

# COUNTIES MANUKAU RUGBY FOOTBALL UNION (INC.) BY-LAWS 2018 Season

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## 1 INTRODUCTORY NOTES

### 1.1 Definitions:

- 1.1.1 The name of the Union is "The Counties Manukau Rugby Football Union Incorporated" hereinafter referred to as "the Union" or "this Union" or "the CMRFU";
- 1.1.2 The Union is a member of "The New Zealand Rugby Union" hereinafter referred to as "the NZRU";
- 1.1.3 The NZRU is a member of "The International Rugby Board" hereinafter referred to as "the IRB";
- 1.1.4 Rules mean the rules which comprise the Constitution of the Counties Manukau Rugby Football Union;
- 1.1.5 By-Laws mean regulations made by the Union, Board or Council of Delegates, pursuant to Rules 4.1.25 or 13.3.12 or 19.1.2 or 19.1.7 of the CMRFU Constitution.

### 1.2 Jurisdiction:

Under CMRFU Constitution Rules 4.1, or 13.1, or 19.1, the jurisdiction of the Union is delegated to the Union, or Board, or Council of Delegates, and acknowledged by all members of the Union. The Union and its members are bound by the Rules and By-Laws of the NZRU and the IRB. The By-Laws shall apply to all Clubs, Affiliated Bodies, players, officials and the public under the jurisdiction of the Union.

### 1.3 Council of Delegates - Powers and Duties:

The role of the Council of Delegates is to administer Club rugby in the District; and carry out delegated responsibilities according to the constitution (Rule 19.1).

The Council of Delegates are to appoint annually an Executive Committee of the Council of Delegates consisting of the Chairman and Deputy Chairman of the Council of Delegates, the Rugby & Operations Manager, the Club Liaison Officer and two members of the Council of Delegates. The Executive Committee will have the autonomy to make judgement where necessary on day to day issues surrounding club rugby that requires urgent consideration. These judgements will be reported to the monthly Council of Delegates meetings.

### 1.4 Council of Delegates Meetings:

- 1.4.1 Council of Delegates Meetings are held on the first Monday of every month or as determined by the Council of Delegates.
- 1.4.2 A delegate shall cease to hold office if that person absents themselves from three consecutive meetings of the COD without reasonable excuses or leave of absence.
- 1.4.3 Voting Rights – each delegate shall have one vote. When voting on competition structure and format, the clubs that have an affiliated team(s) in that grade, has a right to vote on matters pertaining to that grade. Refer 2.1.3 for the definition of a 'team'. When voting on competition structure and format that affects more than one grade, then those clubs that have affiliated teams in those grades, have a right to vote on matters pertaining to those grades.
- 1.4.4 When voting on all matters pertaining to by-laws, only clubs with registered teams in the current year and referees are entitled to vote

## 2. CLUBS AND AFFILIATED BODIES

### 2.1 Classification:

Under CMRFU Constitution Rules 9.6 and 9.7 each Club or Affiliated Body is entitled to be represented by delegates at a General Meeting as follows;

- 2.1.1 Clubs with one or two teams - one delegate;
- 2.1.2 Clubs with three teams - two delegates;
- 2.1.3 Clubs with four or more teams three delegates;

For the purpose of this CMRFU Constitution Rule 9.6 "team" means a team affiliated to and playing for that Club in the grades Under 19 and above, taking a full part in club competition (by entering into and competing in all rounds of club competition for which it qualifies, being a club competition approved by the Council Of Delegates in the season immediately preceding the date of the relevant General Meeting), and "team" includes a women's team and the grade commonly referred to as "President's".

- 2.1.4 Youth Council - three delegates;
- 2.1.5 Referees Association - one delegate;
- 2.1.6 Maori Rugby Association - one delegate.

### 2.2 Delegates at General Meetings:

Each Club and Affiliated Body must provide to the Chief Executive Officer no later than 5 pm three days prior to the commencement of a General Meeting, written notice of the delegates appointed by that Club or Affiliated Body. Such notice must be signed by the President or Chairperson or Secretary of the Club or Affiliated Body and in the form prescribed in Schedule 3. If a delegate appointed to represent a Club or Affiliated Body is unable to attend a General Meeting that Club or Affiliated Body may register a substitute delegate at the General Meeting. If a delegate of a Club or Affiliated Body is not able to attend a General Meeting that absent delegate's vote may be exercised as an additional vote by any other duly appointed delegate for that Club or Affiliated Body; or as the vote of a substitute delegate registered at the meeting in accordance with CMRFU Constitution Rule 9.8.

### 2.3 Club Officers:

Within seven days after its AGM, the Secretary of each Club or Affiliated Body must send a list of the Officers elected to the CMRFU Office.

## **2.4 Financial Statement:**

Within one month after its AGM each Club or Affiliated Body must send a copy of its Annual Report and copy of annual accounts as presented to their AGM to the Union. If thought necessary, the Union may demand the production of books of account papers, documents etc, of any Club for the purpose of examination.

## **2.5 Playing Colours:**

Clubs playing colours must be registered with the Union and any changes to this must be approved by the Council of Delegates. New Clubs must have their proposed playing colours approved by the Council of Delegates prior to affiliation. In the event of colours clashing, the away team will change their playing colours for any game under the control of the CMRFU. The Rugby & Operations Manager will give at least three days prior notice to the team involved.

## **2.6 Team Entries:**

Clubs shall notify the Union in writing by the date set by the Council of Delegates the grades they desire to enter.

## **2.7 Team Names (Sponsorship):**

Clubs, by notifying the Rugby & Operations Manager in writing, may incorporate the name of one sponsor in their team names. Compliance with current NZRU regulations must be observed as to the use of that name and advertising sponsors on playing gear.

# **3. PLAYERS**

## **3.1 Registration:**

**3.1.1** Each club will be responsible for registering their player(s) on the NZRU database prior to the player(s) being eligible to play.

**3.1.2** Any player(s) can be registered for a club, provided the completed NZRU registration form online and the player registration status is active prior to 4pm on the working day prior to the match that the player(s) is scheduled to play and registered on line NZRU Stay In Front System, prior to 4pm on the working day prior to the match that the player(s) is scheduled to play. The onus is on the sender to ensure that the registration sent by fax or email is received by CMRFU. It is the responsibility of the club to ensure that the player(s) details are entered onto the NZRU database. A player(s) shall not be deemed to be registered unless the registration status is active prior to 4pm Friday.

**3.1.3** If a player is ineligible to play in any grade due to other rules contained within these or any other By-Laws or rules within CMRFU, NZRU or any other Rugby Union, the player will be deemed to be unregistered until a written clearance or dispensation to those rules is received by the CMRFU and the player is deemed to be eligible to be registered.

**3.1.4** Any Club team playing unregistered players shall forfeit the match and any points and/or bonus points gained. The non offending team will be deemed to have won the game 30-0 and will be granted the win points plus a bonus point for the match. (ie: 5 competition points). If the first offence occurs, up to and including the fourth playing occasion of the first round of competition, the offending team will not have any competition points deducted, however for a second or subsequent offence of playing an unregistered player (included in the 22 on the team sheet), five penalty points will be incurred respectively.

**3.1.5** A player registering for a club after the competition has started must play for a minimum of four competition games in their registered grade (named in the 22 on the team sheet) for that club prior to semi-finals and/or finals to be eligible to play in semi-finals and finals for that grade. For the purposes of this rule, Premier 2 and Premier 1 are not considered to be the same grade.

## **3.2 Transfers:**

**3.2.1** Each year, players may register at the club (as per 3.1.2) of their choice. Movement between clubs outside of the club rugby competition window, both between unions & within CMRFU is a player's right and the player may not be prevented from transferring by the club with whom they last played. Arrears of subscriptions, monies or other items of value is a civil matter between the club & player and may not be used to prevent a player from changing clubs.

**3.2.2** Any players transferring to a CMRFU club from outside the Union after the first competition game, must complete a new NZRU registration form online (as per 3.1.2) and the new club must request the transfer electronically via the NZRU database. The player concerned shall be stood down from all rugby until the transfer is approved. It is the responsibility of the player and the new club to facilitate the release electronically from the existing club otherwise this process can take up to 7 days.

**3.2.3** Any players transferring clubs within CMRFU after the start of the first competition game, must complete a new NZRU registration form online (for the new club) and the new club must request the transfer electronically via the NZRU database. The player concerned shall be stood down from all rugby until the transfer process is completed and the registration is 'active'. It is the responsibility of the player and new club to facilitate the release electronically. There shall be no interclub transfer permitted after the mid point of each competition grade and no transfers after the start of the final round of competitions.

**3.2.4** Any players transferring to a club from outside the Union during the season must be registered to the Union (as per 3.2.2) and must play for a minimum of four competition games in their registered grade (named in the 22 on the team sheet) for that club prior to semi-finals and/or finals to be eligible to play in semi-finals and finals for that grade. For the purposes of this rule, Premier 2 and Premier 1 are not considered to be the same grade.

**3.2.5** Should a player(s) transfer out of the CMRFU during the competition season and return to CMRFU in the same year, then that player must play for the original CMRFU club (as per 3.2.2); if not, the Executive Committee will consider the transfer and the player concerned shall be stood down from all rugby until the transfer is approved. Following a return transfer, the player must play

a minimum of four competition games in their registered grade prior to semi finals and/or finals to be eligible to play in semi finals or finals for that grade.

### **3.3 Re-grading:**

**3.3.1** A player shall not play in a lower grade than his age qualification unless he has obtained a dispensation from the Rugby & Operations Manager;

**3.3.2** Any player who by virtue of his age is eligible to play in one grade but has played more than four games (named in the playing 22 on the team sheet) during the current season in a higher grade will be ineligible to play in the lower grade unless he has obtained a re-grading from the COD Executive Committee.

**3.3.3** Any team playing an ineligible player shall forfeit the match and any points and/or bonus points gained. The non-offending team will be deemed to have won the game 30-0 and will be granted the win points plus a bonus point for the match. If the offending team has lost the game, the match result will stand. . If the first offence occurs, up to and including the fourth playing occasion of the first round of competition, the offending team will not have any competition points deducted, however for a second or subsequent offence of playing an ineligible player (included in the 22 on the team sheet), five penalty points will be incurred respectively.

**3.3.4** Clubs may nominate up to five players who are eligible for the U20 and U21 grades to interchange freely with the Premier 1 and Premier 2 grades. Clubs must notify (in writing via email or fax) the Rugby & Operations Manager of the five nominated players by 4pm Friday of the end of the third week of the Premier 1 competition starting – this list cannot be added to or changed. A list of the interchange players will be circulated to the clubs following the third week of the Premier 1 competition. Players must play at least five games during the combined rounds of the competition for their registered for their age-grade team to be eligible for semis and finals for that grade.

**3.3.5** This By-Law is to provide for the regular interchange of players between the Premier 1 and Premier 2 teams during the round robin part of the season. To be eligible to play in the Reserve semi finals or finals, a player whom has played more than four games (named in the 22 players on the team sheet) for the Premier 1, must play at least four games for the Premier 2 (named in the 22 players on the team sheet) of all games in the final round. Exemption will be granted by the Executive Committee to Premier 2 registered players returning from injury or representative honours and/or players covering players who are on representative duty and/or the inability to field a front row. For clarity, representative duties does not include or apply for players who were Super Rugby players at the start of the club competition.

**3.3.6** Clubs who have more than one team in a particular grade are permitted to interchange players between teams. To be eligible to play in semi finals or finals, a player must be seen as a regular member of the team by having played at least five games (named in the 22 on the team sheet) of all games of the last round. Exemption will be granted by the Executive Committee to registered club members returning from injury or representative honours and/or players covering players who are on representative duty and/or the ability to field a front row.

**3.3.7** Under 85kg Restricted teams are permitted to have players interchange from other grades (registered to their club), provided they meet the eligibility criteria of the U85kg grade. To be eligible to play in semi-finals or finals, a player must be seen as a regular member of the team by having played at least five games (named in the 22 on the team sheet) of all games of the final round. Exemption will be granted by the Executive Committee to registered club members returning from injury or representative honours and/or players covering players who are on representative duty and/or the ability to field a front row. For clarity, representative duties does not include or apply for players who were Super Rugby players at the start of the club competition.

### **3.3.8 Division rankings**

Premier 1

Premier 2

Premier 3

Under 21

Under 20

Under 85kg

### **3.4 Overseas Clearances:**

**3.4.1** Any player who has played rugby overseas and wants to play rugby within CMRFU, must first obtain IRB Clearance from NZRU and register with the new club as per Rules 3.1.2 and 3.2.4. It is the responsibility of the player and the club to ensure that all necessary clearances and registration processes are adhered to; the player shall be stood down from all rugby until the process is complete.

**3.4.2** Any club that allows a player to be named in the 22 players on the Team Sheet without IRB Clearance and/or registration will forfeit the match as per Rule 3.1.4.

**3.4.3** Any player wishing to play rugby overseas must complete the NZRU Application for Clearance to play overseas. Clearance is submitted to CMRFU and endorsed by NZRU. It is the player's responsibility to get the clearance.

### **3.5 Age Qualification:**

**3.5.1** To be eligible to play in any tournament or grade determined by age, a player must have not have attained the specified age on 1 January in the year in which the tournament or match starts. The Union may require Clubs to submit proof of age when making registration or at any other stage during the season. Any Club team playing over-age players shall forfeit the match and any points and/or bonus points gained. The non offending team will be deemed to have won the game 30-0 and will be granted the win points plus a bonus point for the match.

**3.5.2** All players, playing in any tournament or grade determined by age, must have a photo ID loaded onto the NZRU database. All teams must have available at each game, a Players Team List generated from the NZRU database.

- 3.6 Disqualification:**  
A person who is disqualified by the Union or by any of the Unions affiliated to the NZRU shall not be permitted to take part in any match or officiate in any capacity under the jurisdiction of this Union. Any club team that plays a disqualified person shall forfeit the match in accordance to Rule 3.1.4
- 3.7 Festival Matches:**  
Permission for players to accept invitations to play in festival type matches will not be unreasonably withheld by the Union. However players are expected to fulfil their obligations to Clubs and the Union.
- 4. CONDUCT OF MATCHES**
- 4.1 Appointment of Referees:**
- 4.1.1** The appointment of Referees for matches in the various grades shall be made by the Counties Manukau Rugby Referees Association 'Appointment Committee';
- 4.1.2** Should an occasion arise where the referee does not report to fulfil his appointment, every endeavour must be made by the respective captains to mutually agree before commencement upon a substitute to control the game. Should the appointed referee arrive he shall replace the substitute referee. Such detail must then be included on the Team and Result Sheet.
- 4.1.3** If agreement cannot be reached the host club is to appoint a referee preferably who has had previous refereeing experience.
- 4.1.4** In both situations above, "Golden Oldie" scrums will take place until a suitably qualified referee assumes control of the match.
- 4.2 Non-Competition and Pre-Season Games:**
- 4.2.1** All non-competition and pre-season games arranged by Clubs come under the jurisdiction of the Union
- 4.2.2** It is necessary to inform the Rugby & Operations Manager of all non-competition and pre-season games played by club teams. Specify the grade, the date, the venue and the opposition. If travelling outside the Union boundaries the name of the Team Manager must also be provided.
- 4.2.3** Normal provision for disciplinary actions applies.
- 4.3 Team Sheets/Reserves:**
- 4.3.1** Each team must complete an official CMRFU Team Sheet, signed by a Team Official. At the conclusion of the game the Team Sheets must be presented to the referee so that the referee can note any sin binning or ordering off issues, serious injuries, blue card and verify the match score. It is the responsibility of the host club to ensure that this occurs. The Team Sheet must be a legible list of the registered full name (first and last name) of each of the players and substitute players.
- 4.3.2** Team Managers have a right to view the opposition's team sheets at the conclusion of the game if requested.
- 4.3.3** The Rugby & Operations Manager reserves the right to conduct audits of individual team sheets throughout the season and assess player eligibility and compliance with CMRFU and NZRU By Laws, Rules and Regulations. If a player(s) is deemed to be ineligible to play, then Rules 3.1.3 and 3.1.4 will apply.
- 4.4 Commencement Times/Venues:**
- 4.4.1** All matches shall commence at the time and at the venue as per the published draw.
- 4.4.2** Matches can be rescheduled upon agreement between the clubs concerned, referees and CMRFU. If no agreement, the match shall go ahead as per the published draw.
- 4.4.3** If for any reason play shall not commence within ten minutes of the time appointed, the referee having blown his whistle, may declare the club unable or unwilling to proceed with the match to have lost by default and Rule 4.11 will apply.
- 4.5 Registered Colours:**  
All teams shall play in their Club's registered colours; and
- 4.5.1** All jerseys must be numbered in accordance with NZRU requirements.
- 4.5.2** The referee may order from the field of play any player not conforming to this rule unless a player or team has been granted special dispensation by the Rugby & Operations Manager.
- 4.6 Provision of Balls:**  
In every match each of the opposing teams shall provide a Size 5 match ball.
- 4.7 Minimum Number of Players:**  
Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the competition points. The match may still be played (with competition points going to the non-offending team) . As per 'Laws of the Game, Domestic Safety Law Variations 3.3 (a)'.
- 4.8 Abandonment of Games:**  
The referee in a match shall have the power to abandon the game if the condition of the ground or weather conditions render it unfit for play, but he shall take into account any request from the respective team captains for play to proceed. The Rugby & Operations Manager will reschedule the game.
- 4.9 Match Called Off:**

If a match is called off by the referee because of bad conduct, the team captain and the team manager or coach of each team must attend the next meeting of the Disciplinary Committee of the Union for the purposes of discussing the reason for the match being abandoned. In the event of the match being called off, the current score is applied. The referee must report the matter in writing to the Rugby & Operations Manager before noon of the Monday following the match and shall attend the next meeting of the Disciplinary Committee of the Union if required. Both teams shall be suspended until their officials appear before the Disciplinary Committee. After hearing the cases, the Disciplinary Committee may decide that;

- (a) no further action is needed;
- (b) the team(s) or player(s) should be reprimanded for their conduct;
- (c) the team(s) or player(s) should be suspended for period appropriate to the offence.
- (d) a recommendation is made to the Executive Committee of the Council of Delegates to adjust the points table in line with the result of the hearing

#### **4.10 Ground Officials:**

4.10.1 Host Clubs must ensure that grounds are adequately marked, that an Event Manager is appointed for each day (refer to Event Management Policy adopted by the CMRFU COD) and crowds are adequately controlled.

4.10.2 The visiting team must provide a liaison person to assist with the visiting teams and supporters.

#### **4.11 Defaults:**

Any Club unable to keep its engagement in any match must give notice to the Rugby & Operations Manager and the Secretary of the opposing club by phone and fax/email no later than 5.00pm the day before the scheduled match. Failure to notify all parties will incur a \$200.00 fine which the CMRFU will invoice the offending club and reimburse the opposing Club (Note: Rugby & Operations Manager to notify the Referees). In the event of a team defaulting a match, a score of 30 – 0 against the defaulting team shall be entered on the score sheet and the opponents awarded win points plus a bonus point. Should any team other than a Premier 1 and/or a Premier 2 team default two matches in succession or three at intervals it shall be deemed to have withdrawn from the competition and any games it may have played shall not be counted in the competition. Should a Premier 1 and/or Premier 2 team default a match it shall be deemed to have withdrawn from the competition unless the Council of Delegates consider there to be extenuating circumstances. Breaches of this By-Law will be dealt with under Rule 19.1.3 of the constitution.

#### **4.12 Game Re-Scheduling:**

Should a game need to be re-scheduled the Rugby & Operations Manager will reschedule the game and communicate changes via the Club Delegate(s).

#### **4.13 Stadium Games:**

Wherever practical, championship finals will be played at the Stadium or a neutral ground. Other selected matches may be transferred to the Stadium during the year. Clubs will be advised by the CMRFU at least two weeks prior and in consultation with the clubs concerned.

#### **4.14 BLUE CARD ON-FIELD PROCESSES/PROCEDURES**

NEW ZEALAND RUGBY DOMESTIC SAFETY LAW VARIATION (DSL) 3.9 (B)

##### **9. THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING**

Provincial Unions that have been approved by New Zealand Rugby to take part in the Blue Card Concussion Initiative, if the referee believes a player has been concussed, or suspects a player has been concussed, the referee must show a Blue Card to that player, and that player will be required to leave the playing area, and not return and play in that match. Further the player shown a Blue Card may not return to play in any future match without first meeting the requirements of the return to play protocol, as set out in the Blue Card Concussion Initiative. The sanction will be ten competition points for any club/team to be found in breach of Blue Card Protocols. Full details of the protocols can be found in the New Zealand Rugby Booklet titled: Blue Card Concussion Initiative: Protocols & Implementation Procedures for Provincial Unions.

#### **5. RESULTS OF MATCHES / COMPETITIONS**

##### **5.1 Notification of Results – Clubs**

It is the duty of each Host Club to send to the Union the team sheets of all teams playing at their club by 5.00pm on the day of the match. Failure to send the results may incur a \$100 fine per grade affected and the deduction of two competition points per grade affected.

##### **5.2 Notification of Results – Referees:**

Referees must fill in the result of each game in which they officiate on the team sheet, sign these and give them to Host Club Event Manager.

#### **6. JUDICIARY / PROTEST / APPEALS**

Section 6 is a summary for the guidance of Clubs and Officials and does not take precedence over the NZRU Booklet 'Rules for Disciplinary Hearings'.

##### **6.1 Judicial Committee:**

- 6.1.1 There shall be a Judicial Committee of the Union appointed from a Judicial Panel to conduct all hearings regarding foul play, complaints, yellow cards, referee reports and misconduct in accordance with the procedures specified in the NZRU Disciplinary Rules "The Black Book" (as amended from time to time)
- 6.1.2 The Judicial Committee normally meets each Tuesday at 7.30 pm at CMRFU. Note - special arrangements may be necessary for mid-week games.
- 6.1.3 The NZRU Disciplinary Rules "The Black Book" details the procedures that will be applied for Disciplinary Proceedings. Clubs are directed to Section 3 to note the procedures should a player be Ordered Off (Red Card), Cited, or Temporarily Suspended (Yellow Card)
- 6.1.4 A player Ordered Off (Red Card) is automatically suspended and not permitted to play any game of rugby for a period of two weeks from the date of the ordering off. The player and/or a CMRFU Complaints Review Officer has the right to request a hearing before the Judicial Committee in accordance with the timeframes and process set out in Section 3, clauses 17 and 18 of the NZRU Disciplinary Rules "The Black Book".

## 6.2 Appeal Committee:

- 6.2.1 There shall be an Appeal Committee of the Union appointed from the Appeal Panel to conduct all appeals from hearings of Judicial Committees in accordance with the procedures specified in the NZRU Disciplinary Rules "The Black Book"
- 6.2.2 An appeal to the Appeal Committee may be lodged within seven (7) days of notification of the decision of the Judicial Committee and must be in accordance with the procedures specified in the NZRU Disciplinary Rules "The Black Book". Appeals must be accompanied by the fee specified, currently \$500.00.
- 6.2.3 The Appeal Committee shall hear and have the ability to rule on any appeal relating to a decision or ruling made by the COD Executive Committee.

## 6.3 Protests:

- 6.3.1 Where the cause for a protest is known before a match the opposing team should be notified and if the complaint is remedied then there is no further action;
- 6.3.2 If the team protested against is unable or unwilling to remedy matters the game should be played "Under Protest" and a written protest given to the Referee;
- 6.3.3 Where the ground of protest is discovered during or after the game, the protest must be made within 48 hours of the completion of the match;
- 6.3.4 Protests must be in writing and accompanied by the fee set by the Council of Delegates, currently \$500.00, to the Rugby & Operations Manager. The Executive Committee of the Council of Delegates will consider and decide what action is to be taken on the protest and report findings to all affected parties. A right of appeal to any decision made by the COD Executive Committee is contained within rule 6.2.3 and is to be made to Appeal Committee under payment of a separate fee, currently \$500. The fee may be refunded partially or fully as determined by the Executive Committee of the Council of Delegates unless the protest is considered frivolous.
- 6.3.5 The CMRFU, through the Rugby & Operations Manager, is able to instigate, investigate and request a ruling from the COD Executive Committee in regard to any issue pertaining to possible breaches of any By-Law, Rule or Regulation of CMRFU or NZRU that may equate to a protest if lodged by a club.

## 6.4 Appeals:

- 6.4.1 In the case of any appeal, (except against decisions of the Disciplinary Committee) a written statement clearly setting forth the points on which the appeal is based, shall be forwarded to the Chief Executive Officer of the Union not later than seven (7) days following the incident or the matter on which the appeal is based. In the case of an appeal, Clubs shall have the right to appear before the Appeal Committee to give verbal as well as written evidence subject to the Chief Executive Officer receiving seven days notice. The Secretary of a Club complained against shall also be supplied by the Secretary of the Club appealing with a copy of the statement sent to the Union.
- 6.4.2 Any such appeal must be lodged through CMRFU and must be accompanied by the fee specified, currently \$500. The fee may be partially or full refunded through determination by the Appeal Committee if the appeal is upheld.

## 7. REPRESENTATIVE

### 7.1 Order of Precedence CMRFU:

The order of precedence for Counties Manukau representative teams is as follows:

1. National Provincial Championship – Men & Women
2. National Sevens – Men & Women
3. Bs
4. Bs Development
5. Under 19s
6. Under 18s
7. Under 16s

### 7.2 Representative Priorities – Penalties:

If a player is selected to play in a Counties Manukau representative game or trial he cannot play in a Club fixture on the same day. Any club which offends may be fined (up to \$500) and the offending player suspended for up to three weeks.

## **8. GENERAL**

### **8.1 Overseas Trips:**

- 8.1.1** Teams who wish to arrange overseas trips should obtain the necessary forms, complete the required details and lodge with the CMRFU at least two months prior to the proposed trip;
- 8.1.2** If approved by the CMRFU the application will be sent to the NZRU for approval;
- 8.1.3** It is necessary for the overseas host club to obtain permission from NZRU

### **8.2 National Trips:**

Application to travel should be made to the CMRFU stating the Team Manager and other details as required for non-competition games.

## **9. COMPETITION FORMATS**

Refer to Addendum



## ADDENDUM TO 2018 BY-LAWS

### COMPETITION FORMATS / RULES APPLICABLE TO ALL GRADES

#### 1. GENERAL

- 1.1 Under the IRB "Laws of the Game of Rugby Union" the following grades will be deemed Senior 'A' or equivalent levels and will play matches under the International Rules of the Game together with the relevant NZRU Domestic Safety Law Variations (DSLVL): - Premier 1, Premier 2, Premier 3, Under 21, Under 20, Womens, Under 85kg
- 1.2 The DSLVL overrides the IRB Law Book. Laws 3, 4, 9, and 21 applies to all rugby. Law 20 has been replaced with the IRB Under 19 Scrum Variations (all grades not deemed Senior A (as per 1.1 above) will play under the Under 19 Scrum Variations.

#### 2. ALLOCATION OF COMPETITION POINTS

- 2.1 The following Game and Bonus Points will be allocated in establishing a table of Competition Points for the round: -
- The winner will be awarded 4 game points
  - If the result of a game is a draw then both teams will be awarded 2 game points
  - If either team scores 4 or more tries then that team will be awarded 1 bonus point
  - If a team gets beaten by 7 or less points then that team will be awarded 1 bonus point
  - If a team wins a game by default then that team will be awarded 5 game points and a score of 30-nil in favour of the team not defaulting.

#### 3. RANKING / POINTS TABLE

- 3.1 The following procedure will apply in the event of more than one team finishing on equal points in the competition round:
- The winner of the game last played between the two teams will have the higher ranking
  - If this does not resolve the situation then the team that has the best 'For & Against' differential will be given the higher ranking. The differential is arrived at by deducting Points Scored Against from Points Scored For.
  - If this does not resolve the situation then the team that had the highest Points For will be allocated the higher ranking.
  - If this does not resolve the situation then the higher ranking will be decided by coin toss.
- 3.2 The following procedure will apply to establish a winner in the event of a draw at the end of the semi-final:
- The team scoring the greater number of tries during the semi-final shall be declared the winner.
  - If both teams are still equal, then the team finishing highest in the Championship Points Table shall be declared the winner; Extra time shall NOT be played.
- 3.3 The following procedure will apply to establish a winner in the event of a draw at the end of the championship final:
- The teams will play 20 minutes of extra time (i.e. 10 minutes each way)
  - If the game is still drawn then the winner shall be the team that scored the most tries in the game.
  - If both teams scored the same number of tries then the winner shall be the team that won the game between the two competing teams in the immediately preceding competition (Round 2 of Championship).
  - If this does not resolve the situation then the team that has the best For & Against differential in the immediately preceding competition (Championship Round 1 and 2) will be given the higher ranking. The differential is arrived at by deducting Points Scored Against from Points Scored For.
  - If this does not resolve the situation then the trophy shall be shared and rankings (if required for any reason) will be decided by ballot.

#### 4. DURATION OF MATCH

- 4.1 Senior rugby is played as per the IRB Rule Book being 80minutes plus lost or extra time.  
Under 19 game time is 35 minutes per half, plus lost time. No extra time is to be played in Under 19 fixtures, (winners of semi finals and finals will be decided as per Addendum Rule 3.3.b-e)

### COMPETITION FORMAT FOR PREMIER 1, PREMIER 2, PREMIER 3, UNDER 21, UNDER 20, UNDER 85KG, WOMEN'S COMPETITION

All eligibility guidelines, competition formats and Semi Finals and Finals details are to be set down by the Council of Delegates in the November meeting

The winner of the Premier 1 final will be awarded the **McNamara Cup**

The winner of the Premier 2 final will be awarded the **Bob Chandler Memorial**

The winner of the Premier 3 final will be awarded the **Sid Marshall Shield**

The winner of the U21 final will be awarded the **Massey Cup**

The winner of the U20 final will be awarded the **Bright Cup**

The winner of the Women's final will be awarded the **Auckland RFC Women's Cup**

Premier 1 Grade first round winner will be awarded the **Challenge Cup**.

The **Counties Power Cup** will be challenged for, on a week by week basis and the club that holds this cup in the last competition round prior to semis final and finals will hold the **Counties Power Cup**

## **COMPETITION FORMAT FOR PREMIER 1 COMPETITION**

### **5. ELIGIBILITY**

- 5.1 Clubs will be eligible for the Premier 1 competition if/when they enter a Premier 1 & Premier 2 side into the competition on the official CMRFU entry form.  
Clubs must meet the following Premier Club Criteria:
- Premier 1 Team
  - CMRFU member club
  - Second team confirmed within 21 days before of the start of Premiership competition
  - Junior Club
  - No club is able to have two teams within this competition in any one year.
  - Two full size playing fields
  - Designated Referees Changing facility
  - A minimum of one event manager wearing required high viz event manager vest
  - Side line ropes
  - Playing fields set up prior to first game with all required side line ropes, flags and goal post pads
  - Club Health Check completed with CMRFU prior to the commencement of the Premier 1 competition for that year – includes required Health and Safety and Alcohol Licensing.
  - Signed up to Club Code of Conduct
- 5.2 The Council of Delegates reserves the right to alter rule 5.1 above . Unless the eligibility criteria is amended prior to the outset of the 2017 competition, dispensation will not be considered or available for the 2017 season.

### **6. FORMAT**

#### **General**

- 6.1 All eligible clubs will play two Championship rounds, where practicable based on a home & away format, followed by semi-finals & finals. Premier 1 Grade Round 1 (the Challenge Cup) will comprise of up to 10 teams. Two rounds will be played. The competition will start on March 11 2017 with semi finals on 15 July and finals on 22 July 2017.
- 6.2 Competition Points will be allocated as per Addendum Rule 2.1.
- 6.3 The winner of Championship Round 1 will be awarded the Challenge Cup
- 6.4 In the event of more than one team finishing equal on the Competition Points Table at the conclusion of Championship Round 2 then the final finishing position will be determined as detailed in Addendum Rule 3.1

#### **Semi-Finals & Finals**

- 6.5 Teams finishing in positions 1 – 4, as determined by Addendum Rule 3.1 above will play in the Semi-Finals.  
**Team 1 will play Team 4 at Team 1's venue**  
**Team 2 will play Team 3 at Team 2's venue**
- 6.6 The winner of each semi final will be determined as per Addendum Rule 3.2
- 6.7 The winner of the final will be determined as per Addendum Rule 3.3 and will be awarded the McNamara Cup.

## **COMPETITION FORMAT FOR PREMIER 2 COMPETITION**

### **7. ELIGIBILITY**

- 7.1 Clubs will be eligible for the Premier 1 competition if/when they enter a Premier 2 side into the competition on the official CMRFU entry form.  
Clubs must meet the following Premier Club Criteria:
- Premier 1 Team
  - CMRFU member club
  - Must have a team within the Premier 1 competition
  - Junior Club
  - No club is able to have two teams within this competition in any one year.
  - Two full size playing fields
  - Designated Referees Changing facility
  - A minimum of one event manager wearing required high viz event manager vest
  - Side line ropes
  - Playing fields set up prior to first game with all required side line ropes, flags and goal post pads
  - Club Health Check completed with CMRFU prior to the commencement of the Premier 1 competition for that year – includes required Health and Safety and Alcohol Licensing.
  - Signed up to Club Code of Conduct
- 7.2 The Council of Delegates reserves the right to alter rule 7.1 above or apply dispensation upon application by a club

### **8. FORMAT**

#### **General**

- 8.1 All eligible clubs will play two Championship rounds, where practicable based on a home & away format, followed by semi-finals & finals. Round 1 and 2 will comprise up to 10 teams. Premier 2 teams will compete in the Premier 2 Grade Round 2 (Bob Chandler Memorial). The competition will start on March 11 2017 with semi finals on 15 July and finals on 22 July 2017.
- 8.2 Competition Points will be allocated as per Addendum Rule 2.1.
- 8.3 The winner of Round 1 will be awarded the Don Shuker Cup
- 8.4 In the event of more than one team finishing equal on the Competition Points Table at the conclusion of Championship Round 2 then the final finishing position will be determined as detailed in Addendum Rule 3.1

#### **Semi-Finals & Finals**

- 8.5 Teams finishing in positions 1 – 4, as determined by Addendum Rule 3.1 above will play in the Semi-Finals.  
**Team 1 will play Team 4 at Team 1's venue**  
**Team 2 will play Team 3 at Team 2's venue**
- 8.6 The winner of each semi final will be determined as per Addendum Rule 3.2
- 8.7 The winner of the Premier 2 final will be determined as per Addendum Rule 3.3 and will be awarded the Bob Chandler Memorial Cup.

#### **COMPETITION FORMAT FOR PREMIER 3 COMPETITION**

##### **9. ELIGIBILITY**

- 9.1 Clubs will be eligible for the Premier 3 competition if/when they enter a side into the competition on the official CMRFU entry form.
- 9.2 The Council of Delegates reserves the right to alter rule 9.1 above.

##### **10. FORMAT**

###### **General**

- 10.1 All eligible clubs will play two round robin rounds, followed by semi-finals and finals. Teams in Round 1 will compete in the Premier 1 Grade 'Challenge Cup' round., the Premier 3 Sid Marshall Shield.
- 10.2 Competition Points will be allocated as per Addendum Rule 2.1.
- 10.3 In the event of more than one team finishing equal on the Competition Points Table then the final finishing position will be determined as detailed in Addendum Rule 3.1.

###### **Semi-Finals & Finals**

- 10.4 Teams finishing in positions 1 – 4, as determined by Addendum Rule 3.1 above will play in the Semi-Finals.  
 Team 1 will play Team 4 at Team 1's venue  
 Team 2 will play Team 3 at Team 2's venue
- 10.5 The winner of each semi final will be determined as per Rule 3.2, and both will advance to the final
- 10.6 The winner of the final will be determined as per Rule 3.3
- 10.7 The winner of the Premier 3 final will be awarded the **Sid Marshall Shield**

#### **COMPETITION FORMAT FOR UNDER 21, UNDER 20, UNDER 85KG, PRESIDENTS COMPETITION**

##### **11. ELIGIBILITY**

- 11.1 Clubs will be eligible for the Under 21, Under 20, Under 85kg, Presidents grades if/when they enter a side into the competition on the official CMRFU entry form.
- 11.2 The Council of Delegates reserves the right to alter rule 11.1 above.

##### **12. FORMAT**

###### **General**

- 12.1 Competition format will be determined once final entries are received, but generally competition will consist of round robin play, followed by semi-finals and finals