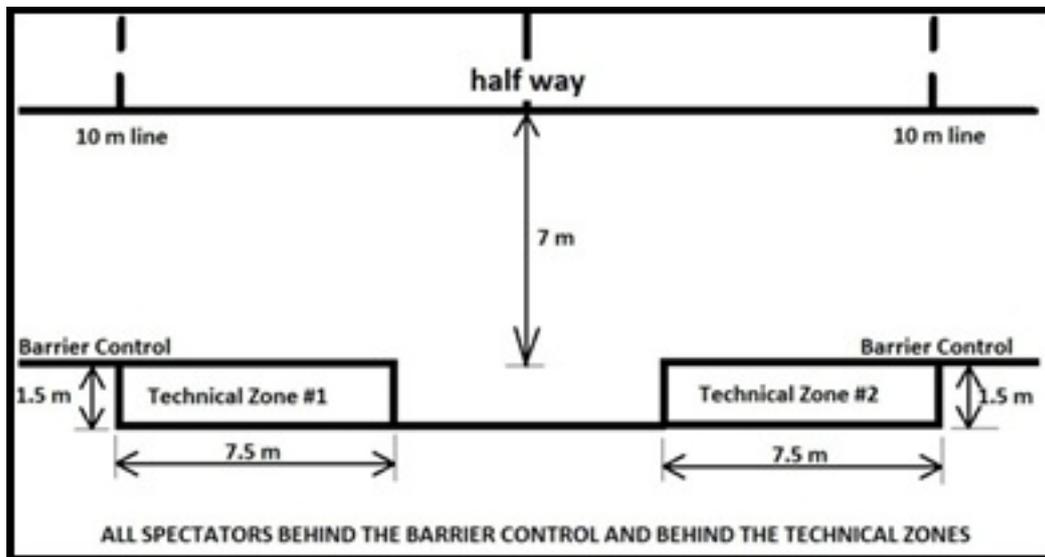
Stop play for verbal or physical harassment from coaches, parents or spectators. Referees have the ability to evict unwanted persons from grounds under their control. Ensure you report all incidents to offending Junior Club Committees and the CBOP JRC.

You are discouraged from engaging in heated discussion with unruly sideline spectators. Your safety and the players is paramount.

Ensure at the end of the game the incident is written on the Teamsheet and signed by you the referee. You may also write a report to the BOP RU Judiciary if you wish or speak to the BOP Ru Referee manager regarding the incident.

23.4 TECHNICAL ZONES

In 2016 Technical Zones are being introduced to the U11 to U13 Westbrook Fields. These are painted areas adjacent to the field where both teams management and reserves must remain based throughout the game. This is a departure from prior years where teams management and reserves being on different sides of the field. Coaches must remain in the technical zone throughout the game.



24. COACHING

Coaching is fun and rewarding and without coaches the players would not get the opportunity to develop their skills and enjoy the game.

It is compulsory for all Small Blacks coaches to have a NZRU Small Blacks accreditation applicable to the grade level they will be coaching every year. All junior coaches must attend one of the Small Blacks coaching training sessions. Coaches who have attended and completed the requirements of the Small Blacks modules will be awarded NZRU Small Black accreditation.

24.1 COACHES CODE OF CONDUCT

- > Make a personal commitment to keep yourself informed on sound coaching principles through Bay of Plenty Rugby Coaching Courses.
- > Ensure all equipment and facilities meet safety standards and that you use drills and training methods that are both safe and effective for your players needs.
- > Teach your team to play within the rules of the game.
- > Positively reinforce the actions of players.
- > Lead by example.
- > Create an enjoyable environment in which to play the game.
- > Develop team respect for referees.
- > Give all players the opportunity to participate in the game.
- > Insist on fair play and discipline.
- > Be reasonable on the demand on player's time, energy and enthusiasm.
- > Encourage sportsmanship.
- > See also Sport NZ's coaches' code of ethics (www.sportnz.org.nz).

Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the Bay of Plenty Rugby Union Judicial Committee.

24.2 FAIRPLAY CODES OF CONDUCT

Adapted from NZRU Small Blacks Rugby Handbook

Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the Bay of Plenty Rugby Union Judicial Committee.

a. Players

- > Play for enjoyment.
- > Play hard but fair.
- > Play by the laws of the game.
- > Be committed to your team, attend all practices and matches.
- > Work equally hard for yourself and your team.
- > Be a good sport. Applaud all good play whether by your team or by your opponent.
- > Remember the goals of the game are to have fun and improve your skills.

b. Spectator/Parents

- > Your role is to set an example for children.
- > Respect that people are involved in sport for fun and enjoyment.

- > Never harass players, coaches and officials. Anyone deemed to be abusive will be asked by officials to leave the ground immediately.
- > Applaud the performances of both teams.
- > Be positive with the referees and acknowledge their efforts.
- > Let the children play their game not your game.
- > Praise actual efforts not results.
- > Don't criticise or put down players, coaches or referees.

c. Administrators

- > Ensure that equal opportunities for participation in rugby are made available to all willing participants.
- > Equipment and facilities must meet safety standards and be appropriate to the level of the children.
- > Ensure that parents, coaches, sponsors and participants understand their responsibilities for involvement in rugby.
- > Ensure that proper supervision is provided by Bay of Plenty Rugby certified coaches and officials capable of promoting technical skills, fair play and participation.
- > Promote the ideal that the game is played for its own sake. Rules and schedules should take into account the age and level of the participants.
- > Participation in the game must take precedence over the event becoming a spectacle for entertainment.
- > Liaise with Bay of Plenty Rugby Development Staff to provide clinics to improve the standard of coaching and officiating. It is your responsibility to emphasise the importance of these clinics to your coaches, players and other

25. JUNIOR RUGBY COMMITTEE

The Central BOP Junior Rugby Committee (JRC) is the commonly used name for the Junior Advisory Board (JAB).

The Central BOP Junior Rugby Committee is comprised of:

One junior club delegate from each of the 10 junior clubs affiliated to the CBOP Rugby Sub-Union; Eastern Pirates, Galatea, Kahukura, Mamaku, Marist St Michaels, Ngongotaha, Reporoa, Rotoiti, Waikite and Whakarewarewa.

In addition to the delegate roles there are Draw Convenor, Funding Officer, Treasurer, Secretary and Chairperson roles.

The JRC administers Junior Club Rugby in the Central BOP region on behalf of the Central BOP Rugby Sub-Union through the following activities:

- > Administering Saturday morning draws for Under 6 to Under 13 grades junior rugby played on Boord Park and Westbrook fields respectively.
- > Administering junior club rugby tournaments.
- > Coordinating the BOP Rugby Union player registration process via clubs.
- > Providing Player and Coaching development in conjunction with BOP Rugby Union and external skills development providers.
- > Providing Referee education and development in conjunction with BOP Rugby Union.
- > Administering disciplinary matters in conjunction with BOP Rugby Union.
- > Providing Junior Club administrative support.
- > Representing Central BOP junior rugby matters to the BOP Regional Junior Rugby Chairs Forum and the BOP Rugby Union.

- > Receiving team fees, lodging of funding applications and other fund raising activities.
- > Funding activities related to the overall administration of junior club rugby such as trophies, certificates, ground user charges, fields equipment and website development and management.
- > Developing a positive spirit for the sport across the differing entry level participants, which shall encompass players, coaches, referees, administrators, parents and supporters. Providing a progressive development of skills throughout the grades using the Central BOP Junior Rugby skills schedule and the NZRU Community Rugby rules and guide lines.
- > Building an environment of enjoyment of participation and skill development.
- > Providing a team or grade structure under which the maximum number of players possible can enjoy the sport and gain skills appropriate to their age and ability.
- > Showing true regard for the opinions and concerns of all stakeholders in junior club rugby to ensure the sport is held in high regard particularly in delivery of the game.
- > Approving and monitoring of dispensated players.
- > Ensuring that all complaints and disciplinary matters within junior rugby are dealt with in accordance with BOP Rugby Union Disciplinary procedures.
- > Ensuring that players are in their correct grades.
- > Reviewing each season's activities including recommendations with regard to the enhancement of Junior Rugby in the following year.
- > Maintaining channels of communication and build strong relationships with clubs and associated bodies for the distribution of information and satisfactory administration of junior club rugby.
- > Organising and management of junior rugby and representative tournaments including BOP Ellis Shield. **Note: There will be no Champion of Champions games in 2018.**

25.1 CONTACT US

The Central BOP Junior Rugby Committee can be contacted through junior rugby club delegates or via the junior - about us section at the website www.centralboprugby.co.nz

We wish you all well as you assist young people to develop their life-long love of rugby.