



TASMAN RUGBY UNION CONTACTS

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NELSON BAYS JAB DELEGATES

The Junior Advisory Board (JAB) consists of a delegate from each club and its members are responsible for governing Junior Rugby in their respective sub union.

Club	Name	Phone	Email
CHAIRMAN	Tim King	027 2448202	tim.king@tdc.govt.nz
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MARLBOROUGH JAB DELEGATES

The Junior Advisory Board (JAB) consists of a delegate from each club and its members are responsible for governing Junior Rugby in their respective sub union.

Club	Name	Phone	Email
CHAIRPERSON	Ngaire Lawson	021 519505	ngaire@lawsonhomes.co.nz
AWATERE	Ngaire Lawson	021 519 505	ngaire@lawsonhomes.co.nz
CENTRAL	Matt Flight	021 689 990	matthewflight@gmail.com centralrfc@xtra.co.nz
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PELORUS	Amber Templeman	03 5742686	jason.amber@xtra.co.nz
RENWICK	Brenna Nation	027 479 4513	brenna.nation@gmail.com
WAITOHI	Jason Hillgrove Donna Sio	027 685 4796 021 1710153	jason.hillgrove@police.govt.nz dmpsi@yahoo.co.nz

JAB CODE OF CONDUCT

PLAYERS:

- Play for enjoyment
- Play by the laws of the game
- Play hard but fair
- Never argue with the referees decisions
- Be committed to your team, attend all practices & matches
- Work equally hard for yourself & your team
- No swearing &/or fighting
- Be a good sport, applaud all good play whether by your team or opponents
- Remember the goals are to have fun, improve your skills & feel good
- Co-operate with your coach, team-mates & opponents, with-out them you don't have a game
- Be proud of your club & ensure you are in correct club uniform

PARENTS/SPECTATORS:

- Applaud the performance of both teams
- Be positive with referees, do not publicly question judgement or honesty & acknowledge their efforts
- Let the children play the game, not your game
- Praise effort as well as results
- Recognise the importance of volunteer coaches & referees. They give up their time to provide recreational activities for your child. Respect their wishes
- Set an example for the players & other people to follow
- No abuse or swearing

COACHES/MANAGERS:

- Positively re-inforce the actions of players
- Lead by good example
- Be honest with yourself & players
- Create an enjoyable environment
- Insist on fair play & discipline – encourage sportsmanship
- No abuse or swearing
- Be reasonable on demand of player time, energy & enthusiasm
- Ensure that all players get opportunity
- Never ridicule a player for making mistakes
- Remember children play for fun & enjoyment
- It is not all about winning
- Attend the required coaching/managing courses
- Enjoy your role in coaching – have fun



MANDATORY RULES

- All players must play half a game (that includes rolling subs at rippa level) unless subbed off due to injury.
- All players must wear mouthguards (unless they have a medical certificate stating otherwise) or they will be required to leave the field until they can provide one.
- There will be no score blow-outs in Beginning Rugby or Learning Rugby grades. Coaches must communicate to each other prior to game start how they will control the match in order to facilitate the continued learning process for players.
- See New Zealand Rugby Black Handbook for further information on disciplinary and judicial processes as set-out by NZRU

DISPENSATION/WEIGHT CLASSIFICATION

Players who fall within the current criteria for weight classification are eligible to play in a lesser grade without being highlighted on a match sheet as 'dispensated'.

Dispensations are granted at the discretion of each Sub Union JAB and TRU. Players must apply for dispensation. Dispensations apply to the following: (but in extenuating circumstances are not restricted to) medical, disability, location, lack of team in a specific grade, size

Players playing in a lesser grade will not be considered eligible for sub union representative level rugby (in this instance weight classification is considered a dispensation) unless the dispensation has been granted for location.

Please talk to a JAB Delegate in the first instance if requiring clarification.

REFEREE DEFINITION

An Associate Referee is someone who has attended an associate or club referee course within the last three years AND has attended this current year's rugby smart course.

A Learning Rugby Referee is someone who has attended this current year's rugby small blacks course.

rwca **accountancy**
+ advisory

KIDS FOR FREE

BEGINNING RUGBY (Rippa Rugby) – UNDER 6 – 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 free pass (NZR ruling)
- The opposing team will be back five (5) meters from half-way.

TACKLE:

- A tackle occurs when a tag is ripped/removed from an opponent's waist-belt
- The ball-carrier must pass the ball within three (3) steps of the tackle/rip occurring.
- **AFTER THE BALL CARRIER HAS PASSED THE BALL** the Defender (ripper) must **HAND BACK** the flag (not throw it away) to the player who passed the ball, who then re-attaches it to their belt before they rejoin play. If either of these players don't adhere to this, they will be penalised and a free pass will be awarded to the non-offending team at the place of the infringement.
- The Referee will penalise the player if they continue to run after a tackle/rip.
- No Fending; Barging; Pushing; Spinning-in-tackle permitted.

OFF-SIDE:

- Off side only occurs at a rip. When a rip is made, all players from the Defender's (Ripper's) team must get back until they are 3 metres behind where the rip was made. Failure to do so results in a free pass to the team in possession and the rip count will restart at zero.
- if a player is offside and they intercept, prevent or slow down a pass, they will be penalised and a free pass will be awarded to the non-offending team, unless an advantage can be played

PENALTY:

- The referee will award a penalty for pushing, fending, taking the ball from carriers hands, or continuing to run after a tackle/rip. (Free pass for Rippa)
- The defending team will be back five (5) meters from the infringement mark.
- The ball must be passed from the tap. All penalties are tapped from the ground.

KNOCK-ON/FORWARD PASS:

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

APPOINTMENT OF REFEREE:

- The home team will provide a referee or Beginning Rugby officiate.
- If no home team official available the one is to be provided by the visiting team.
- It is recommended that one referee control the entire match.

COACHES ON-FIELD:

- A maximum of one (1) coach per team will be permitted on the field at any one time plus the nominated referee

FIELD SIZE:

- Match will be played on half-field, goal to 10m. Teams will play across the field
- Portable goalposts recommended. Full size posts on sideline need bolsters.

PLAYERS PER TEAM:

- Each team will have a maximum of seven (7) players on the field.
- Rolling subs with all players playing at least half a game each.

DURATION OF GAME:

- Match will be played over 2x 20min halves maximum

BALL SIZE:

- Size 2.5

MOUTHGUARDS:

- Compulsory

LEARNING RUGBY LAWS – UNDER 8

These Laws largely 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 and pass (NZR ruling) from half way
- The opposing team will be back five (5) metres from half way

CONVERSIONS:

- No conversions

SCRUM:

- The scrum consists of five (5) players per side, or matching numbers.
- The side putting the ball into the scrum wins the ball, i.e. no contest and no pushing.
- The opposing team can not advance until the half-back has played the ball.
- There is an off-side line five (5) meters behind the hindmost feet of the scrum.
- The opposing half-back must not advance past the middle line, i.e. scrum tunnel and be on the same side as the feeding half-back

LINEOUT:

- The lineout consists of five (5) players per side, or matching numbers.
- The side throwing the ball into the lineout wins the ball, no contesting and no lifting. 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 (2) lines must be one (1) metre apart and 3 metres in from the sideline
- Back-lines must stand five (5) meters from the line of touch (centre line).

TACKLE: *(It is recommended players take part in tackle box prior to beginning tackle rugby)*

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player and/or the ball is grounded.
- The tackle/contact must be effected from the mid-chest line (nipple-line) or below
- Swinging a player by their jersey and fending to the face, neck or head are not permitted.

RUCK/MAUL:

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

KICKING

- No kicking in general play

PENALTY:

- The defending team will be five (5) meters back from the infringement mark.
- All penalties are tapped on the ground and passed.

RUGBY LAWS:

- All other Domestic Safety Law variations apply.

APPOINTMENT OF REFEREE:

- The home team/club will provide a referee or Beginning Rugby officiate.
- If no home team official is available, then one is to be provided by the visiting team.
- It is recommended that one (1) referee will control the entire match.

COACHES ON-FIELD:

- One (1) coach per team is allowed on the field for the **first four (4) games** plus the nominated referee.

FIELD SIZE:

- Match will be played on a half-field, goal to 10m. Teams will play across the field
- Portable goal posts recommended. Full size posts on sideline need bolsters.

PLAYERS PER TEAM:

- Each team will have a maximum of ten (10) players on the field – as in accordance with NZRU recommendations.
- Games must proceed with even numbers.

SUBSTITUTIONS

- Players are subbed at $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ time.
- All players must play at least half a game.

DURATION OF GAME:

- The game will be played over 2x 25min halves maximum.

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory

LEARNING RUGBY LAWS – UNDER 9

These Laws largely 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 half way.
- The opposing team will be five (5) meters from half way

CONVERSIONS:

- No conversions.

SCRUM:

- The scrum consists of five (5) players per side, or matching numbers.
- The side putting the ball into the scrum wins the ball, no contesting and no pushing.
- The opposing team can not advance until the half-back has played the ball.
- There is an off-side line five (5) meters behind the hindmost feet of the scrum.
- The opposing half-back must not advance past the middle line, i.e. scrum tunnel and be on the same side as the feeding half-back

LINEOUT:

- The lineout consists of five (5) players maximum per side, no short line-outs.
- The side throwing the ball into the lineout wins the ball, no contesting and no lifting. 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 (2) lines must be one (1) metre apart and 3 metres in from the sideline.
- Back-lines must stand five (5) meters from the line of touch (centre line).

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 and/or the ball is grounded.
- The tackle/contact must be effected from the mid-chest line (nipple-line) or below
- Swinging a player by their jersey and fending to the face, neck or head are not permitted.

RUCK/MAUL:

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

KICKING

- No kicking in general play

PENALTY:

- The defending team will be five (5) meters back from the infringement mark.
- All penalties are tapped on the ground and passed.

RUGBY LAWS:

- All other Domestic Safety Law variations apply as per NZR

APPOINTMENT OF REFEREE:

- The home team/club will provide an Associate Referee.

An Associate referee is one who has attended an associate referee course within the last three years and has attended this years' rugby smart course. A learning rugby referee is someone who has attended this years' learning rugby small blacks course.

- If no Associate Referee from the home team is available, then an Associate Referee from the visiting team will officiate.
- If no Associate Referee is available from either team then a learning rugby referee may officiate.
- It is required that one (1) referee will control the entire match.

COACHES ON FIELD:

- No coaches are allowed on the field and must remain in their designated spaces on the sideline.

FIELD SIZE:

- Match will be played on a half-field, goal to 10m. Teams will play across the field.
- Portable goalposts recommended. Full size posts on side-line need bolsters.

PLAYERS PER TEAM:

- Each team will have a maximum of ten (10) players on the field – as in accordance with NZR recommendations.
- Games must proceed with even team numbers.

SUBSTITUTIONS

- Substitutions can only be made at $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time. No rolling substitutions permitted.
- All players must play at least half the game.

DURATION OF GAME:

- The game will be played over 2 x 25min halves maximum.

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory

LEARNING RUGBY – UNDER 10

These Laws largely 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 half way.
- The opposing team will be five (5) meters from half way

CONVERSIONS:

- No conversions

SCRUM:

- The scrum consists of five (5) players per side or matching numbers.
- The side putting the ball into the scrum wins the ball, i.e. no contest and no pushing.
- The opposing team can not advance until the half-back has played the ball.
- There is an off-side line five (5) meters behind the hindmost feet of the scrum.
- The opposing half-back must not advance past the middle line, i.e. scrum tunnel and be on the same side as the feeding half-back.

LINEOUT:

- Lineouts can be contested. If the ball is not caught or goes over the back, the ball becomes 'fair-game'.
- No short lineouts.
- NO lifting in the lineout.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.

- The two (2) lines must be one (1) metre apart and 3 metres in from the sideline.
- Back-lines must stand five (5) meters from the line of touch (centre line).

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 and/or the ball is grounded.
- The tackle/contact must be effected from the mid-chest line (nipple-line) or below
- Swinging a player by their jersey and fending to the face, head or neck are not permitted..

RUCK/MAUL:

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

KICKING

- Coaches to encourage running and passing. If kicking occurs it is only to be within 5 metres of the teams own goal line.

PENALTY:

- The defending team will be five (5) meters back from the infringement mark.
- All penalties are tapped on the ground and passed.

RUGBY LAWS:

- All other Domestic Safety Law variations apply as per NZR

APPOINTMENT OF REFEREE:

- The home team/club will provide an Associate Referee to officiate.

An Associate referee is one who has attended an associate or referee course within the last three years and has attended this year's rugby smart course. A learning rugby referee is someone who has attended this year's learning rugby small blacks course

- If no Associate Referee from the home team is available, then an Associate Referee from the visiting team will officiate.
- If no Associate Referee is available from either team then a learning rugby referee may officiate.
- It is required that one (1) referee will control the entire match.

COACHES ON FIELD:

- No coaches are allowed on the field and must remain in their designated spaces on the side-line.

FIELD SIZE:

- Teams will play on half-field, goal to 10m. Teams will play across the field
- Portable goalposts recommended. Full size posts on side-line need bolsters.

DURATION OF GAME:

- The game will be played over 2x 25min halves.

PLAYERS PER TEAM:

- Each team will have a maximum ten (10) players on the field – as in accordance with NZR recommendations.
- Games must proceed with even team numbers.

SUBSTITUTIONS

- Substitutions can only be made at $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time. No rolling substitutions permitted.
- All players must play at least half the game.

DURATION OF GAME:

- The game will be played over 2 x 25min halves maximum.

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory

LEARNING RUGBY – UNDER 11

These Laws largely 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 punt or drop-kick from half way.
- The opposing team will back be ten (10) metres from half way
- Conversions not to be taken further out than the 15metre line

SCRUM:

- The side putting the ball into the scrum does not automatically win the ball, i.e. scrum can be a contested hook (hooker only to contest).
- NO pushing in the scrum at this grade/level
- The opposing team can not advance until the half-back has played the ball.
- There is an off-side line five (5) meters behind the hindmost feet of the scrum.
- The opposing half-back must not advance past the middle line, i.e. scrum tunnel.

LINEOUT:

- Lineouts can be contested. If the ball is not caught or goes over the back, the ball becomes 'fair-game'.
- No short lineouts.
- NO lifting in the lineout.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.
- The two (2) lines must be one (1) metre apart and 5 metres in from the sideline
- Back-lines must stand ten (10) meters from the line of touch (centre line).

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 and/or the ball is grounded.
- The tackle/contact must be effected from the mid-chest line (nipple-line) or below
- Swinging a player by their jersey and fending to the face, neck or head are not permitted.

RUCK/MAUL:

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

PENALTY:

- The defending team will be ten (10) meters back from the infringement mark.

RUGBY LAWS:

- All other Domestic Safety Law variations apply as per NZR.

APPOINTMENT OF REFEREE: (if no official referee is appointed by Tasman Referees)

- The home team/club will provide an Associate Referee to officiate.

An Associate referee is one who has attended an associate referee course within the last three years and has attended this years' rugby smart course. A playing rugby referee is someone who has attended this years' playing rugby small blacks course.

- If no Associate Referee from the home team is available, then an Associate Referee from the visiting team will officiate.
- If no Associate Referee is available from either team then a learning rugby referee may officiate.
- It is required that one (1) referee will control the entire match.

COACHES:

- Coaches must remain in their designated spaces on the side-line.

FIELD SIZE:

- Teams will play on full-field

PLAYERS PER TEAM:

- Each team will field fifteen (15) players.

SUBSTITUTIONS

- Substitutions can only be made at $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time. No rolling substitutions permitted.
- All players must play at least half the game.

DURATION OF GAME:

- The game will be played over 2 x 30min halves maximum.

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory

LEARNING RUGBY – UNDER 12 – 13, INTERMEDIATE 1 & 2

These Laws largely 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 half way.
- The opposing team will be ten (10) meters from half way
- Conversions not to be taken further out than the 15 metre line

SCRUM:

- Eight players, even numbers on both sides, even numbers at all times. Safety is paramount.
- The side putting the ball into the scrum does not automatically win the ball, i.e. scrum can be contested.
- Pushing in the scrum at this grade/level is allowed. No more than ½ meter can be gained by pushing at this level.
- The opposing team can not advance until the half-back has played the ball.
- There is an off-side line five (5) meters behind the hindmost feet of the scrum.
- The opposing half-back must not advance past the middle line, i.e. scrum tunnel.

LINEOUT:

- Lineout can be contested. If the ball is not caught or goes over the back, the ball becomes 'fair-game'.
- No short lineouts.
- NO lifting in the lineout.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.
- The two (2) lines must be one (1) metre apart and five (5) metres from the sideline.
- Back-lines must stand ten (10) meters from the line of touch (centre line).

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 and/or the ball is grounded.
- The tackle/contact must be effected from the mid-chest line (nipple-line) or below
- Swinging a player by their jersey and fending to the face, neck or head are not permitted.

RUCK/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:

- The defending team will be ten (10) metres back from the infringement mark.

RUGBY LAWS:

- All other Domestic Safety Law variations apply as per NZR.

APPOINTMENT OF REFEREE: (If no Official Referee is appointed)

- The home team/club will provide an Associate Referee to officiate.

An Associate referee is one who has attended an associate referee course within the last three years and has attended this years' rugby smart course. A playing rugby referee is someone who has attended this years' playing rugby small blacks course.

- If no Associate Referee from the home team is available, then an Associate Referee from the visiting team will officiate.
- If no Associate Referee is available from either team then a playing rugby referee may officiate.
- It is required that one (1) referee will control the entire match.
- If no trained referee is available, then all scrums will be uncontested.

COACHES:

- Coaches must remain in their designated spaces on the sideline.

FIELD SIZE:

- Teams will play on full-field

PLAYERS PER TEAM:

- Each team will field fifteen (15) players.

SUBSTITUTIONS

- Substitutions can only be made at $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time. No rolling substitutions permitted.
- All players must play at least half the game.

DURATION OF GAME:

- The game will be played over 2 x 30min halves maximum.

BALL SIZE:

- Size 4

MOUTHGUARDS:

- Compulsory

Age Grade	U6 & U7	U8	U9	U10	U11	U12 & U13 Intermediate	
Numbers on field	7	10	10	10	15	15	
Field size	1/2	1/2	1/2	1/2	F	F	
Try	5pts	5pts	5pts	5pts	5pts	5pts	
Conversion	-	0	0	0	2	2	
Ball size	2 1/2	3	3	3	3	4	
Tackle	Rippa	Tackle	Tackle	Tackle	Tackle	Tackle	
Subs	Rolling	At 1/4, 1/2, 3/4 time	At 1/4, 1/2, 3/4 time	At 1/4, 1/2, 3/4 time	At 1/4, 1/2, 3/4 time	At 1/4, 1/2, 3/4 time	
Scrum	No	5 person	5 person	5 person	8 person	8 person	
Lineout	No	5 person (hooker + 4 jumpers)	5 person (hooker + 4 jumpers)	5 person (hooker + 4 jumpers)	8 person (hooker + 7 jumpers)	8 person (hooker + 7 jumpers)	
Kickoff	Tap and Pass	Tap and Pass	Drop-kick by scoring side	Drop-kick by scoring side	Normal	Normal	
Penalty	Tap and Pass	Tap and Pass	Tap and Pass	Tap and Pass	Normal	Normal	
Kicking (general play)	No	No	No	Yes	Yes	Yes	
Length of Game	2 x 20	2 x 25	2 x 25	2 x 25	2 x 30	2 x 30	
Associate Referee	No	No	Yes	Yes	Yes	Yes	
Offside Lines							

	Comments
	<p>These numbers are maximums. Games must proceed with even numbers. Balancing playing numbers and ability is to be encouraged.</p>
	<p>For 15's must be full field. $\frac{1}{2}$ = goal to 10 m (across the field) – Portable goalposts are recommended. Full size posts on one touchline need to have bolsters on them.</p>
	<p>Score blowouts have a detrimental effect on both teams. If score blowouts are occurring i.e. 30+ at halftime, Coach MUST meet, be prepared to mix and match players to gain a more even contest.</p>
	<p>U11 to U13 conversions are not to be taken further out than the 15 m line.</p>
	<p>Swinging a player by their jersey and fending to the face are not allowed and must be penalised.</p>
	<p>All players must play at least half a game.</p>
	<p>Contest hook only at U11 Contest and pushing only at U12 and U13. The push is limited to half a metre maximum. Safety is paramount.</p>
	<p>Lineouts can be contested from U10. There is to be no lineout lifting at any level. - No short lineouts.</p>
	<p>At U10 and below, kick offs to be rotated through all players in team. Ball to be kicked between 10-20 metres Receivers must stand back 10 metres (5metres at U9 & U 10)</p>
	<p>U10 allowed to kick within 5 meters of their own try line only.</p>
	<p>If no associate referee, no contested scrums</p>
	<p>Lineouts: U8-10 – 5m offside lines at lineouts U11-13–10m offside lines at lineouts Scrums: U8-13 – 5m offside line behind last man for backs</p>

KEEP YOUR BOOTS ON!

*TAKE THE ADVANTAGE AND KICKSTART
YOUR REFEREEING CAREER TODAY BY
JOINING TASMANS BIGGEST TEAM!*



0273167660 | referee@tasmanrugby.co.nz

INCIDENT PROCESS

In the event of unacceptable side-line and on-field behaviour the TRU have formatted a Side-line and On-Field Behaviour Incident Process.

INCIDENT REPORTING: ON FIELD MIS-CONDUCT

Step 1a: In the event of an incident happening on-field & seen by the Match Official – Standard M/O protocols apply where the referee shall use his/her better judgement to: Talk to the offending player issuing a warning; Recommend a temporary Suspension by issuing either a Yellow Card (Sin-Bin) or Red-Card (Order Off) standard reporting is given to the Union following this, the Union will act on these accordingly; Approach the respective Coaches/Management of team(s) at half-time or after the match & offer comment into offences & suggested out-comes to address this.

If this does not result in an agreed approach the M/O will then address this with the Operations Manager & Referee Manager from the Union

Step 1b: In the event of an incident happening on-field & not seen by the Match Official – If witnessed by a coach/manager they may approach the opposition coach/management after the fixture in an attempt to address the incident & surrounding issues.

If an agreement can not be met the coach/manager then approaches his/her Club Delegate (Junior/Senior) to inform them of the incident.

If witnessed by a member of the public or parent they should report the incident directly to his/her Club Delegate.

The Delegate will then liaise with the opposing club/teams Delegate and request that this matter be addressed.

A written response should be given to the out-come of this with a copy also going to the Operations Manager of the Union.

The Club Committee(s) should approach and treat each incident on merit and level of offence, looking to be consistent with their findings and subsequent actions.

Step 1c: A Club Captain or Delegate on the day may exercise the right to:

Approach the management and address the issues; Recommend the coach suspends the player based on level of offence (JAB); Remove the player from the team (repeat offences) upon which the Union may be asked to be involved.

Step 1d: It is only if situations can not be resolved through the above processes that the Union will then become involved to review the incident.

The Union will not immediately enter into any situation that is brought to our attention by any member of the public, parent, coach or other-wise until we are satisfied that the above steps have been taken. The Union will, instead, refer all incidents back to the respective Club Delegates in the first instance.

INCIDENT REPORTING: SIDE-LINE MIS-CONDUCT

Step 1a: In the event of side-line abuse and mis-conduct – If witnessed by a coach/manager they may approach the opposition coach/management after the fixture in an attempt to address the incident & surrounding issues.

If an agreement can not be met the coach/manager then approaches his/her Club Delegate (Junior/Senior) to inform them of the incident.

If witnessed by a member of the public or parent they should report the incident directly to his/her Club Delegate.

The Delegate will then liaise with the opposing club/teams Delegate and request that this matter be addressed.

A written response should be given to the out-come of this with a copy also going to the Operations Manager of the Union.

The Club Committee(s) should approach and treat each incident on merit and level of offence, looking to be consistent with their findings and subsequent actions.

Step 1b: A Club Captain or Delegate on the day may exercise the right to:

Approach the offender and address the issues; Ask the offender to leave the field of play and/or the venue; Suspend play until offender leaves peacefully; Suspend the offender from further participation (in the case of a coach/manager, suspend them from team duties); Involve police if the behaviour is of a criminal act at which time the union may be asked to be involved.

Step 1c: It is only if situations can not be resolved through the above processes that the Union will then become involved to review the incident.

The Union will not immediately enter into any situation that is brought to our attention by any member of the public, parent, coach or other-wise until we are satisfied that the above steps have been taken. The Union will, instead, refer all incidents back to the respective Club Delegates in the first instance.

ABUSE DEFINITIONS

Abuse is defined as to attack with coarse or insulting, rude, threatening or maligning language or behaviour.

Verbal Abuse is as follows:

- Any form of foul language.
- Any form of threatening language.
- Racial & religion vilification.
- Continual complaining/sledging.
- Personal insults.
- Dissent by players.
- Any insults or personal attacks published in all forms of media including all social media in or on a club affiliated domain.

Physical Abuse is as follows:

- Pushing.
- Bumping.
- Spitting.
- Kicking.
- Punching.
- Any form of attempt of the above.
- Any form of threatening behaviour.

JAB CLUB PROGRAMME 2017

2017 SCHOOL TERMS

Term 1: 31st Jan – 13th April

Term 2: 1st May – 7th July

Term 3: 24th July – 29th September

Term 4: 16th October – 15th December

MAY 2017

Monday	1st May	Term 2 Starts	
Saturday	6 th May	Week 1	(Official Start Season)
Saturday	13 th May	Week 2	
Saturday	20 th May	Week 3	
Saturday	27 th May	Week 4	

JUNE 2017

Saturday	3 rd June	Week 5	Queens Birthday weekend
Saturday	10 th June	Week 6	No rugby Marl non-comp grades
Saturday	17 th June	Week 7	
Saturday	24 th June	Week 8	

JULY 2017

Saturday	1 st July	Week 9	
Saturday	8 th July	Week 10	
Saturday	15th July	No Rugby	(Second weekend of School Holidays)
Saturday	22nd July	No Rugby	(Last weekend of School Holidays)
Saturday	29 th July	Week 11	

AUGUST 2017

Saturday	5 th August	Week 12	
Saturday	12 th August	Week 13	WHITWELLS TROPHY TOURNAMENT UNDER 7/UNDER 8/UNDER 9–3 VENUES
Saturday	19 th August	Week 14	U6/U11 & Int grades last weekend of Rugby FINALS weekend Marlborough JAB
Saturday	26 th August	Week 15	MIKES 7'S TOURNAMENT – STOKE UNDER 7/U8/U9/U10