

JUNIOR BYLAWS 2026

1 Introduction

- 1.1 Failure of any team's management to follow any of the procedures set out in these Bylaws, particularly playing an unauthorised player or failing to have the necessary Squad List available for examination by opposing team's management before matches, will result in that team being deemed to have defaulted any game where such omissions occur.
- 1.2 Regardless of which weight and/or age scale is adopted for Counties Manukau Junior Rugby, all grades are to ensure adherence to the rules. This is to be done from the start of the season and with the full support of the Junior Club Leaders Group (JCLG) to Counties Manukau Rugby Football Union (CMRFU). This is to include some form of positive identification for all players. The positive identification document for all players in the team shall be the Squad List displayed in the Match Day App, which shall include a photograph, certified age and weight information for each player in the squad. No other form of identification will be accepted or be put forward for acceptance by a team.
- 1.3 The Bylaws will be reviewed at the end of each season and updated to reflect any changes expected for the forthcoming season.
- 1.4 The JCLG will continually assess the Grading Structure and may, depending on feedback received from clubs or changes imposed by CMRFU and New Zealand Rugby Union, undertake a review of some or all aspects of the Grading Structure after the conclusion of the season. Any review of the Grading Structure will be at the discretion of the JCLG, who will notify clubs that a review of the Grading Structure will be taking place, confirm the scope of the review, and details the review process.
- 1.5 All individuals involved with junior rugby must display positive sideline behaviour at all times.

2 Key Dates

- 2.1 These Bylaws will be circulated to every club no later than 31st January.
- 2.2 The Junior Rugby Key Dates will be circulated to every club no later than 31st January.
- 2.3 Team entries for all grades must be confirmed by email to the CMRFU Administrator no later than 5 April.

3 Definitions

- 3.1 The following definitions apply to these Bylaws:

'age' means the age, in years, of a player on 1st April of the current calendar year.

'authorised' means a player who is eligible to play rugby after being registered, verified, and (where applicable) having received approval of any dispensation.

'Bylaw or Bylaws' means these Junior Bylaws as approved by the JCLG at the AGM each year.

'Competition Grade' means any grade in which teams are allocated points based on the results of games played during the season and are ranked based on points allocated throughout the season for eligibility to take part in semi-finals and finals.

'CMRFU' means the Counties Manukau Rugby Football Union.

'CMRFU Administrator' means the nominated CMRFU representative responsible for creating the schedule of games each season, administering the RX platform and managing JCLG meeting documentation.

'dispensation' means a formal exemption from the Registration Coordinator for a player to play in a grade below the grade that player should be playing in according to the Grading Structure.

'Dispensation Committee' means the members of the JRC responsible for approving or rejecting requests for dispensations.

'Division 1 (Courage)' means teams that have played together for several seasons and/or play with high capability and confidence and have won the majority of their games during the first 4 rounds of each season.

'Division 2 (Connected White)' means teams that have been together for a season or 2, have developed their basic skills, and are building their capability and confidence, and have won some of their games during the first 4 rounds of each season.

'Division 3 (Work Hard)' means teams that are relatively new or still forming and working on developing rugby basics and have won the minority of their games during the first 4 rounds of each season.

'grade' means the age group that teams are allocated to play in, based on the school year that team's players are in, in accordance with the Grading Structure.

'Grading Structure' means the structure for allocating players to an age grade based on school year, date of birth and weight limits.

'JCLG' means the Junior Club Leaders Group, made up of nominated Delegates who are representatives from all junior clubs in the Counties Manukau Rugby Union.

'JRC' means the Junior Rugby Committee.

'Junior Rugby Committee' means the executive board of club representatives responsible for managing the JCLG and administering junior club rugby in Counties Manukau.

'Match Day App' means the smartphone application used to display Squad Lists and record scores during games.

'Minor Injury' means an injury that does not require a Serious Injury Report Form to be submitted to the CMRFU Administrator.

'pool' means a group of teams drawn to play against each other during the season, based on their similar levels of capability, as outlined in clause **Error! Reference source not found.**

'registered' means a player whose registration is entered into the NZR database.

'Registration Day' means the day (or days) notified by the JRC to all clubs that a formal registration and weigh-in will be conducted for pre-registered Year 3 to Year 8 players.

'RX' means the Rugby Xplorer registration and competition management website and app used for registering players, coaches and managers, compiling squads for the forthcoming season, and managing rugby competitions

'Squad List' means a list of all players in a team including name, photo, date of birth, and weight.

'verified' means a player in Year 7 or Year 8 who has had their weight and date of birth checked and confirmed by a representative of the JRC.

'weight' means the weight, in kilograms, of a player recorded on a Registration Day.

4 Junior Rugby Committee Terms of Reference

Junior Rugby Committee - Terms of Reference

- 4.1 The Junior Rugby Committee is established by the Junior Club Leaders Group (JCLG). The Committee plays a very important role in overseeing management of junior club rugby.

- 4.2 Counties Manukau Rugby Football Union (CMRFU) supports diversity and inclusion to ensure the community they represent is contributing to governance and involvement at all levels of the game. This means that the JCLG must ensure they encourage and consider appointments to the Junior Rugby Committee of males, females, gender diverse individuals and mana whenua.
- 4.3 The Junior Rugby Committee shall comprise seven people, always ensuring the people appointed are most qualified to make decisions on junior club rugby. The Junior Rugby Committee will comprise the following:
- a) Chair
 - b) Registration Coordinator
 - c) Bylaw Coordinator
 - d) Disputes Officer
 - e) Game Management Coordinator
 - f) CMRFU Representative
 - g) CMRFU Administrator
- 4.4 The role of the Junior Rugby Committee is:
- a) To formulate and implement Bylaw matters, conduct meetings, , future direction, development, and other strategies that will support, promote, and advance junior rugby.
 - b) To administer junior rugby in the Counties Manukau Region.
 - c) To make, alter, amend, and revoke bylaws relating to the junior club rugby competitions and ensure amendments are notified to members.
 - d) To consider any breaches, complaints or issues related to the Bylaws (i.e.: players, conduct of matches, results of matches/competitions).
 - e) To apply the discretion afforded it through the JRC Terms of Reference by determining sanctions and penalties as it sees fit upon considering the circumstances of each matter before it.
 - f) In agreement with the Junior Club Leaders Group, develop and adhere to a regular schedule and effective process of engagement and consultation, related to determining club competitions and related Bylaws.
 - g) To approve colours to be worn by clubs, ensuring the colours worn by a club are not the same as colours worn by another club.
 - h) To make, alter or revoke standing orders for the conduct of its meetings.
- 4.5 Each member is required to attend no less than 80% of scheduled meetings and miss no more than two meetings in succession unless leave has been sought and approved by the Junior Rugby Committee. The Junior Rugby Committee has the ability to accept online attendance. Attendance which falls outside the minimum will be reported at the next scheduled Junior Club Leaders Group meeting.

Junior Club Leaders Group – Terms of Reference

- 4.6 The Junior Club Leaders Group comprises leaders of each of the affiliated clubs and is an important conduit between the CMRFU Board, Junior Rugby Committee (JRC), CMRFU staff and all club volunteers and committees.
- 4.7 The Junior Club Leaders Group will meet the first Wednesday of each month, with all clubs entitled to attend with up to two representatives of their choosing. This will be a time to share information, get feedback, answer questions, and listen to club representatives.

- 4.8 At their first meeting following the Annual General Meeting, the Junior Club Leaders Group will elect a chair. In the event of a tie between two candidates during voting, the election will be decided by a single coin toss conducted by the CMRFU Head of Community Rugby. If a tie occurs between three candidates, a preferential ballot will be used until one candidate achieves a clear majority.
- 4.9 The quorum for Junior Club Leaders Group meetings is 50% plus 1 of affiliated clubs present in person or linked in electronically.
- 4.10 CMRFU and the Junior Club Leaders Group support diversity and inclusion to ensure the community they represent is contributing to governance and involvement at all levels of the junior game.
- 4.11 The role of the Junior Club Leaders Group is:
- a) To elect five persons to be on the Junior Rugby Committee:
 - Chair
 - Registration Coordinator
 - Bylaws Coordinator
 - Disputes Officer
 - Game Management Coordinator
 - b) Standing orders on voting procedure:
 - Each club is entitled to one vote.
 - The Junior Rugby Committee Members have full voting rights upon election.
- 4.12 Procedure at the AGM:
- Record apologies.
 - Confirmation of minutes of the previous AGM.
 - Chair's report.
 - Financial report.
 - Election of members on the JRC.
 - Remits results.
 - Confirm affiliation fees.
 - General Business.
- 4.13 CMRFU to advise the CLG of the two community rugby representatives to sit on the JRC (November meeting). CMRFU to determine these annually.
- 4.14 To engage with and provide feedback, recommendations, and requests to the Junior Rugby Committee on any matters relating to junior rugby within the district impacting on the clubs.
- 4.15 To collaborate and share information and resources where this will lead to a better outcome for rugby within the district.

4.16 Timeline

Chair	Elected annually at AGM.
Registration Coordinator	Elected annually at AGM.
Bylaws Coordinator	Elected annually at AGM.
Disputes Officer	Elected annually at AGM.
Game Management Coordinator	Elected annually at AGM.
Junior Rugby	Comprises seven people; five elected by the Club Leaders Group, two additional

Committee	CMRFU Staff (CMRFU Head of Community Rugby and administrator)
Junior Club Leaders Group Meetings	Meet first Wednesday of each month. CMRFU Administrator will call for agenda items seven days prior to the meetings.
Junior Rugby Committee Meetings	Meetings as determined by the JRC.
Voting	To be appointed, must achieve more than 50% of the vote at the Annual General Meeting. One delegate may exercise votes for a nominated absentee club leader.
General Meetings	<p><u>AGM</u></p> <ul style="list-style-type: none"> • Held in November. • Notice of date to members 28 days prior to AGM. • Remits to the Bylaws received last Wednesday in September. • Notice of Business to be conducted 18 days prior to AGM. • Quorum = 15 members entitled to vote. <p><u>SGM</u></p> <ul style="list-style-type: none"> • May be requested by 9 members representing 3 clubs. • Must be convened within 21 days of receiving request. • Notice to members 7 days prior to meeting
Junior Club Leaders Group	<ul style="list-style-type: none"> • Leaders from each of the affiliated clubs. • Attend monthly meetings as set by the JRC. • Represents the club at JCLG meetings including having voting rights. • Informs their Club of important events/details from the JCLG meetings. • To be the pivotal communication point between the Junior Club and other Clubs in the Counties Manukau region

5 Junior Rugby Committee Roles

Junior Rugby Committee	Five members are appointed by the Club Leaders Group at the AGM
Chair	<ul style="list-style-type: none"> • Manages JRC & JCLG meetings. • Oversees direction and governance of JRC & JCLG. • Leads the AGM. • Ensures that planning and budgeting are conducted to deliver the greatest benefit to members.
Registration Coordinator	<ul style="list-style-type: none"> • Oversees the registration processes to ensure it is aligned with the Bylaws and Grading Structure. • Coordinates the Dispensation Committee's review and assessment of dispensation requests and manages communication of dispensation request outcomes. •
Bylaw Coordinator	<ul style="list-style-type: none"> • Answers any questions relating to the Bylaws. • Interprets the Bylaws and provides advice to the JRC in cases of complaints or disputes from clubs related to Bylaw breaches. • Conducts end of season review of the Bylaws. • Drives changes to the Bylaws.

Disputes Officer	<ul style="list-style-type: none"> Investigates and assesses alleged breaches of the Bylaws, proposes responses to those alleged breaches for approval by the JRC, and communicates the outcome of disputes to the clubs involved. Works alongside the union to determine the process for managing disciplinary matters.
Game Management Coordinator	<ul style="list-style-type: none"> Acts as the link between the club and teams within the grades. Supports teams and clubs in all matters on and off the field.
CMRFU Head of Community Rugby	<ul style="list-style-type: none"> Ensures that the strategic direction aligns with the objectives of CMRFU. Reports on all matters relating to junior rugby from New Zealand Rugby (NZR). Oversees the NZR compulsory courses and other requirements for junior rugby.
CMRFU Administrator	<ul style="list-style-type: none"> Requests and distributes agenda items prior meetings. Record/distributes meeting minutes. Regularly reviews email account and responds to emails. Competition management. Composes/distributes and receives competition team entries.

6 Registration

- 6.1 Clubs must submit all team registrations to the CMRFU Administrator by the first week in April.
- 6.2 Clubs are required to “pre-register” players on the RX database prior to Registration Day.
- 6.3 Clubs must hold Registration Days prior to submitting team registrations and are required to record players weight, verify date of birth and school year, and ensure a clear passport-style headshot photo of each player is loaded into RX no later than 31st March.
- 6.4 Each player will be officially weighed-in once at a Registration Day. Once a player has been officially weighed, that is the weight for the season, no re-weighing after games or at a later date. Weight shall be recorded scaled down to the nearest kilogram (e.g. 45.9kg shall be recorded as 45kg).
- 6.5 Any players not able to attend a scheduled Registration Day must attend a follow-up registration event as directed by the JRC before taking part in any games.

Year 7 to Year 8

- 6.6 A Registration Day is to be conducted by JRC to officially record the age, weight and check players head shot photos of all pre-registered Year 7 and Year 8 players.

Year 4 to Year 6

- 6.7 Registration Days shall be conducted by clubs to officially record the age and weight of all pre-registered Year 4 to Year 6 players.
- 6.8 Registration Days for Year 4 to Year 6 teams must be attended by a member of the JRC so the ages, head shot photos and weights of all registered players can be verified.
- 6.9 To ensure a smooth and efficient weigh-in process, clubs must adhere to the following:

- a) Each club must nominate a representative, who must have a profile created in RX, to attend the weigh-in and provide their name, mobile number, and email address to the Registration Coordinator at least 48 hours in advance in advance of the scheduled weigh-in date and time.
- b) Scales must be available and be mutually approved by both club representatives before use.
- c) All teams must be lined up and ready for weigh-in by 5:30pm.

6.10 To ensure players can be authorised:

- a) Every player must present their most recent school report or other proof of school year (a Certificate of Exemption from Enrolment at a Registered School from the Ministry of Education is required for any players who are homeschooled). Players will not be authorised until this requirement is met.
- b) Every player must present either a birth certificate or passport. Players will not be authorised until this requirement is met.
- c) Each player must have a clear, passport-style headshot uploaded into RX before the weigh-in. Players will not be authorised until this requirement is met.

6.11 Immediately after completion of each weigh-in a paper copy of the verified weights must be sent by email to the Registration Coordinator (registrar.jrc@gmail.com).

Year 1 to Year 3

6.12 Registration Days shall be conducted by clubs to officially record the age and weight of all pre-registered Year 1, 2, and 3 players.

7 Eligibility

- 7.1 Players may not play in matches until such time as they are officially authorised.
- 7.2 Once a player is authorised that player qualifies to play within the specified grade for the entire season and no growth allowance will be necessary, nor will any correspondence be entered into by the JRC.
- 7.3 Once a 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.
- 7.4 Coaches may report any players thought to be ineligible to the Game Management Coordinator or Disputes Coordinator, however they have no power to stop a player from another team playing on the day.
- 7.5 To be eligible to play in Competition Grade semi-finals or finals for a particular team, a player must be registered and authorised for that team and have played a minimum of four (4) scheduled games prior to the semi-finals. Any player who registers and is authorised after that time is not eligible to play in a semi-final or final.
- 7.6 Every registered player is eligible to play in finals of competition grades provided they meet the criteria above.
- 7.7 Any Club team playing unauthorised players shall forfeit any matches in which that player (or players) played in, and any points and/or bonus points gained. If the offending team loses the match, they will incur a -5 point penalty. The non-offending team(s) will be deemed to have won the game(s) 30-0 and will be granted the win points plus a bonus point for the match(es) (i.e. 5 competition points).
- 7.8 The JRC and CMRFU reserve the right to audit individual team sheets at any time during the season to verify player eligibility and compliance with these Bylaws and Regulations. If a player is found to be ineligible, Bylaw 20 will apply.

- 7.9 All players must be correctly registered and listed under their legal name in the Match Day App. Players are not permitted to participate under an alternative or incorrect name. Any breach of this rule will be treated as a serious offence and may result in disciplinary action in accordance with Bylaw 20.
- 7.10 Clubs must pay all team fees prior to the end of June. If team fees are still unpaid on 31 July then no teams will be accepted from that club for the following year until the fees are paid in full and that club will have no voting rights at the end of the season.

8 Dispensations

Dispensations may be granted by the Dispensation Committee for players who meet the following criteria:

- 8.1: Extenuating circumstances
- 8.2: Over Age - Playing Down one year (subject to weight limits)
- 8.11(a): Year 8 – Over 80kgs
- 8.11(b): Year 4 – Year 7 Over the weight limit
- 8.15: Automatic – (Players playing up two grades and Players born between 1 January and 31 March.
- 8.16: Legacy Grade Exemption (LGE)

Extenuating Circumstances

8.1 Dispensations may be granted by the JRC for players who meet the following criteria:

- a) Extenuating circumstances that would demonstrably impact the player's safety if they were to play in their correct grade, supported by appropriate documentation.

Over Age – Playing Down One Year

8.2 Dispensations for players below the listed weight thresholds will not be granted automatically.

Year	Dispensation Weight Limits
Y3	26kgs
Y4	30kgs
Y5	34kgs
Y6	38kgs
Y7	42kgs

- a) While the above weight limits provide a baseline for consideration, each request will be assessed individually based on the player's overall safety, capability, and team context and may be approved only when:
 - i. The player's weight is measured and confirmed by a JRC representative.
 - ii. There are no physical attributes that could increase injury risk to other players in the grade the players requests to play in, as determined by the Dispensation Committee.
 - iii. The dispensation will not create an unfair competitive advantage in the grade.
- b) Clubs should not treat the weight limits as a guarantee of dispensation. Approval is at the sole discretion of the Dispensation Committee, with the player's welfare as the overriding priority.
- c) A maximum of two player dispensations per team may be approved under Bylaw 8.2 and Bylaw 8.11 (b). For clarity: this may be one under each of Bylaw 8.2 and Bylaw 8.11 (b), or two under Bylaw 8.2 only, or two under Bylaw 8.11 (b) only.

Dispensation Processes and Conditions

- 8.3 All dispensation requests must be submitted in writing, using the approved form, with a full explanation and compelling reason for the request.
- 8.4 Applications will be assessed by the JRC against the criteria outlined in Bylaws 8.1 and 8.2 within 3 working days of receipt, unless further information is required.
- 8.5 Requests submitted during the season must be received by 4:00pm at least three (3) working days before any scheduled match to allow time for a decision.
- 8.6 Dispensation decisions will be communicated only to club Registrars. The JRC will not communicate directly with others.
- 8.7 An updated summary of new dispensation decisions will be provided to Registrars throughout the season and prior to each playing weekend.
- 8.8 Players seeking dispensations are not authorised to play until the decision has been confirmed by the JRC to their club Registrar.
- 8.9 All teams with dispensations must identify their dispensed players to the opposition prior to kick-off.
- 8.10 Teams must field dispensed players (Bylaws 8.1, 8.2 and 8.11) as directed by the JRC and ensure no more than two dispensed players are on the field at any time.
- 8.11 Dispensation limits shall be as follows:
 - (a) Year 8 grade teams may have up to four (4) players of age over 80kg listed on the Squad List available to play in a single game but only two (2) of those players may be on the field at the same time.
 - (b) Year 4 to Year 7 grade teams may include players who are over the weight limit. A maximum of two player dispensations per team may be approved under Bylaw 8.2 and 8.11 (b). For clarity: this may be one under each of Bylaw 8.2 and Bylaw 8.11 (b), or two under Bylaw 8.2 only, or two under Bylaw 8.11 (b)
- 8.12 All teams must adhere to the specific rules applied to any dispensation granted.
- 8.13 If dispensed players are found to be dominating a grade, clubs must provide documentary evidence to the JRC. The JRC may place further restrictions at its discretion.
- 8.14 Clubs fielding more than team in a grade, must distribute their dispensations and legacy players evenly across those teams.
- 8.15 The RX system and the RX Match Day App requires the following players to be recorded as a dispensation. However, these players are automatically eligible and do not require formal dispensation approval:
 - a) Players approved by both the club and their parent/caregiver to play up two grades
 - b) Players who meet the Grading Structure criteria but are born between 1 January and 31 March

Legacy Grading Exemption (LGE)

- 8.16 An application for LGE may be requested for any player returning in the current season who was granted an LGE in 2025.
- 8.17 Players who are Year 9 and aged 12 (U13) in any given year, and meet Grading Structure criteria, may play in the Year 8 grade.

Transfers

- 8.18 Players permanently transferring from one club to another during the season must have the prior permission from the transferring club.

- 8.19 Players permanently transferring from one team to another, within the same club, must receive prior permission from the Registration Coordinator. Players may only transfer between teams in the same grade and once moved must remain in that team for the rest of the season.

9 Team Grading

Year 3

- 9.1 Year 3 teams will be entered into two pools, with teams from the same club being split evenly and randomly, and a full 13 week draw will be confirmed for each pool.

Year 4 - 6

- 9.2 Year 4, 5, 6 teams will be placed into appropriate divisions using the following process:
- a) Four rounds of grading using a random draw.
 - b) After round 4, teams will be placed into the Division 1 (Courage), Division 2 (Connected), or Division 3 (Work Hard) pools based on their standings.
 - c) Each pool shall, where possible, consist of a minimum of eight teams, evenly ranked based on performance during the first 4 rounds of grading.
- 9.3 It is expected that all teams in Year 4, 5, 6 will use the Match Day App to record scores during the first 4 rounds so that, although live results and standings won't be visible, the JRC can use this data to place teams in appropriate divisions.

Year 7 - 8

- 9.4 Competition Grade teams will be placed in divisions at the discretion of the JRC.

10 Squad Lists

- 10.1 A Squad List for each team will be created in RX and must accurately record the following information through the Match Day App:
- a) Team identity, opposing team, date, and venue as per the draw on RX.
 - b) Each player's name and registration number.
 - c) Jersey number for that day (Y6, Y7 and Y8 grades only), noting:
 - i. Jersey numbers must not be duplicated within a playing squad as players are assigned to a position on the Match Day App and the jersey number signifies that the player played on the day; and
 - ii. Jersey numbers may not be swapped between the 22 players on the Squad List during a game.
- 10.2 Team management of any team in Year 3 grade or above must carry their official Squad List to all games and have their Squad List available to view in the Match Day App. Only those players listed as authorised are eligible to play.
- 10.3 Squad Lists must be made available via the Match Day App or printout to opposition coaches or managers at all games for inspection. It is the responsibility of the host club coach/manager to meet with the opposing team and exchange Squad Lists.
- 10.4 Checking Squad Lists is to take place on the field of play 15-30 minutes prior to the game starting and is compulsory for Year 4 to Year 8 grades. It is optional for Year 1, 2, and 3 grades.

- 10.5 Squad Lists must be produced when requested by a representative of JRC or an opposing team official for any reason at any time during the season.
- 10.6 Failing to have the necessary Squad List available for examination by opposing team management as per item 10.3 before matches will result in the offending team defaulting the game.
- 10.7 Teams in Year 4, 5, 6 must use the Match Day App during the first 4 rounds, as per clause 9.3, and may choose to use the Match Day App for the remainder of the season, however no team lists, results, or ladders will be published for these grades.
- 10.8 Teams in Year 1, 2, 3 may choose to use the Match Day App, however no team lists, results, or ladders will be published for these grades.

11 Game Management

Referees and Event Managers

- 11.1 Each club shall 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, or have completed the Small Blacks coaching 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. In competition grades the referee cannot be a coach or manager of the teams playing.
- 11.2 Each team is to provide a Team Match Manager for their game. A high vis vest is to be worn to enable them to be easily identified.

Competition Grade

- 11.3 In Year 7 & 8 grade teams management and reserve players must stand behind the dead ball line (with the opposition running towards them) for the duration of the game. 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.
- 11.4 Teams must change ends at half time.
- 11.5 There is to be no coaching conducted from the sideline.
- 11.6 Two people may be stationed on the sideline. One of these people can be the manager, for the purpose of scoring the game and managing substitutions only, and the other can be a medic or water carrier. Coaches and reserves are not permitted to be stationed on the sideline. The sideline people must identify themselves to the referee prior to kick off.
- 11.7 Players who have been sinbinned must stand with their team behind the dead ball line.
- 11.8 Team managers must meet with the opposition to verify the score at the end of the match and clearly record/submit the result and identify the winning side (if applicable).
- 11.9 In the event a team starts a match with less than 12 players, the opposition must play with the matching number of players on the field. If the team that started the match with less than 12 players sustains injuries during the match that reduce playing numbers below 10 players, they will forfeit the match due to insufficient player numbers and Bylaw 12.10 will apply.

Score Blow-Outs

- 11.10 If the score in a game has blown-out so that one team is ahead by 50+ points (35+ points if playing 15-a-side) at halftime, then both coaches must meet and agree the game has finished as a contest (Competition Grade teams should end the game in the Match Day App), and to implement one, or multiple options listed below to balance the 2nd half of the game, and have discretion to add further strategies if in agreement:
- a) Nominate only two players that can score a try, preferably players who haven't or don't score many tries.
 - b) Substitute dominant players.
 - c) The leading team doesn't contest the ruck.
 - d) Instead of kick offs to restart play, the losing team is to tap and go from halfway.
 - e) The losing team is permitted to have flankers and a fullback
- 11.11 Coaches shall report to their club President the strategies agreed to and the impact they had on the equity of the game.
- 11.12 Teams shall be limited to a maximum of seventy (70) points per game to ensure fairness and discourage score blowouts.

General

- 11.13 Relevant information regarding any sinbins or sending's off, concussions and serious injuries (i.e. an injury that requires a player to receive professional medical attention) must be emailed to CMRFU Administrator within 48 hours from completion of each game with players, club, grade, and name.

12 Competition Grades

Competition Format

- 12.1 Competition Grades shall consist of as many rounds of games as determined by the CMRFU Administrator and the JRC.
- 12.2 Competition Grade semi-final and final game locations and timings shall be confirmed by the JRC.
- 12.3 In the event of two teams ending up on the same points in the competition table, the winning team from the most recent Competition Grade game/s played between them will decide which team is ranked higher.

Semi-finals

- 12.4 Semi-finals shall be played between the top four teams in each pool (e.g. Semi-Final 1: team 1 v team 4, Semi-Final 2: team 2 v team3). Semi-Finals will be played at 1 and 2 ranked clubs in each pool, with the winners of each Semi-Final to meet in the final for each pool.
- 12.5 Semi-finals shall be played the weekend following completion of the final round of games, with any catch-up games being played during the week before semi-finals weekend.
- 12.6 The following procedure will apply to establish a winner in the event of a draw at the end of the championship semi-final:
- a) The team scoring the greater number of tries during the semi-final shall be declared the winner.
 - b) 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.

Finals

- 12.7 The following procedure will apply to establish a winner in the event of a draw at the end of the championship final:
- a) Extra time shall NOT be played.
 - b) If the game is drawn, then the winner shall be the team that scored the most tries in the match.
 - c) If teams have an equal number of tries, then the winner shall be the team that scored the first try in the match.
 - d) If there are no tries scored the first points in the match.
 - e) If this does not resolve the situation, then the championship will be shared.

Referees

- 12.8 For all Competition Grade semi-final and final games referees shall be appointed by the Counties Manukau Rugby Referees Association, with the priority being Year 8 grade games.

Points Allocation

- 12.9 Points shall 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.
- 12.10 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.

13 Disciplinary Proceedings for Competition Grades

- 13.1 The following procedures apply when an official referee, appointed by CMRFU, is assigned to officiate a match:
- a) All disciplinary matters must be referred to the CMRFU Disciplinary Committee, within 48 hours of the completion of the match played, and will be resolved in accordance with the procedures specified with the NZR Disciplinary Rules.
 - b) Any player issued a yellow card (sinbin) must leave the field for a minimum of 10 minutes before returning. No formal reporting or history is required for yellow cards.
 - c) Any player issued a red card (ordered off) must leave the field and cannot return to the match. The referee is required to complete a written report within 48 hours to initiate the judicial process.
 - d) Any player ordered off (red card) must also be recorded on the Match Day App under "Movements."
 - e) Any player ordered off is automatically suspended from all rugby until a resolution has been determined by the Disciplinary Committee.
 - f) Each club must appoint a Judicial Representative. All matters requiring judicial involvement are to be directed through that person.
 - g) Each club's Judicial Representative is also responsible for ensuring that all matters requiring judicial involvement are referred to the CMRFU Disputes Officer and Bylaw 13.1e) is adhered to.

14 Complaints

- 14.1 Any team that believes that their opposing team has breached these Bylaws during a game should raise this with their club's JCLG Delegate, who will contact the opposing club's JCLG Delegate within 48 hours of the alleged breach occurring.

14.2 In the event club representatives are unable to resolve an issue raised under clause 14.1 within 96 hours of the issue being raised then the team who raised the alleged breach may raise a complaint with the Disputes Officer.

15 Rules

15.1 A complete set of these rules shall be circulated to every club no later than end of January each year.

15.2 Remits to change these rules must be received by the CMRFU Administrator by 5.00pm on the last Wednesday in September.

15.3 The CMRFU Administrator will circulate remits to all clubs prior to the October JCLG meeting for voting.

15.4 Votes must be submitted in writing by clubs, authorised by each club's President, and be received by the CMRFU Administrator no later than the last Wednesday in October.

15.5 Results of any votes will be tabled to the CMRFU Board to ratify and published at the JCLG AGM in November.

15.6 No other changes may be made to these Bylaws unless a Special Remits Meeting is called.

16 Basic Points of Law

16.1 JCLG will operate all school Year 8 grades and below, subject to the rules in the Small Blacks to All Blacks Development Model put out by the New Zealand Rugby Union.

16.2 JCLG will operate the following substitution rule in Years 1 to 6:

- a) All players must play a minimum of half a game (this is to include at least two full quarters).
- b) Rolling substitutions are not permitted.
- c) Substitutions may be made as follows:
 - i. at half time; or
 - ii. during a designated interchange period at the midpoint of each half when the referee signals a substitution interchange.
 - 1) This interchange must be completed as quickly as possible, and players must be ready to play as soon as the referee blows the whistle to signal the interchange period has ended.
 - 2) The length of the interchange period is at the sole discretion of the referee and shall be no longer than 1 minute.
 - 3) This interchange is solely for the purpose of making substitutions, so water carriers are not permitted to enter the field of play and coaches are not permitted to provide coaching advice to players/teams.
- d) Non-injury substitutions can only take place at half time or during interchange periods.
- a) Players who leave the field due to a Minor Injury and are cleared by their coach to later continue playing, may only return at a designated interchange period or halftime.

16.3 JCLG will operate the following substitution rules for Year 7 to 8 Competition Grades:

- a) All players must play a minimum of half a game (measured in halves).
- b) Rolling substitutions are not permitted.

- c) There will be no designated substitution period other than half time so substitutions may only be made at half-time or for injury.
- d) Any player replaced for injury may not re-enter the game unless cleared by their coach to continue playing, at which time they can return to the field at half time or to replace a player who has left the field for a blood injury.

16.4 Maximum players allowed per playing squad per game are to be:

- a) 22 for 15 a-side teams (as per NZRU Domestic Safety Law Variations);
- b) 20 for 12 a-side teams;
- c) 16 for 10-a-side teams;
- d) 14 for 9-a-side teams,
- e) 12 for 8-a-side teams; and
- f) 12 for 7-a-side teams.

17 The Season

- 17.1 The playing season will start on a date agreed by the CMRFU Administrator and the JRC, after considering the dates of the Easter and school holidays.
- 17.2 The playing season will finish on a date agreed by the JRC and the CMRFU Administrator.
- 17.3 No rugby games will be played over King's Birthday and Matariki Weekends.

18 Cancellations & Defaults

- 18.1 Cancellations will be notified by 4.00pm on Fridays. Any team wishing to cancel a game after 4.00pm on Friday must contact the opposition team management to arrange a cancellation or rescheduling of the game.
- 18.2 Any team intending to default a game must do so by 12 noon on the day prior to the game. It is the responsibility of the club to inform the opposition and CMRFU Administrator. Failure to do so will result in a fine of \$50 per occurrence.
- 18.3 Competition Grade games shall not be cancelled, unless for reasons of player safety. 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 7 day period from the cancellation that suits both teams. It is also that team's responsibility to notify the referees of the change as soon as possible. The CMRFU Administrator must also be notified of the change of day/time/venue so they can check for any game clashes. If no agreement can be reached the team that requested the cancellation will be assigned a default loss.
- 18.4 Any competition grade team that defaults two (2) matches in succession or three (3) matches during a single season shall be ineligible to play in semi-final or final matches.
- 18.5 Where a default or forfeit occurs, the non-offending team receives 5 points, and the score is recorded as a 30 – 0 win to the non-offending team.

19 Coaching

19.1 All coaches, including assistant coaches, must attend the compulsory NZRU accredited Small Blacks coaching course facilitated by CMRFU annually. This course is compulsory for all coaches and assistants from Year 1 - Year 8 and includes a series of introductory modules that emphasise creating an environment of skill-development and fun, with user-friendly coaching handbooks and resources being issued free to all coaches who attend the course.

19.2 Coaches must complete the Small Blacks Module and the relevant modules from:

- a) Beginning Rugby Course: for Year 1 and 2 coaches
- b) Learning Rugby Course: for Year 3, 4 and 5 coaches
- c) Playing Rugby Course: for Year 6, 7 and 8 coaches.

In accordance with NZR requirements, failure to attend the appropriate course will result in that coach's team being withdrawn from the draw.

19.3 All coaches and managers must be accredited, police vetted with driver's license verified and assigned to a squad in RX prior to the first game of the season.

19.4 All coaches will require a current Small Black accreditation to be selected on the team list in the Match Day App.

20 Consequences of Breaching the Bylaws

20.1 Breaches of these Bylaws will result in penalties for the offending club, including (but not limited to) issue of a formal warning, \$250 fine or competition points deduction, to be decided at the discretion of the JRC.