

JUNIOR RUGBY 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, without 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 and acknowledge their efforts. Do not publicly question their judgement or honesty.
- Let the children play their 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 reinforce 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 equal 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



Dispensation Guidelines 2019

- Dispensations are granted at the discretion of the TRU.
- Players can play in a lower grade without being considered a dispensed player if they are under the weight limit for that grade on the 1st May.
- All dispensed players must be identified to the opposition coach or manager prior to the commencement of EVERY match.
- Any player who has played 4 or more games in a higher grade may not play back in a lower grade (even if they are age-eligible) until that player has sought and been granted re-classification by the Tasman Rugby Union.
- NO re-grading of players will be allowed after 1st July unless there are exceptional circumstances.
- U18 Grade Dispensations – any U20 players not big enough to play senior Rugby must put in a special request for dispensation to the TRU Operations Manager.
- Teams can only play 3 dispensed players on the field at the same time.
- Each club must provide a list of dispensed players to the TRU by 29th April.

GRADE	AGE ELIGIBILITY	WEIGHT ELIGIBILITY
Under 8	Under 8 as at 1/1/2019	Under 9 as at 1/1/2019 & Under 26kg as at 1/5/2019
Under 9	Under 9 as at 1/1/2019	Under 10 as at 1/1/2019 & Under 32kg as at 1/5/2019
Under 10	Under 10 as at 1/1/2019	Under 11 as at 1/1/2019 & Under 37kg as at 1/5/2019
Under 11	Under 11 as at 1/1/2019	Under 12 as at 1/1/2019 & Under 42kg as at 1/5/2019
Under 12	Under 12 as at 1/1/2019	Under 13 as at 1/1/2019 & Under 47kg as at 1/5/2019
Under 13	Under 13 as at 1/1/2019	Under 14 as at 1/1/2019 & Under 52kg as at 1/5/2019
Under 14	Under 14 as at 1/1/2019	Under 15 as at 1/1/2019 & Under 57kg as at 1/5/2019
Under 15	Under 15 as at 1/1/2019	Under 16 as at 1/1/2019 & Under 62kg as at 1/5/2019
Under 16	Under 16 as at 1/1/2019	Under 17 as at 1/1/2019 & Under 67kg as at 1/5/2019
Under 18	Under 18 as at 1/1/2019	Under 19 as at 1/1/2019 & Under 75kg as at 1/5/2019

MINI MAKO RULES – 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 Ripper)
- 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 2 x 20min halves maximum

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 2.5

MOUTHGUARDS:

- Compulsory



HAMMERHEADS RULES – 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 2 x 25min halves maximum.

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory



HAMMERHEADS RULES – 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.

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory



HAMMERHEADS RULES – 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 sideline.

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.

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory



GREAT WHITES RULES – 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.
- No. 8 can pick up the ball from the base of the scrum as per normal rugby rules

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.

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 3

MOUTHGUARDS:

- Compulsory



GREAT WHITES RULES – UNDER 12 & 13

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.
- No. 8 can pick up the ball from the base of the scrum as per normal rugby rules

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.

SCORE BLOWOUTS:

- There will be no score blow-outs. 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

BALL SIZE:

- Size 4

MOUTHGUARDS:

- Compulsory



Tasman Rugby Union

Grade	Mini Mako	Hammerheads			Great Whites			
	U6 & U7	U8	U9	U10	U11	U12	U13	
Numbers on field	7	10	10	10	15	15	15	
Field size	1/2	1/2	1/2	1/2	Full Field	Full Field	Full Field	
Try	No Points	5pts	5pts	5pts	5pts	5pts	5pts	
Conversion	None	None	None	None	2pts	2pts	2pts	
Ball Size & Colour	Blue & Red 2.5	Blue 3	Blue 3	Blue 3	Red 3	Red 4	Red 4	
Tackle	Rippa	Tackle	Tackle	Tackle	Tackle	Tackle	Tackle	
Subs	Rolling	At ¼, ½, ¾ time	At ¼, ½, ¾ time	At ¼, ½, ¾ time	At ¼, ½, ¾ time	At ¼, ½, ¾ time	At ¼, ½, ¾ time	
Scrum	No	5 people	5 people	5 people	8 people	8 people	8 people	
Lineout	No	5 people (hooker + 4 jumpers)	5 people (hooker + 4 jumpers)	5 people (hooker + 4 jumpers)	8 people (hooker + 7 jumpers)	8 people (hooker + 7 jumpers)	8 people (hooker + 7 jumpers)	
Kick-off	Tap & Pass	Tap & Pass	Drop-kick by scoring side	Drop-kick by scoring side	Normal	Normal	Normal	
Penalty	Tap & Pass	Tap & Pass	Tap & Pass	Tap & Pass	Normal	Normal	Normal	
Kicking (general play)	No	No	No	Yes	Yes	Yes	Yes	
Length of Game	2 x 20	2 x 25	2 x 25	2 x 25	2 x 30	2 x 30	2 x 30	
Associate Referee	No	No	Yes	Yes	Yes	Yes	Yes	
Offside Lines	On your side of the ball	Lineouts: U8-10 – 5m offside lines at lineouts			Lineouts: U11-13–10m offside lines at lineouts			
		Scrums: U8-13 – 5m offside line behind last man for backs						

Mako Rugby Rules 2019

Comments

These numbers are maximums. Games must proceed **with even numbers**.
Balancing playing numbers and ability is to be encouraged.

15 a-side must be full field.
½ Field = goal to 10m (across the field) – Portable goalposts are recommended.
Full size posts on one touchline need to have post pads on them.

Score blowouts have a detrimental effect on both teams.
If the score reaches 35 points, coaches should consider swapping or subbing dominant players. At 50 points, they **MUST** do one of those options.

U11 to U13 conversions are not to be taken further out than the 15m line.

Swinging a player by their jersey and fending to the face are not allowed and must be penalised.

All players **must** play at least half a game.

Contest hook only at U11
Contest and pushing only at U12 and U13. Safety is paramount.
The push is limited to half a metre maximum & cannot wheel past 45° on the angle.

Lineouts can be contested from U10.
There is to be no lineout lifting at any level.
No short lineouts.

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)

U10 allowed to kick within 5 metres of their own try line only.

If no associate referee, no contested scrums

TASMAN RUGBY UNION

JUNIOR RUGBY INCIDENT RESPONSE PROCESS

In the event of unacceptable on-field or side-line behaviour the Tasman Rugby Union (TRU) have formatted an incident process.

ON-FIELD MISCONDUCT	SIDE-LINE MISCONDUCT
<p>Step 1: Where an on-field incident is witnessed by a Match Official (M/O), standard protocols will apply: Talk to the offending player & issue a warning Recommend a temporary suspension by issuing either a Yellow Card (sin-bin) or Red-Card (order off). The referee will send an incident report to the TRU Operations Manager following this who will act on it accordingly.</p>	<p>Step 1: Where side-line abuse or misconduct is witnessed during a game by: A coach or manager, they may approach the oppositions team management after the fixture to address the incident. If an agreement cannot be met by both parties, they can then approach the Club Delegate to inform them of the incident. A spectator, they should report the incident directly to their Club Delegate. The Delegate will then liaise with the opposing club/team's Delegate and request that this matter be addressed.</p>
<p>Step 1b: On-field incidents not witnessed by the Match Officials. After the game, if an incident is witnessed by a coach or manager, they may approach the oppositions team management to address the incident. If an agreement cannot be met by both parties, they can then approach their Club Delegate to inform them of the incident. If witnessed by a spectator, they should report the incident directly to their Club Delegate. The Delegate will then liaise with the opposing club/team's Delegate and request that this matter be addressed.</p>	<p>Step 2: On the day the Club Captain or Match Day Manager may exercise the right to: Approach the offender & 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.</p>
<p>Step 2: On the day the Club Delegate or Match Day Manager may exercise the right to: Approach the management & address the issues Recommend the coach suspends the player based on the level of offence Remove the player from the team (for repeat offences) upon which the TRU may be asked to be involved</p>	<p>Step 3: Post Match – A written response detailing the incident & the outcome must be provided to the opposition clubs delegate & the TRU Operations Manager. The Club Committee(s) should approach & treat each incident on merit & level of offence, looking to be consistent with their findings & subsequent actions.</p>
<p>Step 4: TRU Involvement – It is only if situations cannot be resolved through the above processes that the Union will then become involved to review the incident. <i>The Union will not immediately enter 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.</i></p>	
DEFINITION OF ABUSE	
<p>Abuse is defined as to attack with coarse or insulting, rude, threatening or maligning language or behaviour.</p>	
<p>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</p>	<p>Physical Abuse is as follows: Pushing Bumping Spitting Kicking Punching Any form of attempt of the above Any form of threatening behaviour</p>