

SPECIAL RULES SET DOWN FOR 2019

1. Ages are to be prior to the first of January and weights as set out the Grading Table.
2. **Registration:**
 - 2.1 Team Registrations are to be in the hands of the Draws Convenor and CMJMB Registrar at least fourteen days before commencement of the playing season.
 - 2.2 Clubs are required to "Pre Register" players on the NZR Sporty Database Online prior to registration day. Clubs must record players weight and verify DOB at the time of registration.
 - 2.3 A centralised registration and weigh-in system is to be conducted by CMJMB, the age/weight officially recorded. There will only be one weigh-in per player. Once a player has been officially weighed, that is the weight for the season, no re-weighing after games or at a later date.
 - 2.4 At registration, each player shall provide either an original birth certificate or passport or other validated proof of date of birth. The CMJMB will photograph, weigh and record each player's details and determine the player's eligibility for their Pre Registered team.
 - 2.5 A "Squad List" for each team showing players photo, weight, DOB and other details and a "Team Sheet". This information will appear on the Squad List from the NZR Sporty Database. If the Squad List shows the player as authorised, the player qualifies to play within the specified grade and that will apply for the entire season. No growth allowance will be necessary. The coach/manager shall have this Squad List available at all games. The principle shall be that coaches can only play the team members that are authorised, no exceptions. It will be the responsibility of the host club coach/manager to meet with the opposing team and exchange Squad Lists. The oppositions will retain these for the duration of the game. Checking Squad Lists is to take place on the field of play 15-30 minutes prior to the game starting. This will apply to ALL grades.
 - 2.6 Unauthorised players are not to play in matches until such time as they are officially authorised following all the same procedures as the main weigh-ins, and any late registrations shall be graded according to his age/weight at that time. i.e. to qualify for a grade a player must meet the same requirements as if being weighed at the start of the season.
 - 2.7 Player Lists are to be produced when requested by a representative of CMJMB or an opposing team official for any reason at any time during the season.
 - 2.8 Policing the System:
 - 2.8.1 Team management must carry the official team Player List to all games and only those players listed as Authorised are eligible to compete.
 - 2.8.1.1 Failing to have the necessary Player list available for examination by opposing teams management before matches, (from the 4th weekend after registration weekend) shall result in a \$50 fine imposed upon the offending team AND for teams in competition grades the deduction of 4 points. The point deduction will occur win or lose, and the points will be removed for that match.
 - 2.8.2 Unauthorised players in 11th – 13th grades must not participate in any game until such time as officially authorised. CMJMB will have late weigh-ins to allow for this. Late weigh-in dates will be defined in the "Season Overview" released prior to the season start.
 - 2.8.2.1 A team found to be fielding players that are not 'authorised' prior to the competition rounds, will be fined \$50 for every separate breach.
 - 2.8.2.2 A team found to be fielding players that are not 'authorised' during the competition rounds shall result in that team being deemed to have defaulted any game where such breaches occur, and will be deducted 4 points for every separate breach on the competition points table; i.e. A team that wins and is in breach of rules will have the result reversed in line with the default rules and lose 4 points for the breach. A team that loses and is in breach of rules will have the result extended to default rules, or remain at match score, whichever is most advantageous to the opposing team, and lose 4 points for the breach.

2.8.2.3 Failure of any team's management to follow any of these procedures, either playing an unauthorised player or failing to have the necessary Player List available for examination by opposing teams management before matches, shall result in that team being deemed to have defaulted any game where such omissions occur, and shall lose any competition points attached to that game.

2.2.9

2.9.1 'registered' – a player is registered when entered on the NZR database system or online.

2.9.2 'verified' - a player is verified when they have their weight and d.o.b. checked by a CMJMB official

2.9.3 'authorised' – a player is authorised when they have 'current year's date' in the "disp" column on the Player Team Sheet.

2.9.4 'competition grades' – 12th and 13th grades

2.9.5 'non competition grades' –6th grade through to 11th grade

2.10 All players in 11th grade and above shall go through the CMJMB weigh-in, photographing and verification process."

3. Eligibility

3.1 New players registering during the season must be registered using the above registration processes. Following the registration weekend CMRFU and CMJMB Registrar MUST be advised of ALL new registrations. The penalty for a club entering a player into the database and not advising CMRFU and CMJMB Registrar will be a \$50 fine for each occurrence, and each occurrence is to be noted in the CMJMB meeting minutes.

3.2 To be eligible to play in either the semi-finals or finals for a particular team, a player must be registered with the CMJMB (for that particular team) and have played a minimum of 4 scheduled games prior to the semi-finals. Also, if a player registers after that time that team is not eligible to play in a semi-final or final.

3.3 Every registered player is eligible to play in finals of competition grades provided they meet the criteria above.

3.4 If a team forfeits more than 2 games that team is not eligible to play in a semi-final or final.

3.5 Late weigh in's are only to be performed by the JMB Executive prior to a JMB meeting and a final weigh in date for competition grades is to be made to allow players to be eligible for semi's/finals.

4. Dispensations:

Dispensations will be considered and are at the discretion of the JMB Executive on a case by case basis.

5. Dispensation Committee:

5.1 CMJMB Executive will be the Dispensation Committee.

5.2 In extenuating circumstances, special exemptions may be granted. Any request for exemption must be in writing to CMJMB Registrar with full explanations and a compelling reason for which the exemption is sought.

6. Eligibility

6.1 Once any player, of any age or weight, has participated in three games in any one grade, that player is ineligible to play in any lower grade.

6.2 Once competition games begin, a player may play for one team only in the competition, and that team will be recognised as the team whose competition round team sheet first depicts that player's name. Under this rule, a player is prohibited from playing for another team either in the same grade or another grade. If a team is deemed to be in breach of this rule, that team shall be deemed to have defaulted any game where such practice has occurred and shall lose any competition points attached to that game for Competition Grade there are to be no Transfers between Teams or Clubs once the Competition for that grade commences.

7. Transfers and Team Sheets

7.1 Players permanently transferring from one team to another and/or from club to club during the season must have the prior permission from the CMJMB Executive and from the transferring club.

7.2 Team sheets are to be received/submitted by the Draws Convener and CMJMB Registrar by 5pm the next Tuesday following a game. Any omissions will result in a team being penalised for non compliance by the loss of four competition points. CMJMB has no desire to remove points; however team management must accept responsibility to comply with this rule. Please note that the Draws Convener and CMJMB Registrar must still be notified of a defaulted match.

- 7.3** Team sheets shall be on the official NZRU Sporty Squad forms and must accurately record the following information through the MYRugby APP.
- 7.3.1** Team identity, opposing team, date and venue as per the draw on the MYRugby APP.
 - 7.3.2** Each player's name and registration number
 - 7.3.3** Jersey number for that day (competition grades only). Numbers are not to be duplicated within playing squad. Players are assigned to a position on the MYRugby APP. A number signifies that that player played on the day. Clearly record/submit the result and identify the winning side (if applicable)
 - 7.3.4** Coaches and referees sign off. Team managers must meet with the opposition and referee to verify the score at the end of the match.
 - 7.3.5** Relevant information regarding any Sin-bins or Sending Off situation must be emailed to CMRFU Draws Convener with players, club, grade and name.
Failing to supply the requested information in full shall incur the same penalties as clause 7.2 of this rule.
- 7.4** Rules 7.2 and 7.3 shall apply only to competition grades.

8. Points Allocation

- 8.1** Points to be allocated on a per team basis as follows: 4 for a win, 2 for a draw, 1 for being within 7 points, and 1 for scoring four or more tries. In the event of a team forfeiting or defaulting a match, a score of 30-0 against the forfeiting/defaulting team shall be entered on the score sheet and the non-forfeiting or non-defaulting opponents shall be awarded the 4 win points plus a bonus point making a total of 5 points.
- 8.2** When the breach occurs the club will be notified via email, by the CMJMB Secretary, of the details of the breach. The club has one week from the date of that email to respond to the CMJMB Secretary in regard to the alleged breach. If no response is received within that one week period then no further discussion will be entered into and the fine will stand. The CMJMB Secretary will keep a tally of any fines during the season and the club will be invoiced at the end of the season. That invoice shall be paid within one month, and if not paid by the beginning of the following season then no teams will accepted from that club until the fine/s have been paid.

- 9.** Coaches may report any players thought to be ineligible to the convener of the Flying Squad/CMJMB Registrar. Coaches have no power to stop a player from another team playing. Suspect players are to be reported to the CMJMB Registrar for follow up checks to be made.

10. Judiciary

- 10.1** All disciplinary matters will be dealt with by the CMRFU Disciplinary Committee and in accordance with the procedures specified by the NZRU Rules for Disciplinary Hearings (The Black Book).
- 10.2** Any player ordered off or sin-binned must be reported on the team sheet. Referees and/or Assistant Referees must submit a written report on the standard form within 48 hours of the completion of the match.
- 10.3** Any player ordered off shall be automatically suspended from all rugby until he/she has personally appeared before the Disciplinary Committee and completed the penalty imposed (if any).
- 10.4** A player that has been sin binned on two occasions during a playing season shall be advised in writing by CMRFU that should any further sin binning of that player occur during the season, on each occasion the player shall be automatically suspended from all rugby and is required to appear before the Disciplinary Committee.

- 11.** No club may play in the registered colours of an opposing team.

12. Rules

- 12.1** A complete set of these rules shall be printed and circulated to every club no later than 3 weeks into the playing season.
- 12.2** Remits to change rules are to be in the hands of the Secretary by 5.00pm on the first Thursday in August each year. The CMJMB Secretary will then have them circulated to clubs prior to the meeting in September. Voting will be by written club vote and must be in the hands of the secretary no later than 26 September. These voting papers will be sent to clubs by email to the secretary and returned authorised by the President of each club.
The results are then to be tabled to the CMRFU Rugby & Operations Manager to ratify.

Results will be published at the first meeting in October.

12.3 No other changes may be made unless a Special Remits Meeting is called.

13. Any CMJMB Delegate posted to a game must be conversant with these rules and have the authority to act on the day.

14. Competition Format

14.1 Competition shall consist of as many 'full' rounds as fit from the 4th weekend after registration weekend and before the semi-finals. It may start earlier upon agreeance from ALL coaches in that grade, with the top four teams playing off for the Championship as follows:

14.1.1 Semi-finals are played between the top team and the fourth team, the second team and the third team. The winners to meet in the final for the championship.

14.1.2 In the event of two teams ending up on the same points in the competition table, the winning team from the competition game/s played between them will decide which team is ranked higher. If the teams drew, or played each other twice and won one game each, then it shall come down to the points for and against difference to decide the ranking. If still equal, then it shall come down to the toss of a coin to decide the ranking.

14.1.3 In the event of enough teams in the grade requiring it to be split into two divisions. The top two teams of each division shall form the base for the semi-finals with the top team A playing the runner-up team B and the top team B playing the runner-up team A. This formula applies right down the grades.

14.1.4 Semi finals are to be played the weekend following the completion of the competition round. Any catch up games are to be played during the week before semi-finals weekend.

14.2

14.2.1 In the event of a draw between any teams in a competition grade semi-final, the team highest on the Round Robin point's table will progress to the final.

i.e. Teams third and fourth on the point's table must win their semi-final games to progress to the final.

14.2.2 In the event of a draw between any teams in a competition grade final, the team highest on the Round Robin point's table shall be deemed the winner of the championship.

14.2.3 No extra time will be played at any regular, semi and final games.

14.3 All team fees must be paid prior to the end of the Competition Round. If all the team fees are not paid prior to the end of the Competition Round, then that club's teams will not be eligible for semi-finals or finals. If all the team fees are still unpaid at 30 September then no teams will be accepted from that club, for the following year until the fees are paid in full.

15. Basic Points of Law

15.1 CMJMB will operate all under 13-age grades and below subject to the rules in the from Small Blacks to All Blacks Development Model put out by the New Zealand Rugby Union.

15.2 CMJMB will operate the following substitution rule in all grades: **All players must play a minimum of half a game (this is to include at least two full quarters).**

Rolling substitutions are not permitted.

Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a substitution break.

This break should be no longer than one minute and will indicate the end of the current, and beginning of a new quarter. This substitution break is solely for the purpose of making substitutions, coaches are not permitted to use this break to provide coaching advice to players/teams.

Non-injury substitutions can only take place at half time or these quarter time breaks.

Rolling substitutions are not permitted.

Return to play after minor injury

If due to a minor injury a player leaves the field during a quarter, and is cleared to later continue playing, then this player may only return at a designated Substitution break, or at halftime.

15.3 Maximum players allowed per playing squad per game are to be: 22 for 15 a-side teams as per NZRU Domestic Safety Law Variations; 15 for 10-a-side teams; 12 for 7-a-side teams. A \$50 fine will be imposed on a club for the first breach by a team during a season, then on any further breaches during the season a \$50 fine plus removal of 5 competition points from the offending team (no extra points given to the opposition team). Each occurrence is to be noted in the CMJMB meeting minutes.

16. In all games played on half-sized fields the in goal rules apply as in normal rugby.

17. The Season

- 17.1** The playing season is to start on a date agreed upon by the designated Draws Convenor and the CMJMB committee, after taking into account the date of the Easter and school holidays. The season will finish at the discretion of the CMJMB committee and the Draws Convenor.
- 17.2** No rugby games will be played over Queens Birthday Weekend.
- 17.3** Rugby games will be played during school holidays at the discretion of the CMJMB committee and the Draws Convenor.

18. Referees

- 18.1** Each club is to appoint suitable referees to each nominated field of play. Suitable referees should have completed, or be in the process of completing, the NZRU Associate Referees course. Due to the basic philosophy of the Associate Referee structure it must be accepted that at present some of these referees may not be independent of a team's management or players.
- 18.2** For all semi-final and final games, where possible, referees shall be appointed by the Counties Manukau Rugby Referees Association, and in case they are needed, teams are to provide a touch judge qualified as a NZRU Registered Associate Referee, or better.
- 18.3** Each club is to appoint a Judicial Representative and any matters requiring judicial involvement are to be directed to that person.

19. Cancellations & Defaults

- 19.1** Competition games shall not be cancelled. If it is mutually agreed that a game cannot be played, it is the responsibility of the team requesting the change to arrange a date for the game to be rescheduled within a reasonable time that suits both teams. It is also that team's responsibility to notify the Referees of the change as soon as possible. The Draws Convenor must also be notified of the change of day/time/venue so he can check for any game clashes.
- 19.2** If a team has to default a game it is that team's responsibility to notify the opposition and the Referees as soon as possible.
- 19.3** The ~~Results Coordinator~~ Draws Convenor must also be advised of a default by the defaulting team, and the team being defaulted must still send through a team sheet noting the default.
- 19.4**
 - 19.4.1** If the team responsible for notifying the Referees (in any of the above cases) fails to do so by 8pm on the day prior to the game then that team's club/school will be fined \$50.00 for each such event. \$40.00 of this will be given by the CMJMB to the Referees to cover their costs, and \$10.00 retained for CMJMB Administration costs. The CMJMB will forward the \$40.00 amounts irrespective of when the clubs actually pay the fine.
 - 19.4.2** If a fine is unpaid by the club, then that team will not be eligible for semi-finals or finals.
 - 19.4.3** If a fine is still unpaid at the start of the following season then no teams will be accepted from that club until the fines/s are paid in full.
- 19.5** If the CMJMB makes an administration error that causes a referee to turn up to no game then the CMJMB shall pay the Referees \$40.00 for each such event.
- 19.6** CMRRA – Referee Appointments contact details will be listed in the CMJMB website and handbook, so contact must be made, or a date stamped FAX or Email is required for policing.
- 19.7** Once the first week of a competition has been played and the points awarded, that competition cannot be abandoned and restarted. If a team pulls out of the competition thus creating a situation of two byes in a round the competition can be rescheduled without disadvantaging any of the remaining teams.

20. Draws

- 20.1** All draws - competition and North and South Zone - non competition are to be done by the Draws Convenor.

21. Coaching

- 21.1** All coaches, including assistant coaches and all team management must annually attend the compulsory NZRU accredited course as facilitated by CMRFU. Coaches of 13th grade and below grades must attend the required Small Black Modules. Failure to attend the appropriate course will result in the team being withdrawn from the draw. This is an NZRU requirement.
- 21.2** A calendar of prospective coaching courses will be circulated to all clubs by the beginning of March each year.

21.3 Team Management and Reserve players must stand behind the dead ball line (with their team playing in the direction away from them) for the duration of the game. Teams must change ends at half time. One person may be stationed on the sideline – this can be the Coach or Medic (cannot be one of the reserves). This sideline person must identify themselves to the referee prior to kick off. If the layout of the fields does not allow room for this at the end of the field, then there must be a designated area available. This applies to all games played by 12th and 13th grades. Players who have been sinbinned must stand with their team behind the dead ball line.

22. Non-competition grade rugby will finish at the same time as semi-finals of competition grade rugby.

23. Regardless of which weight and/or age scale is adopted for Counties Manukau Junior Rugby, all grades are to be aggressively policed to ensure adherence to the rules. This is to be done from the start of the season and with the full support of the CMJMB to CMRFU. . This is to include some form of positive identification for all players, ideally a document with a photograph including certified age and weight information.

24. Event Managers

24.1 Each team is to provide an Event Manager for their game. Half field teams must have one and full field teams must have two Event Managers. A high vis vest is to be worn to enable them to be easily identified.

Addendum

As agreed by the CMRFU the SPECIAL RULES SET DOWN shall apply to Counties Manukau Junior rugby with the following proviso and riders.

1. Where mentioned “club” is interpreted as “club and/or secondary school” as applicable.
2. Rule 4. Dispensations - Applies only to 6th grade to 13th Grades.
3. a) It should be noted that 13th grade is open to any Under 13 Intermediate or Secondary School pupils.
b) It should be noted that 13th grade is open to any Under 13 player.
4. The grade scale is set by the CMRFU in conjunction with the CMJMB Executive.
5. All players attending secondary school and eligible for U14 Grade and above must play rugby for their secondary school. All secondary school grades U14 and above come under the jurisdiction of CMRFU and rules of the CM Secondary Schools.