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2025 Community Rugby Handbook

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www.aucklandrugby.co.nz



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Patron	K Nelson	
Life Members	K Baguley	R Davy
	MJ Dick	G Donovan
	RA Fisher	G Fox
	J Hart	Sir G Henry
	W Jelicich	B McCahill
	D Mullins	K Nelson
	T O’Hanlon	P Thompson
	G Wahlstrom	G Whetton
	A Whetton	Sir BG Williams
	B Wilsher	
President	Bernie McCahill	
Honorary Lawyer	Anil Rana	

Board Of Directors

Bernie McCahill	Brent Metson
Jamie Hodgetts	Chris Fairbairn
Jason Chandler	Andy Roberts
Tony Catton	Michaela Barnes
Lara McKittrick	



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MESSAGE FROM THE CHAIR OF AUCKLAND RUGBY

Kia ora, Malo e lelei, Talofa lava, welcome to another exciting season of community rugby in Auckland. We hope you will enjoy another year of fun footy experiences with your mates.

On behalf of everyone at Auckland Rugby I would like to thank you for your contribution and support of our Community game. There are over 20,000 community rugby participants in Auckland playing over 10,000 games every year, and every game is an experience for those involved.

Your continuing support is critical to ensuring our participants have the opportunity play our game at club and at school. We value your help!

Auckland Rugby has a simple and heartfelt goal – Create a better Auckland, built by Rugby. We want to promote the game, and also the value of being involved in community club sport and fostering the sense of belonging that comes with club and team.

Our board and staff are working hard and are committed to innovating where we need to, whilst respecting the traditions and values that have built our game.

I wish you all the best for the coming season, trusting it will be fun and rewarding and look forward to welcoming you back in the future.

Kind Regards

Brent Metson

Chair

Auckland Rugby Union.

Auckland Rugby Staff

Management

DDI

Mobile

Chief Executive

Jarrold Bear

Executive Assistant

TBC

Participation & Development

DDI

Mobile

Club Rugby Manager

Joe Blundell

027 425 2951

Game Development Manager

Joseph Tuitavake

027 201 0821

Game Development Officer

Roi Hansell-Pune

021 244 0104

Game Development Officer

Anna Peterson

021 253 9010

Club Capability Manager

TBC

Club Rugby Partner

Jack Johnston

022 850 0489

Club Rugby Partner

Caoimhe Hunt

021 286 9040

Club Rugby Partner

Archer Elliott

027 854 0017

Rugby Experience & Schools Manager

Jarrold Syman

027 622 5853

Rugby Delivery Lead

Eamon Reily

027 1800 4727

Rugby Delivery Lead

Marcel Milo-Harris

021 238 0160

Auckland Rugby Staff

Rugby Delivery Lead

Kennedy Limpus

021 141 0228

Rugby Delivery Lead

Thomas Strachan

021 266 4439

Operations & Facilities

DDI

Mobile

Head of Operations & Facilities

Grant Wilson

021 435 376

Match Operations Manager

David Gainsford

027 288 9807

Operations Administrator

Sophie Booth

027 1800 1350

Insights Manager

LJ Usu

022 015 4894

Referee Manager

Grant Wilson (interim)

021 435 376

Referee Development Officer

Antony Petrie

027 439 0456

Pro Sport Education Manager

Paul Van Etten

021 822 831

Pro Sport Program Teacher

Kate Baskerville

021 417 622

Pro Sport Coordinator

Jacob Saunders

022 850 4874

High Performance

Head of High-Performance

Daniel Archer

021 724 418

Personal Development Manager

Andrea Thomas

027 200 1866

Auckland Rugby Staff

Men's Pathway Manager

Brent Ward 021 322 565

Talent ID & Recruitment Manager

James Stevenson-Wright 027 808 8533

Strength & Conditioning Coach

Dayne Norton TBC

Women's Player Development Manager

Anna Richards 021 403 840

Strength & Conditioning Coach

TBC

NPC Team

Head Coach Steven Bates

Assistant Coach Jono Hickey
TBC

Manager TBC

Strength & Conditioning Lead Taurima Morris

Strength & Conditioning Coach Dayne Norton

Physiotherapist TBC

Performance Analyst TBC

FPC Team

Head Coach Ben Sinnamon

Assistant Coach TBC

Manager Amy Courtney

Head Strength & Conditioning Coach TBC

Physiotherapist Courtney Wilson

Performance Analyst TBC

Auckland Rugby Staff

Commercial & Partnerships

Head of Commercial & Partnerships

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Janine Hancock 021 925 659

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Marketing Manager

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Assistant Accountant

Gavin Tansey 815 4862 022 016 6716

Accountant

Bruce Whiteman 815 4800



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Auckland University Rugby Football Club



Clubrooms Situated at	Colin Maiden Park, 71-73 Merton Rd, Glen Innes
Club Colours	Royal Blue, Silver & White
Club Phone Number	528 0688
Club Fax Number	528 0662
Postal Address	Po Box 18 213, Glen Innes
Email	admin@aurfc.co.nz
Website	www.aurfc.co.nz

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Dave Clark	0274 985 274	dave@clarkfamily.co.nz
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Premier Manager		
Kevin Dick	021 271 5815	kdick70@gmail.com
Junior Chair		
Steve Gillet	021 534 545	steve@thekingslander.co.nz

Carlton Juniors Rugby Club



Clubrooms Situated at Puriri Drive, Epsom, Auckland

Club Colours White, Green & Gold

Club Phone Number 027 960 6558

	Mobile	Email
JRC Delegate Thomas Aldous	020 4159 3571	carltonjuniors@gmail.com
Junior Development Officer Thomas Aldous	020 4159 3571	carltonjuniors@gmail.com
General Manager Strahan McIntosh	027 960 6558	strahan@grammartec.co.nz

JUNIOR RUGBY FESTIVALS

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College Rifles Rugby Union Football & Sports Club Inc



Clubrooms Situated at	33 Haast St, Remuera
Club Colours	Blue & White
Club Phone Number	520 3201
Club Fax Number	520 6729
Postal Address	Po Box 28 186, Remuera
Email	info@collegerifles.co.nz
Website	www.collegerifles.co.nz

	Mobile	Email
President		
Craig Lawson	021 521 196	craig.skoop@gmail.com
Rugby Chair		
Peter Kempson	021 020 02722	peter.kempson@visy.co.nz
COD Delegate		
Logan O'Connell	027 403 0282	loganoconnell2011@gmail.com
JRC Delegate		
Jessika Rowe	027 478 0287	juniorsport@collegerifles.co.nz
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Rugby Development Officer		
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Premier Head Coaches		
Scott Palmer	022 035 2930	scottypalmer77@gmail.com
Premier Manager		
Simon Craig	021 688 031	simon_rugby@xtra.co.nz

East Tamaki Rugby Football Club

Clubrooms Situated at:	244 East Tamaki Road, East Tamaki, Auckland 2023
Club Colours:	Emerald / Bottle Green, Red & White
Club Phone Number:	021 233 4177
Postal Address:	PO Box 217 190, Botany Junction, Auckland 2164
Email:	operations@easttamakirugby.co.nz
Website:	www.sporty.co.nz/easttamakirfc



	Mobile	Email
President Tuuola Francis Leilua	021 210 9825	fleilua@shcc.school.nz
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COD Delegate Atunaisa Namoa	027 646 1571	naisa.namoa@gmail.com
JRC Delegate Lemmy Seumanu	027 229 2292	lemmyseumanu@gmail.com
Club Secretary Aaliyah Tapora	021 090 28491	admin@easttamakirugby.co.nz
Club Treasurer Meliamé Paongo	021 169 6228	treasurer@easttamakirugby.co.nz
Operations Manager Edie-May Johnson	021 233 4177	operations@easttamakirugby.co.nz
Premier Head Coach Faalili Toluono	021 048 2676	
Premier Backs Coach So'oalo Wilson Silipa		
Premier Manager Taupati Magele Minute Toalepai (Assistant) Catherine Fruean (Team Treasurer/Commercial Manager)		
President Coach Amosa Amosa		
President Manager Edie-May Johnson	021 233 4177	operations@easttamakirugby.co.nz

Eden Rugby Football Club

Clubrooms Situated at	Gribblehirst Park, 225 Sandringham Rd, Auckland
Club Colours	Gold, Black & White Hoops
Club Phone Number	09 846 2107
Postal Address	PO Box 16 083, Sandringham
Email	clubmanager@edenrugby.co.nz
Website	www.edenrugby.co.nz
Junior Facebook	www.facebook.com/EdenRugbyFootballClub/
Senior Facebook	www.facebook.com/edenrugbynz/



	Mobile	Email
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Chair Paul Bateman		chairman@edenrugby.co.nz
Operations Manager Nga Mareva	021 916 764	
Senior Club Captain Cleith Tausi	021 836 236	clubcaptain@edenrugby.co.nz
Senior/COD Delegate Paul Siggers	027 457 3532	seniordelegate@edenrugby.co.nz
JRC Delegate Morganne Sale	021 255 5747	juniordelegate@edenrugby.co.nz
Junior Club Captain TBC		juniorclubcaptain@edenrugby.co.nz
Premier Head Coach Mike Teo Sam Nash (Assistant Coach) Joe Tupe (Assistant Coach)	022 407 8846	
Club Booking (Hireage) Rhonda Groom-Taranaki		clubmanager@edenrugby.co.nz

Grammar Juniors Rugby Club

Clubrooms Situated at	Shore Road Reserve, 32B Shore Road, Remuera
Club Colours	Navy & Gold
Club Phone Number	021 396 356
Postal Address	PO Box 28109, Remuera, Auckland
Website	www.grammarjuniors.org.nz



JRC Delegate		
Craig Caesar	022 102 8453	craig@caesarhomes.co.nz
Operations Manager		
Kerin Edwards	021 396 356	grammarjuniorsrugby@gmail.com
Club Captain		
Dan Kirton	027 358 4042	dkirton@bellpotter.com

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Grammar Tec Rugby Club

Clubrooms Situated at	36 Reihana Street, Orakei Domain
Club Colours	White, Green, Gold, Black / Blue & Navy
Club Phone Number	521 0538
Postal Address	PO Box 42 210, Orakei
Website	www.grammartec.co.nz



	Mobile	Email
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JRC Delegate Thomas Aldous	020 4159 3571	thomas@grammartec.co.nz
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Director of Rugby Nooroa Tokahere	027 808 4197	nooroa@grammartec.co.nz
Junior Rugby Development Officer Thomas Aldous	020 4159 3571	juniors@grammartec.co.nz
Premier Manager Sarah Hutchinson	021 080 78372	hutchinsonsarah83@outlook.com

Manukau Rovers Rugby Football Club

Clubrooms Situated at	65 Viscount Street, Mangere
Club Colours	Red, Black and White
Club Phone Number	09 275 4934
Postal Address	PO Box 43 006, Mangere
Email	manukaurugby@xtra.co.nz
Website	www.sporty.co.nz/manukaurovers



	Mobile	Email
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Club Manager Scott Morrow	021 251 2802	manukauroversclubmanager@gmail.com
Secretary Ingrid Goodfellow	021 868 303	ingridgoodfellow46@gmail.com

Marist Brothers Old Boys Rugby Club (Auckland Inc)

Clubrooms Situated at	20 Dunkirk Rd, Panmure
Club Colours	Light Blue, Dark Blue, Scarlet
Club Phone Number	021 875 598
Postal Address	PO Box 14 354, Panmure
Website	www.aucklandmarist.co.nz



	Mobile	Email
President Kevin Nepia	021 994 794	kevin.nepia@gmail.com
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Premier Coach Doug Sanft	021 262 2807	gdm@aucklandmarist.co.nz
Premier Manager Danny Gautusa	021 287 3131	danny.gautusa@gmail.com dannyg@aucklandmarist.co.nz

Marist Eastern Rugby Football Club

Clubrooms Situated at: Barry Curtis Park, Flatbush School Rd,
Ormiston

Club Colours: Navy, Red, Sky

Club Phone Number: 020 4031 2425

Postal Address: 6 Millisle Place, Dannemorea

Email: operations@merugby.co.nz

Website: www.merugby.co.nz



	Mobile	Email
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Secretary Shona McCarthy	020 4031 2425	operations@merugby.co.nz
Registrations Tracey McNamara		operations@merugby.co.nz
Nursery Rippa Co-Ordinator Lynda Casey	021 2089 409	operations@merugby.co.nz

Mount Roskill Juniors Rugby Football Club

Clubrooms Situated at	Fearon Park, 33 Akarana Ave, Mount Roskill
Club Colours	Red, Black and White
Club Phone Number	629 5948
Postal Address	Unit 2, 9 Longreach Drive, Sunnyvale
Email	Sec.ros@xtra.co.nz
Website	www.sporty.co.nz/roskillrfc/Home-1



	Mobile	Email
President Dayle Cowley	021 972 447 09 627 0344	president@mtroskillrugby.nz
Secretary/Treasurer Ross Kay	027 797 7420	sec.ros@xtra.co.nz
Junior RDO Sam Pritchard	027 353 8029	junior.delegate@mtroskill.nz



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Mt Wellington Rugby Club

Clubrooms Situated at	Hamlin Park, Wilson Way, Mt Wellington
Club Colours	Gold, Green
Club Phone Numbers	09 570 4527
Postal Address	Po Box 62020 Sylvia Park
Email	info@mtwellingtonrugby.co.nz
Website	www.mtwellingtonrugby.co.nz.
Facebook	www.facebook.com/mtwellingtonrfc



	Mobile	Email
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Secretary Roka Pekepo	021 053 8813	office.mwrugby@yahoo.com
Club Captain Darin Housham	022 1698 622	proworxpropertycare@gmail.com

Otahuhu Rugby Football Club

Clubrooms Situated at	8 Awa Street, Otahuhu
Club Colours	Red and Black
Club Phone Number	276 3558
Postal Address	Po Box 22 226, Otahuhu
Email	oatsrugby@gmail.com



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Aiolupotea John Roache	027 5295 376	Jeroache@xtra.co.nz
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Rugby Development Lead		
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Taito John Paulo	020 409 94896	
Assistant Coaches		
Mikaele Pesamino	027 429 2831	
Matisa Pongj	021 148 7181	
Sae Faalupepega Magele	020 406 76122	

Pakuranga United Rugby Club

Clubrooms Situated at	73 Bells Rd, Lloyd Elsmore Park, Pakuranga
Club Colours	Green and Orange
Club Phone Number	576 7928
Club Fax Number	576 7966
Postal Address	PO Box 38 076, Howick
Email	gm@purc.co.nz
Website	www.purc.co.nz



	Mobile	Email
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Senior Chair Damon Newton	021 687 893	damon@fgc.co.nz
Junior Chair Andrew White	021 687 893	andrew.white@glowlab.co.nz
Director of Rugby Grant Henson	027 255 8082	rugbydirector@purc.co.nz
Premier Coach Grant Henson	027 255 8082	rugbydirector@purc.co.nz
Premier Manager Ken Johns	029 770 9690	kenjohns@polymerprocessing.co.nz

Papatoetoe Rugby Football Club

Clubrooms are Situated at "Kolmar Centre" 295R Great South Rd,
Papatoetoe or Sutton Cres,
Opposite Hunters Plaza

Club Colours Red & White Hoops

Club Phone Number 2776710 dial 5 (Kolmar Centre)

Postal Address PO Box 23 229, Papatoetoe

Email paprfcgm@gmail.com
(All general queries)

Website / Online registration www.sporty.co.nz/papatoetoerugby

Facebook www.facebook.com/papatoetoeRFC

Twitter @PapatoetoeRFC

Instagram @papatoetoerugby



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Onosa'i Auva'a	021 111 2474	onosaiamy@gmail.com
Premier Women's Coach		
Sam Aione	021 088 69423	samaiononz@gmail.com

Ponsonby Rugby Club Inc.

Clubrooms Situated at	1 Stadium Rd, Western Springs
Club Colours	Blue & Black Hoops
Club Phone Number	846 9954
Postal Address	Po Box 47 023, Ponsonby
Email	admin@ponsonbyrugby.co.nz
Website	www.ponsonbyrugby.co.nz



	Mobile	Email
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Premier Coach Willie Gibbons	027 405 8961	willie.gibbons@bradnams.co.nz

Puketapapa Roskill Sports Club

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Email	puketapaparoskill@gmail.com
Website	N/A



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Suburbs Rugby Football Club

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Te Papapa Onehunga Rugby & Sports Club

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TBC		

Auckland Maori Rugby 2024

Tāmaki, Kia Mau! If you whakapapa Māori and enjoy rugby, whakapā mai. More information on our program can be found on our website, Facebook page or through Te Hiku o te Ika, Northern Region Māori Rugby website and Facebook page.



Facebook: Auckland Māori Rugby, Tāmaki Makaurau Whutupōro Māori

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Whakatauki (Mission Statement)

Herenga Tāngata, Herenga Rangatira
Weaving people together to become leaders.

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---------------	--------------------------------

Allie Wright	Mt Albert Grammar School
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--------------------	------------------

Chris Oates	Auckland Grammar School
-------------	-------------------------

Ant Strachan	Dilworth School
--------------	-----------------

Max Guptill	One Tree Hill College
-------------	-----------------------

Nigel Hurst	De La Salle College
-------------	---------------------

Pita Alatini	Kings College
--------------	---------------

Jim Lonergan	Macleans College
--------------	------------------

Alex Bing	Marist College
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Hamish Muirhead	College Sport
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Alison Hall	Auckland Rugby Referees
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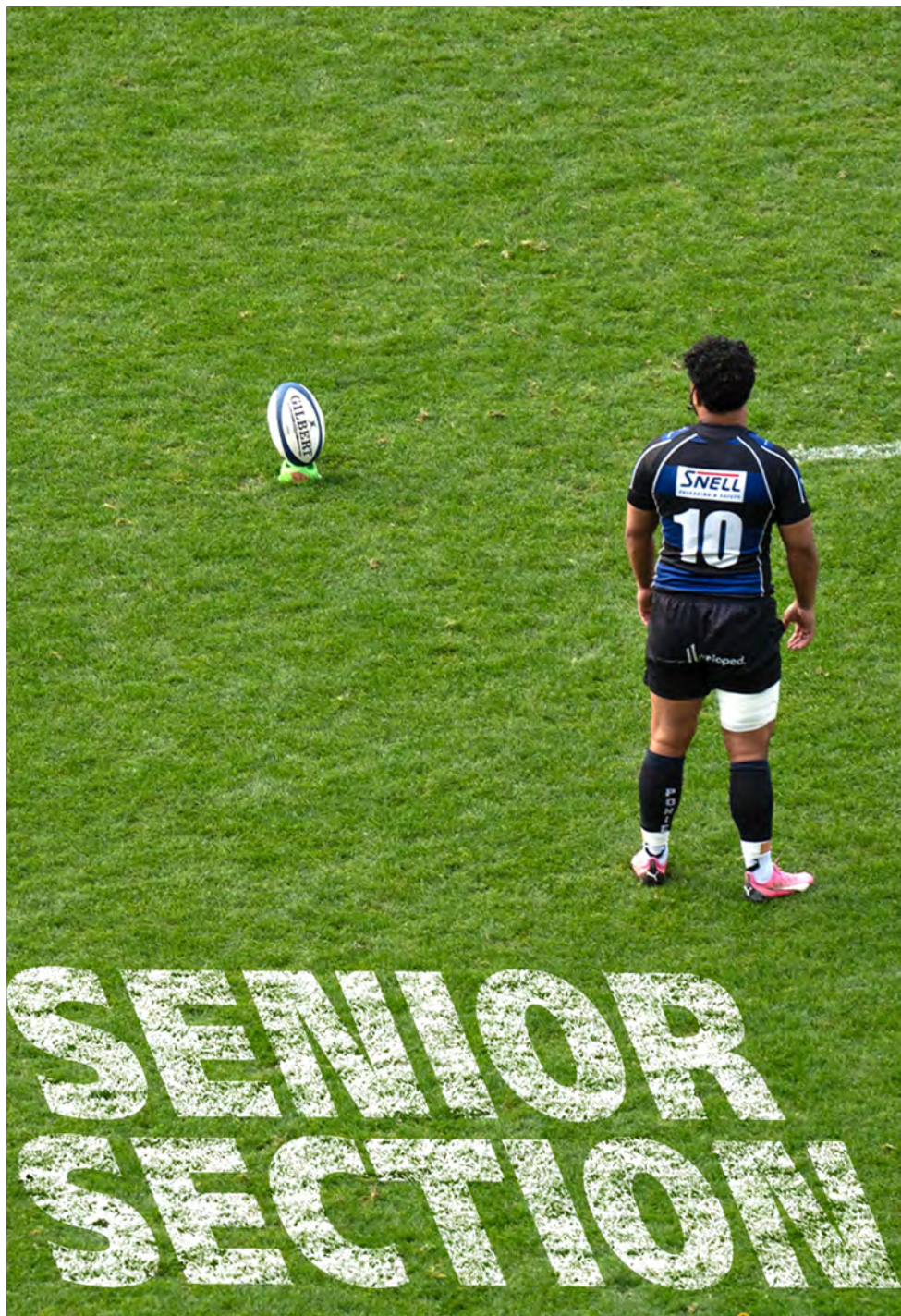
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2025 Rules Of Competition

- Grades under Control of Council of Delegates

0.0 The Rules of Competition shall comprise two sections. They are:

- (A) General Competition Rules; and
- (B) Schedule of Competition Formats.

- 0.1 As soon as practically possible in the year in which the 'Rules of Competition' apply, Section (A) 'General Competition Rules' may be amended by the Technical Committee and presented to the Council of Delegates ("COD") for ratification. The rules contained in Section (A) will then remain in force for the remainder of the season.
- 0.2 Section (B) 'Schedule of Competition Formats' shall be formulated by the Club Rugby Manager and presented to the COD as soon as practically possible in the year the competitions occur. They shall remain in force throughout the season until amended from time to time during the season by the ARU Club Rugby Manager (or their delegate), at their unfettered discretion. This includes but is not limited to the inclusion of any pre or post season competitions.
- 0.3 In 2025, competitions may be affected by pandemics and/ or natural disasters and governmental directions associated with such events. Accordingly, the Technical Committee may draft a framework that is to be presented to the COD for ratification. If ratified, this framework will act as an umbrella over the Rules of Competition and Schedule of Competition Formats at the discretion of the Technical Committee to provide safe competitions for all participants.
- 0.4 In 2025, competitions will be assisted in part by the use of the digital platform, Rugby Explorer ("RX") and the filming technology, Sportsway ("Sportsway"). Due to the delivery timings of RX and Sportsway, the programs remain in part untested. This may affect the provisions as set out in the Rules of Competition. Accordingly, the Technical Committee may edit the rules from time to time to fix any issues arising out of the use of RX and / or Sportsway and present these changes to the COD for ratification.

(A) GENERAL COMPETITION

Grades and Player Numbers

1.1 Senior Grades and Remaining Adult Grades – the NZR Domestic Safety Law Variations:

- 1.1.1 The following grades are deemed senior or equivalent grades and will play games under the World Rugby Laws of the Game and/ or the NZR Domestic Safety Law Variations.
 - a) Men's Premiership grade ("Division 1");
 - b) Women's Premier grade;

- c) Men’s Championship grade (“Division 2”);
 - d) Women’s Premier Development grade;
 - e) Men’s Under 21 grade;
 - f) Under 85kg restricted weight grade;
 - g) Men’s Conference grade (“Division 3”); and
 - h) Men’s Under 19 grade;
- 1.1.2 The following grades are deemed senior or equivalent grades and will play matches under the World Rugby Laws of the Game and the NZR Domestic Safety Law Variations, with the exception of Law 19: The Scrum:
- a) Women’s 10s grade;
 - b) Men’s President’s grade; and
 - c) Any other adult grade not referred to at rule 1.1.1 above.
- (Together, “Scrum Variation Grades”)
- 1.1.3 Scrum Variation Grades will play under the World Rugby Under 19 Variations, namely:
- a) Rule 19.38(g) – Maximum 1.5 metre push
 - b) Rule 19.38(i) – No intentional wheeling; and
 - c) Rule 19.34 (c) – Cannot unintentionally wheel past 45 degrees.
- 1.1.4 If NZR changes any domestic safety law variations for the 2025 playing year, the Club Rugby Manager will consult with the COD as to whether the Rules of Competition are to be amended to incorporate these law variations.

1.2 Player Numbers

- 1.2.1 The teams (with the exception of Women’s 10s) are able to name up to 23 players per game, in order to provide an extra front row player. For clarity:
- a) Teams of 15 or fewer players must have a minimum of 3 front row players named in the team each game;
 - b) Teams of 16 to 18 players must have a minimum of 4 front row players named in the team each game;
 - c) Teams of 19 to 22 players must have a minimum of 5 front row players named in the team each game;
 - d) Teams of 23 players must have a minimum of 6 front row players named in the team each game.
- 1.2.2 A team cannot name 23 players if it only has 5 front row players. In this situation, it must name only 22 players or less.
- 1.2.3 A replacement front row player may start the game in any other position.
- 1.2.4 It is a team’s responsibility to ensure that all front-row players and front row replacements are suitably trained and experienced.

2025 Rules Of Competition

- Grades under Control of Council of Delegates

Competitions

2.1 Allocation of Competition Points:

The following game points and bonus points will be allocated to establish a table of Competition Points during each grade's competition (excluding any quarter final, semi-final and grand final games):

- 2.1.1. The winner of each game will be awarded 4 game points.
- 2.1.2. If the result of a game is a draw, then both teams will be awarded 2 game points.
- 2.1.3. If a team is beaten by 7 or less points in a game, then that team will be awarded 1 bonus point.
- 2.1.4. If a team is beaten by more than 7 points in a game, then that team is awarded no bonus point/s.
- 2.1.5. If either team scores 4 or more tries in a game, then that team will be awarded 1 bonus point.
- 2.1.6. If a team wins a game by default, then that team will be awarded 4 game points and 1 bonus point.
- 2.1.7. In the event that any team withdraws from the competition during the round robin competition (excluding any quarter final, semi-final and final games), every team that has played the withdrawn team will, at the time of their withdrawal:
 - a) Lose all game points and bonus points derived from any game played between them and the withdrawn team during round robin competition; and
 - b) Lose all For and Against points derived from any game played between them and the withdrawn team during round robin competition.
- 2.1.8. In the event that a referee calls the end to a game during the first half of the game, the game shall be replayed using the scheduled backup date during the team's grade competition or as directed by ARU Club Rugby Manager (or their delegate). If the ARU Club Rugby Manager (or their delegate) are unable to facilitate a make-up game at their sole discretion, the game will be treated as a draw and awarded points in accordance with rule 2.1.2 above.
- 2.1.9. In the event that a referee calls the end to a game early during the second half of the game, the score will be deemed as final and points allocated in accordance with rules 2.1.1 to 2.1.7 above.

2.2 Allocation of rankings in the event that more than one team finishes on equal points:

- 2.2.1. In the event that more than one team finishes on equal points in the round robin competition, the following rules will apply in the order in which they appear below, until the higher ranked team is determined:
- 2.2.2. The winner of the game last played between the two teams in the round robin competition will have the higher ranking.
- 2.2.3. If the game last played between the two teams in the round robin competition is a draw, the team that scored the most tries will have the higher ranking.
- 2.2.4. If both teams scored the same number of tries in the game last played between the two teams in the round robin competition, the team that scored the first try will have the higher ranking.
- 2.2.5. If no tries are scored in the game last played between the two teams in the round robin competition, then the team that scored the first points will have the higher ranking.
- 2.2.6. If this does not resolve the situation, then the team that has the best 'for and against' differential will have the higher ranking. The differential is determined by deducting points scored 'against' from points scored 'for'. However, only points for and against earned in games against teams both teams played during the round robin competition, will be taken into consideration when making this calculation.
- 2.2.7. If this does not resolve the situation, then the team that had the highest points 'for' will be allocated the higher ranking.
- 2.2.8. If this does not resolve the situation, then the higher ranking will be decided by ballot of the Technical Committee and officiated by the CEO of ARU or their delegate.

2.3 Procedure to establish a winner in the event of a draw at the end of a finals game (including quarterfinals, semi-finals and grand finals games):

- 2.3.1. The teams will play 20 minutes of extra time (i.e. 10 minutes each way).
- 2.3.2. If the game is still drawn, then the winner shall be the team that scored the most tries in that game.
- 2.3.3. If both teams scored the same number of tries, the winner shall be the team that scored the first try in that game.
- 2.3.4. If no tries were scored in the game, then the winner shall be the team that scored the first points in that game.
- 2.3.5. If no points were scored in the game, the winner shall be the team that won the game between the two competing teams in the round robin competition.
- 2.3.6. In the case of a quarterfinal or semi-final game, if there was no game between the two teams in the round robin competition or the game between them in

2025 Rules Of Competition

- Grades under Control of Council of Delegates

the round robin competition was a draw, the winner shall be decided by the toss of a coin by the captains of the two teams immediately following the game.

- 2.3.7. In the case of a competition final, if there was no game between the two teams in the round robin competition or the game between them in the round robin competition was a draw, the trophy shall be shared and rankings (if required for any reason) will be decided by the toss of a coin by the captains of the two teams immediately following the game.

2.6 Registrations:

The procedure for registrations as supplied by the CEO of ARU in accordance with by-laws 5 and 18 is as follows.

- 2.6.1 A player may only be registered into one team.
- 2.6.2 All players must register using the RX registration system. This includes but is not limited to creating a RX player profile and registering for a club team.
- 2.6.3 A player must be registered in accordance with rule 2.6 before playing any game.
- 2.6.4 It is the responsibility of the player and the club to ensure that registration is fully completed and details entered into the RX registration system are accurate. Failure to comply with these registration procedures will be a breach of by-law 18.
- 2.6.5 The following players may be suspended from play at the sole discretion of the Technical Committee for up to four weeks if:
- (a) A player fails to advise their club that he or she has already registered for another club in the current playing year; and/ or
 - (b) A player supplies false or wilfully misleading information at any stage of the registration process, including but not limited to when registering with their club, when completing their registration form, or when registering online.
- 2.6.6 It is the club's responsibility to ensure that all their players are registered in accordance with rule 2.6.2 before the second to last game in the round robin competition of the grade the player wishes to be registered for.
- 2.6.10 In the event of a team withdrawing from a competition, players registered to that team may be unregistered and free to register for any other club, provided that:
- a) The player registers in accordance with rule 2.6.2;
 - b) The registration occurs before the second to last game in the round robin

- competition of the grade the player wishes to be registered for; and
- c) The withdrawal of the player's former team was not for disciplinary reasons.

2.6.11 If any club, team, or player wishes to obtain clarification or an exemption to rule 2.6, they must contact the Club Rugby Manager or his delegate at the ARU office in writing with the relevant details as to what they would like determined by the Technical Committee. He or she will then pass the request onto the Technical Committee for determination on a case by case basis. The Technical Committee's determination is final.

2.7 Re-grades:

- 2.7.1 Players registered to a club may play (or be named) for any team within that club during the round robin of any grade's competition, provided that they comply with the General Rules of Competition, including but not limited to rule 2.6 (registration), rule 2.9 (Under 21 grade specific rules), and rule 2.18 (U85kg grade specific rules).
- 2.7.2 No player may play (or be named) for a different grade within his or her club after a round robin competition is finished for that grade. If a grade finishes round robin competition and commences quarter-finals, semi-finals, or finals, and a player's last game played was not for that grade, they cannot play in that grade's quarter-finals, semi-finals, or finals apart from the following exceptions:
 - 2.7.2.1 If a player's last game played or named for was in the men's U19 grade, that player may play in the finals series for U19s, U85s, U21s, Conference, Championship, and Premiership grades only.
 - 2.7.2.2 If a player's last game played or named for was in the U85kg restricted weight grade, that player may play in the finals series for U85s, U21s, Conference, Championship, and Premiership grades only.
 - 2.7.2.3 If a player's last game played or named for was in the U21 grade, that player may play in the finals series for U21s, Conference, Championship, and Premiership grades only.
 - 2.7.2.4 If a player's last game played or named for was in the Conference grade, that player may play in the finals series for Conference, Championship, Premiership grades only.
 - 2.7.2.5 If a player's last game played or named for was in the Championship grade, that player may play in the finals series for Championship and Premiership grades only or if the player has played 4 or more games for the Conference grade team during round robin, that player may play in the Conference grade finals series.
 - 2.7.2.6 If a player's last game played or named for was in the Premiership grade, that player may play in the Premiership grade finals series only or if the player has played 4 or more games for the Championship grade team during round robin, that player may play in the Championship grade finals series.

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- 2.7.2.7 If a player's last game played or named for was in the women's Premier Development grade, that player may play in the women's Premier Development finals series or in the premier women grade finals series.
- 2.7.2.8 If a player's last game played or named for was in the women's premier grade, that player may play in the women's premier finals series only or if the player has played 2 or more games for the women's Premier Development grade, that player may play in the women's Premier Development finals series.
- 2.7.2.9 If a player is registered for a club in accordance with the rules, but has not played (or been named) any games for that club during the season, that player may play in the finals series for the team they wish to play for. This includes but is not limited to players contracted to the national team and any Super Rugby franchise.
- 2.7.3 Subject to rule 3, should a club enter more than one team in any given grade, then the club must provide their separate team registrations by the Friday prior to their respective competition commencing. At any time in the playing year, a player may play for another team in the same grade. However, once the grade's round robin competition finishes and commences quarter-finals, semi-finals, or finals, they will only be able to play for the last team they played for. For clarity, if a player's last game was for U85kg club team 'A', he cannot play in U85kg team 'B's semi-final.
- 2.7.4 In accordance with rule 3, the Auckland Rugby Cup competition is deemed to be a separate competition in which rules 2.7.1 to 2.7.3 do not apply. All players registered to a club are able to play for the Auckland Rugby Cup games, including any games in the finals series.

2.8 Final date for transfers and registrations:

- 2.8.1 If a player has been registered to play for a club but wishes to transfer to another club in the same playing year, they must declare this fact when registering for their new club. The club the player is transferring to must then lodge an application for the player's transfer and subsequent registration via RX. RX will then notify the player's former club of the transfer and subsequent registration request by the transferring player
- 2.8.2 Within seven days of receipt of such notification, the player's former club may request a reason for the player's transfer at its own discretion. If such a request is made, the player must provide their reason in advance of transfer.
- 2.8.3 Within seven days of receipt of such notification, the former club must lodge any objection to the transfer and subsequent registration of the transferring

player the office of ARU for attention of the Technical Committee. This objection must be in writing and clearly set out the grounds on which the club is objecting to transfer the player. The Technical Committee may:

- (a) Prohibit any registration of the transferring player until the transferring player satisfies any obligation to their former club; or
- (b) Prohibit any registration of the transferring player until their former club agrees to the transfer and subsequent registration; or
- (c) Authorise the transfer with the transferred player to complete a stand down period from the date the transfer application was made, before the transferring player can play for their new club.

- 2.8.4 If the former club does not lodge an objection, it needs to authorise the release via RX within seven days. Once the release is agreed to by the former club, ARU will get a notification from RX requesting the transfer. ARU will then notify the player's new club to require them to be registered in accordance with the rules.
- 2.8.5 If a transferring player has been directed by the Technical Committee to complete a stand down period before he or she can play for their new club, the stand down period is calculated from the date the application is filed via RX.
- 2.8.6 Any player transferring from one club to another at any stage of the current playing year must complete transfer procedures before registration for the new club can be lodged with the ARU.
- 2.8.7 Registration procedures must be completed before the transferring player can play for their new Club. All registrations of transferred players must occur before 1 June 2025 for all men's grades and the third to last game in the round robin competition of the grade the player wishes to be registered for in all women's grades. No transfers will be permitted after this date. For clarity, this rule applies to all players including but not limited to a player who:
- a) Wishes to transfer from one club within the ARU to another club within the ARU;
 - b) Transfers out of the ARU and then wishes to return to the ARU in the same playing year; and
 - c) Wishes to transfer from another Rugby Union to a club in the ARU.
- 2.8.8 If a player applies for registration for a new club during an ARU year and fails to disclose, they are already registered for another club, or if a player plays for a club before their registration for that club is completed, then the club may at the discretion of the Technical Committee lose all game and bonus points for games in which the player concerned took part. In addition, the Technical Committee may fine the Club in respect of each game in which the player took part.

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2.8.9 If any club, team, or player wishes to obtain clarification or an exemption to rule 2.8, they must contact the Club Rugby Manager or his delegate at the ARU office in writing with the relevant details as to what they would like determined by the Technical Committee. He or she will then pass the request onto the Technical Committee for determination on a case by case basis. The Technical Committee's determination is final.

2.9 Proof of Age and Identification for Age Restricted Grade Players

2.9.1 All players who are to be registered as Under 21 and/ or Under 19 players are to be photographed and identified using one of the following documents (Clear colour and legible photocopies are acceptable):

- a) Current passport
- b) Current New Zealand driver's licence
- c) Student photograph identification

2.9.2 Each player photograph is to be uploaded onto the player's registration file on RX. The photograph must clearly show the player's face. Any hats, hoods, and headbands must be removed for the photograph (unless worn for religious or medical reasons). The photograph cannot be digitally altered in any way, including the use of filters. For clarity, all players must be photographed, including but not limited to any representative or academy players.

2.9.3 When all player registrations for the respective age group team have been completed with player photographs uploaded, the club is to import each player's information and photographs to produce a physical team sheet ("team photograph identification sheet"). A template form will be provided to each club by ARU. Once the team photograph identification sheet is completed, it will be printed off for verification of proof of identification by a COD delegate.

2.9.4 The COD delegate is to sight the player's proof of identification document and the player's photograph on the team photograph identification sheet, together with the player for identification purposes. The COD delegate will then check the player's name and date of birth on the proof of identification document to ensure the details match the player's details on the team photograph identification sheet. When the player's identification has been verified, the COD delegate will sign off the player on the team photograph identification sheet.

2.9.5 Club COD delegates may choose to have proof of identification for late player registrations completed by any COD delegate or by making an appointment with the ARU Club Rugby office to have an ARU Staff Officer sight the proof

of identity document, the team photo identification sheet and the player. Otherwise, player identification verification will take place at ARU offices at a time as agreed with the office of the ARU. In any event, a player's identification verification must be completed before that player can play a game for the age-restricted team.

- 2.9.6 Any player who wishes to register as a player for a club's Under 21 team or Under 19 team, after the team photo identification sheet has been completed and is eligible to play in that age group team, must follow the same process of photo identification verification process as detailed in rules 2.9.1 to 2.9.6. The player cannot play a game for the age-restricted team until this process is completed.
- 2.9.7 It is a club's responsibility to ensure the team photograph identification sheets for their Under 21 and Under 19 teams are completed and supplied to the office of the ARU before the third game in the round robin competition of the Under 21 grade and Under 19 grades respectively. Teams who do not provide the team photograph identification sheets for their U21 and/ or U19 teams by the third game of the round robin competition, may at the discretion of the Technical Committee lose all game and bonus points for games played after the third round in which the team photograph identification sheets were not provided. Teams that have not provided a team photograph identification sheet for their Under 21 and/ or Under 19 teams before the second to last game in the round robin competition of the Under 21 and Under 19 grades respectively, will be withdrawn from the competition.
- 2.9.8 The team photograph identification sheet should be laminated to preserve the quality of the document but must in any event, be a clear legible record of all team players.
- 2.9.9 On game days, the manager of the Under 21 team and/ or Under 19 team must be in possession of the Under 21 team and/ or Under 19 team photo identification sheet.
- 2.9.10 Each club's Under 21 and/ or Under 19 team manager is to produce their respective team's photo identification sheet on request to the opposition team manager. Team managers are to request the opposition team's photo identification sheet no later than 10 minutes before kick-off time.
- 2.9.11 If any player listed on a team sheet has not been identified before the commencement of the game, the team manager must produce their team's photo identification sheet so the player can be verified by the opposition team manager, before the player enters the field of play. The opposition team manager will verify the player's age by sighting his identification document pursuant to Rule 2.9.1, the team's photo identification sheet, and the player himself.
- 2.9.12 A player not verified by the team's photo identification sheet or by the opposition manager cannot play in the game. An unverified player taking part

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in the game will be the subject of a protest by the opposition team. The team of the offending player may be penalised by losing some or all of the game and bonus points derived from the game, or by having the team's competition points tally reduced by up to five points. This could result in a team ending up with a negative points tally. The deduction of points is at the sole discretion of the Technical Committee.

- 2.9.13 A team not having the team photo identification sheet available for disclosure on game day pursuant to General Competition Rule 2.9.11, will be the subject of a protest by the opposition team. Any offending team may be penalised by losing some or all of the game and bonus points derived from the game, or by having the team's competition points tally reduced by up to five competition points. This could result in a team ending up with a negative points tally. The deduction of points is at the sole discretion of the Technical Committee.
- 2.9.14 For any quarterfinal, semi-final or final it is the club's responsibility to ensure rules 2.9.13 and 2.9.14 are not breached by any of their teams. If this rule is breached for any quarterfinal, semi-final or final, the game may be forfeited or the club of the offending team will be fined an amount not exceeding \$500.00. The amount determined is at the sole discretion of the Technical Committee.
- 2.9.15 Any other dispute by the opposition team on any player's eligibility to play a game is to be the subject of a protest and referred to the Technical Committee for determination.
- 2.9.16 It is the responsibility of the player and the club to ensure that that the player's photograph taken is in accordance with the rules of competition and that the player's details are true and correct in the NZR database and on the photo identification team sheet.
- 2.9.17 If a club delegate verifies the proof of identification for any of their own club's players, and any of those players are verified incorrectly or fraudulently, the club will be fined \$1,000 (plus GST). The team of the offending player may also be penalised by losing some or all of the game and bonus points derived from any game played, or by having the team's competition points tally reduced by up to ten points. This could result in a team ending up with a negative points tally. The deduction of points is at the sole discretion of the Technical Committee.

2.10 Playing Times:

- 2.10.1 All games will be played at any of the following times:
- 1:00 pm;

- b) 2:45 pm; or
- c) At any other time as determined by the Club Rugby Manager (or their delegate).

2.11 Deferment of Games:

- 2.11.1 Each season prior to the draws being finalised, the Club Rugby Manager (or their delegate) shall set aside a window for which requests for deferment of competition games may be considered, provided both teams are in agreement.
- 2.11.2 The Club Rugby Manager (or their delegate) in consultation with the Executive Committee of the COD will determine the playing date and time for any deferred games.
- 2.11.3 Any team or teams who do not abide by the selected date and time for the playing of the deferred game will lose the game by default.
- 2.11.4 Once the draws have been finalised by ARU, ratified by the COD, and published there will be no changes to the draws except by the Club Rugby Manager (or their delegate) in consultation with the COD.
- 2.11.5 Any team or teams who do not abide by the published draw will lose the game or games by default.

2.12 Defaults

- 2.12.1 If a team cannot play in any game, the club it represents must notify ARU's administration office and the opposition club before 12.00pm (noon) of the working day preceding the match that the team intends to default.
- 2.12.2 If a team defaults two consecutive games or four games in aggregate it may be withdrawn from the grade's competition at the sole discretion of the Technical Committee.
- 2.12.3 If a team fails to notify a default to the ARU and/ or the opposition club, the Technical Committee may fine that team a sum of money up to the maximum sum determined by the Council of Delegates from time to time at its sole discretion. The ARU will use the fine amount to offset the ground hire charge, to reimburse any travelling expenses of the Referee, or reimburse any costs of the home team.
- 2.12.4 If a team cannot field a minimum of 15 players or three experienced front row players at the scheduled time the match was due to start, they may invoke a 15 minute time allowance by notifying the referee and opposition team manager in the presence of the Referee. This game may then take place as scheduled.
- 2.12.5 Subject to rule 2.12.6, if a team cannot field the minimum of 15 players or three experienced front row players within 15 minutes from the time the game was due to start, they forfeit the game and all game and bonus points to the opposition. A game may still take place, but as a non-competition fixture. A

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team without three experienced front row players must apply uncontested scrum rules.

- 2.12.6 For grades that have agreed to play under the 'Game On' protocols, if a team cannot field the minimum of 15 players or three experienced front row players within 15 minutes from the time the game was due to start, they will play under the 'Game On' rules. If 'Game On' rules cannot be agreed to by both teams, the team which cannot field the minimum of 15 players, or three experienced front row players will default the game. Rules 2.12.1 to 2.12.3 will apply.
- 2.12.7 If NZR changes any 'Game On' protocols for the 2025 playing year, the Club Rugby Manager will consult with the COD as to whether the Rules of Competition are to be amended to incorporate these new protocols.

2.13 Blue Cards

- 2.13.1 A blue card may be issued by a fully trained and accredited referee in the event that the referee believes a player has suffered concussion.
- 2.13.2 The issuing of a blue card covers all grades, levels and formats of New Zealand Rugby.
- 2.13.3 Once issued with a blue card, the player must leave the field immediately and may not resume playing in the game.
- 2.13.4 The player must follow the 'blue card player clearance procedure' as outlined by NZR before recommencing play in any game.
- 2.13.5 In the event of a player returning to play that has not had the correct player clearance, then at the sole discretion of the Technical Committee, the team of the offending player may be penalised by losing some or all game or bonus points from that game. This could result in a team ending up with a negative points tally.
- 2.13.6 Any coach or manager who plays a player that has not had the correct player clearance will be required to attend a technical hearing on the issue and may be subject to a further penalty at the sole discretion of the Technical Committee.
- 2.13.7 If rule 2.13 is breached for any quarter-final, semi-final or final, the game will be forfeited by the offending team and the Club of the offending team will be fined an amount not exceeding \$500.00.

2.14 Disciplinary Hearings

- 2.14.1 Any player, coach or manager ordered from the field of play by a referee by way of red card receives an automatic two-week suspension unless;

- i) The person or person's club requests a hearing; or
- ii) The Union Judicial Convenor or Union Complaints Review Officer requests a hearing; or
- iii) The Union Judicial Convenor or Union Complaints Review Officer notifies the player otherwise. 2.14.2 ARU Disciplinary hearings are held on Tuesday nights at 5.30pm unless advised by the Union Judicial Convenor to the contrary. The venue will be advised from time to time. Please consult with your ARU Delegate as to the venue

2.15 Protests and Disputes

- 2.15.1 If a team wishes to make a protest against the inclusion of any player in an opposing team for that game, the protesting team must notify its protest to the opposing team and to the Referee before the game commences.
- 2.15.2 If the opposing team does not remedy the cause of protest before the game commences, the game will proceed "under protest." In this situation:
 - a) The player's name will be recorded as under protest on the referee's scoring card;
 - b) The player under protest must sign their name beside the recorded protest on the scoring card;
 - c) The player's signature must be in the presence of the referee and the protesting team's manager (or their delegate); and
 - d) Within 72 hours of the game being played, the protesting team must make a formal protest in writing to the Technical Committee and pay a fee of \$300. The protest must set out the full details and reasons for the protest.
- 2.15.3 If the cause of a protest arises or it becomes known during or after a game, a club, ARU, or the Referees' Association may make a formal protest in writing to the Technical Committee and pay a fee of \$300. The protest must be received within 72 hours of the game being played and must set out the full details and reasons for the protest. To clarify, a protest can be made by a club not directly involved with the particular breach subject to clause 2.15.
- 2.15.4 The ARU and / or Referees' Association may bring any issue regarding any possible breach of the rules to the Technical Committee for determination at its discretion. No fee will be charged for this.
- 2.15.5 The Technical Committee may hear any protest or complaint out of time at its sole discretion.
- 2.15.6 All protests will be determined at the sole and unfettered discretion of the Technical Committee. The Technical Committee's determination is final.

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2.16 By-laws relevant to administration of competitions

2.16.1 In addition to the by-laws and rules as outlined in General Competition Rules 2 above, attention is drawn to the following by-laws that are relevant to the administration of competitions by the ARU:

- a) By-law 12 – Official Team List
- b) By-law 13 – Protests & Disputes
- c) By-law 14 – Results of Matches
- d) By-law 15 – Referees appointment
- e) By-law 16 – Commencement of Matches
- f) By-law 17 – Defaults

2.17 Duration of a Match (Senior Rules)

2.17.1 Senior rugby is played following World Rugby Laws of the Game (Rule 5 – ‘Time’). This rule provides that a game last no longer than 80 minutes plus time lost and extra time, and any special conditions. A match is divided into two halves each of not more than 40 minutes of playing time.

2.17.2 The following times apply to specific grades:

- a) Men’s Premiership grade - 80 minutes
- b) Women’s Premier grade - 80 minutes
- c) Men’s Championship grade - 80 minutes
- d) Women’s Premier Development grade - 80 minutes
- e) Men’s Conference grade - 80 minutes
- f) Men’s Under 21 grade - 80 minutes
- g) Men’s Unger 85kg restricted weight grade - 80 minutes
- h) Men’s Under 19 grade - 80 minutes
- i) Men’s President’s grade - 60 minutes
- j) Women’s 10s grade - 40 minutes to 80 minutes (following Game On protocols)

2.18 Additional Rules for Restricted Grade U85Kg games

- 2.18. Clubs are to supply their own set of scales for each team. These are to be digital and hold a current calibration certificate.
- 2.18.2 Prior to each game, players listed on the team sheet of both teams are to be weighed using the home team's scales in front of both team's managers who will be responsible for ensuring that the process is completed fairly and to their satisfaction prior to kick-off.
- 2.18.3 In the event of any match being played at a neutral venue, the home team will be the team listed first in the competition draw. In the event of any final, the higher finishing team in the preceding round of competition will be declared the home team. It will be the deemed home team's responsibility to provide the scales
- 2.18.4 If the home team does not provide scales and scales are not available from the other team, the home team shall lose any competition points derived from the match.
- 2.18.5 If a manager is not available to ensure the weigh in process is completed fairly, that team will nominate a coach or player to oversee the process. 2.18.6 Weigh-ins are to be one team at a time in front of the managers of both teams. The opposition team are not to be in the weigh in area. The weigh-in is to be completed no later than 10 minutes before kick off.
- 2.18.7 Each player recorded on the team sheet for each game must be 85kg or under by the close of weigh-in pursuant to rule 2.18.6. If a player is over 85kg at the close of weigh-ins, that player will not be able to play that game without the agreement of the opposing team's manager.
- 2.18.8 Any disputes regarding player weights, prior to matches, will mean the game is played under normal protest rules. The matter will be referred to the Technical Committee for determination and game and bonus points may be deducted from a team at the Technical Committee's sole discretion.
- 2.18.9 If either team or both teams fail to weigh their players in accordance with rule 2.18, the offending team or teams shall be penalised at the sole discretion of the Technical Committee.
- 2.18.10 If a game within the ARU U85kg competition is also a game to be associated with the National U85kg Cup, then rule 2.18 will be subject to the rules of the National Cup. For clarity, the rules of the National Cup will override any opposing rules as set out in rule 2.18. 2.19.

2.19 Additional Rules for Presidents Grade Games

- 2.19.1 All players who are to be registered as Presidents Grade players must be over 35 years old.
- 2.19.2 A player under 35 years old may play for a Presidents Grade team by applying to the Technical Committee for an exemption to play in the grade or with the

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express agreement of the opposition team.

2.20 Game Management

- 2.20.1 Where the playing jerseys of the two competing teams and/ or clubs are alike or similar, the visiting team and/ or club shall change to an alternative playing jersey that does not match with the basic colours contained in the home team's jersey. Any alternative jersey used by any team must be approved in advance by ARU. Any disputes regarding a team's jersey must be referred to the chairperson of the Technical Committee before 4.00pm on the day preceding the game to be played. Otherwise, the game is to proceed as arranged. The decision of the chairperson is final.
- 2.20.2 In the event of any match being played at a neutral venue, the home team will be the team listed first in the competition draw. In the event of any final, the higher finishing team in the preceding round of competition will be declared the home team.
- 2.20.3 At any game, the home team's club is responsible to erect crowd control barriers or ropes on both sides of the field. These must be at least 5 metres (or as far as practicable) from the touch lines. The area inside these crowd control barriers form part of the playing enclosure and forms part of the area under the jurisdiction of the referee.
- 2.20.4 At any game, the home team's club is responsible to designate two technical zones on the same side of the field for each team. The technical zones shall each be approximately 10 metres long by 3 metres long, with one zone either side of the halfway line or on that team's dead ball line. Only team reserves, coaches, managers, and water carriers are permitted in the confines of the technical zone during the game. All other personnel are to remain outside the playing enclosure.
- 2.20.5 Medical personnel, water carriers, and/ or ball boys or girls must be clearly identified and are the only personnel permitted to enter onto the field of play during playing time. For clarity, team reserves, coaches, and managers are not permitted in the playing enclosure during playing time, including but not limited to the dead ball area. The referee is the sole judge of who can and who cannot enter the field of play during a game and when they can do that.
- 2.20.6 Medical Person (1 per team): At any game, each team can allocate one medical person only. During playing time, a team's medical person may roam along the touch line, touch in goal line, or dead ball line, ensuring that they do not interfere with or get in the way of any player or match official performing their

duties. A team's medical person may enter the playing area during play to attend to an injured person.

- 2.20.7 Water Carrier (2 per team): At any game, each team can allocate two water carriers only. Water carriers must remain between the halfway and 10 metre line or in the technical zone, ensuring that they do not interfere with or get in the way of any player or match official performing their duties. Water carriers may enter the playing area at a stoppage in play or at a conversion attempt. Water carriers (or another person) may bring on the kicking tee at an attempted penalty kick at goal. However, this is not a stoppage in play and drinks are not permitted at this time.
- 2.20.8 Media: Any person clearly identified as media personnel are permitted inside the playing enclosure but outside the playing area and technical zones with their camera or video equipment for the purposes of performing their media role, so long as they do not interfere with or get in the way of any player or match official performing their duties
- 2.20.9 Coaches and managers must remain in the designated technical zone or behind the goal line during playing time.
- 2.20.10 At halftime, team reserves, coaches, managers, and water carriers are permitted in the playing area.
- 2.20.11 If any rule under clause 2.20 is breached, a club may make a formal complaint in writing, within 72 hours of the game being played, to the Technical Committee and pay a fee of \$300. The complaint must set out the full details, reasons and evidence for the complaint.
- 2.20.12 If the Technical Committee finds there to have been a breach of the rules under clause 2.19, it may apply any or none of the following sanctions at its unfettered discretion
 - (a) Written warning;
 - (b) Monetary fine;
 - (c) Loss of one competition point;
 - (d) Loss of three competition points.

3.0 Additional rules for Men's Premier team competition

- 3.1 The premier men's competition will be divided into three grades:
 - (a) Premiership grade;
 - (b) Championship grade;
 - (c) Conference grade.

(Together, "Men's Premier grades")

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- 3.2 All games in the Men's Premier grades must be filmed in accordance with the ARU directions in regard to Sportsway

Premiership Grade

- 3.2 In order to be eligible for a team to compete in the Premiership grade, a club must have one Premiership grade team, one Championship grade or one Conference grade team, and at least one U21 grade team or U85kg grade team. Each club can only have a maximum of one team in the Premiership grade.
- 3.3 The Premiership grade will be limited to 10 teams as determined by ARU. The teams competing in the Premiership grade will play for the Gallaher Shield.
- 3.4 After the Premiership grade competition, the team deemed to have finished last will be automatically relegated to the Championship grade for the following season. However:
 - a. If the Championship grade team that placed first does not make the criteria to play in the Premiership grade, the Championship grade team that placed second will be promoted and replace the Premiership grade team that placed last.
 - b. If the Championship grade team that placed second does not make the criteria to play in the Premiership grade, the Championship grade team that placed third will have an opportunity to challenge the Premiership grade team that placed last to a promotion/ relegation play off match ("Wild Card Play Off"). The third placed Championship grade team must make the criteria to play in the Premiership grade in order to request a Wild Card Play Off.
 - c. If the Premiership grade team that placed last is not challenged to a Wild Card Play Off, it will remain in the Premiership grade.
- 3.5 In accordance with rule 3.8(c) below, if the team that finished in first place in the Championship grade is automatically promoted to the Premiership grade replacing the team that finished last in the Premiership grade, the second placed team in the Championship grade will have an opportunity to challenge the team that placed second to last in the Premiership grade to a promotion/ relegation play off match ("Wild Card Play Off"). The second placed Championship grade team must make the criteria to play in the Premiership grade in order to request a Wild Card Play Off.

Championship Grade

- 3.6 The Championship grade will be limited to 10 teams as determined by ARU. Each club may have more than one team in the Championship grade.

3.7 The teams competing in the Championship grade will play for the Waka Nathan Cup.

3.8 After the Championship grade competition:

Promotion

- (a) If the team that finished in first place is eligible to play in the Premiership grade, it will be automatically promoted to the Premiership grade for the following season.
- (b) If the team that finished in first place is not eligible to play in the Premiership grade, the second placed team in the Championship Grade will be automatically promoted to the Premiership grade for the following season (if they are eligible to play in the Premiership grade).
- (c) If the team that finished in second place is not eligible to play in the Premiership grade, the third placed team in the Championship grade will have an opportunity to challenge the Premiership grade team that placed last to a promotion/ relegation play off match (“Wild Card Play Off”). The third placed Championship grade team must make the criteria to play in the Premiership grade in order to request a Wild Card Play Off.
- (d) If the team that finished in first place is automatically promoted to the Premiership grade, the second placed team in the Championship grade will have an opportunity to challenge the Premiership grade team that placed second to last to a promotion/ relegation play off match (“Wild Card Play Off”). The second placed Championship grade team must make the criteria to play in the Premiership grade in order to request a Wild Card Play Off.
- (e) Any team in the Championship Grade can decline a promotion to the Premiership grade
- (f) For clarity, the placing of teams for promotion are determined upon the placings of the grade after the finals series of the grade (not the round robin competition).

Relegation

- (g) After the Championship Grade competition, the team deemed to have finished last will be automatically relegated to the Conference Grade for the following season.

Conference Grade

- 3.8 The number of teams in the Conference Grade will be determined by ARU. Each club may have more than one team in the Conference Grade.
- 3.9 The teams competing in the Conference Grade will play for the George Nicholson Trophy.
- 3.10 After the Conference Grade competition, the team deemed to have

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finished first will be automatically promoted to the Championship Grade for the following season. For clarity, the placing of teams for promotion are determined upon the placings of the grade after the finals series of the grade (not the round robin competition).

Wild Card Play Off

- 3.11 If a team is willing and eligible to challenge another team for a Wild Card Play Off game, this challenge must be made in writing to ARU's Club Rugby Manager within 4 weeks from the end of the team's grade 2025 competition.
- 3.12 The Wild Card Play Off must be played at least six weeks before the beginning of each team's grade competition for the 2026 playing year. The date of the game must be agreed by the two teams. If the teams cannot agree to a date to play the Wild Card Play Off, this will be determined as directed by ARU Club Rugby Manager (or their delegate). The Wild Card Play Off will be a home game for the higher ranked team (for clarity, the team being challenged).

Submission of Men's Premier Grade Teams

- 3.13 At the sole discretion of the Technical Committee, if a club enters a Premiership team and then that team is withdrawn from the competition after the cut-off date or during the season, that club will have the option of being:
 - (a) Withdrawn from the Premiership grade competition for the year following its withdrawal from the Premiership grade competition. For clarity, if a team is removed from the Premiership grade in 2025, the club cannot enter a Premiership team until 2027; OR
 - (b) Pay \$10,000 by way of a bond. This bond will only be reimbursed to the club if the club enters a Premiership team the following season and that team remains in the competition for the next two years (unless relegated as set out in these rules).
- 3.14 At the sole discretion of the Technical Committee, if a club enters a Championship team and then that team is withdrawn from the competition after the cut-off date or during the season, that club will have the option of being:
 - (a) Withdrawn from the Championship grade competition for the year following its withdrawal from the Championship grade competition. For clarity, if a team is removed from the Championship grade in 2025, the club cannot enter a Championship team until 2027; OR
 - (b) Pay \$10,000 by way of a bond. This bond will only be reimbursed to the club if the club enters a Championship team the following season and that team

remains in the competition for the next two years (unless relegated as set out in these rules).

- 3.15 Auckland Rugby will have a date in which entries for the Premiership and Championship grades close. This date remains at the discretion of Auckland Rugby. The cut off date in which this sanction comes into force is on 20 February each year.

Auckland Rugby Cup

- 3.16 ARU will facilitate a knock out competition during the 2025 playing window.
- 3.17 Each club will be able to enter up to two teams into the Auckland Rugby Cup. One team in the top division and another team in the bottom division. No club can have two teams in one division, unless otherwise decided by ARU. The club's Auckland Rugby Cup teams are to be made up of any male registered player to their club. For clarity, this will include any player from the Premiership, Championship, Conference, U21, U85kg, and U19 grades.
- 3.18 The Auckland Rugby Cup competition is deemed to be a separate competition in which rules 2.7.1 to 2.7.3 above do not apply. All players registered to a club are able to play for any Auckland Rugby Cup games, including any games in the finals series.

(B) SCHEDULE OF COMPETITION FORMATS

Grades – Premier Divisions 1, 2 & 3, Under 21, Under 85kg Restricted, Womens Premier, Womens Premier Development, Womens 10s, and Presidents

1. COMPETITION FORMATS FOR AR CUP (KNOCKOUT)

1.1 Keven Mealamu Cup/Patrick Tuipulotu Cup

- 1.1.1 The Competition is sanctioned by the Auckland Rugby Council of Delegates and as such is compulsory for each club. Rule 3:16 – 3:18 outlines entry requirements.
- 1.1.2 The Competition will be played over four allocated days and split into two sections. Rankings are based on the team's finishing position from the preceding season.
- 1.1.3 Section one will compete in the Keven Mealamu Cup and section two in the Patrick Tuipulotu Cup.
- 1.1.4 In the Auckland Rugby Cup, each team is guaranteed four matches. Teams that remain undefeated advance to the Cup Final, while those that lose any games are eliminated from Cup contention and move into separate brackets (to compete for the Plate, Bowl or Shield finals). Both Cups follow the same competition structure.

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- 1.1.5 Playing squads will be a maximum of 26 players with unlimited substitutions (during stoppages).
- 1.1.6 Games will be made up of two 40 minutes halves. Half time will be of five minutes duration.
- 1.1.7 In the 2025 Auckland Rugby Cup, Round 1 is based on rankings from the previous regular season with 1st playing 16th, 2nd playing 15th etc. Where possible the 'lower' ranked teams in the match ups will have a home game.
- 1.1.8 In the Auckland Rugby Cup, the winners of Round 1 will progress into the cup quarterfinals fixtures for their section. Teams that do not progress through to the Cup Quarter Finals, will automatically drop down into the plate quarterfinal fixtures (bottom 8) for their section. Where possible, the team who has a higher ranking in the match up will have a home game.
- 1.1.9 In the Auckland Rugby Cup, the winners of the quarterfinals will progress into the semi-final fixtures for their section. Teams that do not progress through to the Cup Semi-Finals, will automatically drop down into the plate/bowl bracket of their section. Where possible, the team who has a higher ranking in the match up will have a home game.
- 1.1.10 In the Auckland Rugby Cup, semi-final winners advance to their section's final. Semi-final teams that do not progress to the final will compete in a placement match to determine their ranking for the next year's tournament. Where possible, the higher-ranked team in each match-up will host the game.
- 1.1.11 If the scores are level at the end of fulltime in any match during the competition the winner will be determined as detailed in General Competition Rule 2.4 (most tries, first try, first points, coin toss)

2. COMPETITION FORMATS FOR MEN'S PREMIERSHIP (DIVISION 1)

2.1. Men's Premiership (Division 1) Round Robin (10 Teams – 9 Weeks):

- 2.1.1. Teams will play a full round robin against all other teams for the Alan McEvoy Memorial Trophy
- 2.1.2. Where possible, all teams will receive an even balance of home and away games.
- 2.1.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 2.1.4. The team with the highest competition points at the end of this round will be awarded the Alan McEvoy Memorial Trophy.

2.1.5. At the end of this Round the teams will be ranked based on their finishing position to determine their play-off ranking. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

2.2. Play Offs (3 Weeks):

2.2.1. Based on a team's Round Robin ranking, the quarterfinals will be played in the following format:

Gallaher Shield Finals

2.2.2. Teams ranked 1st and 2nd will automatically progress into Semi Finals (weekend off).

2.2.3. 3rd ranked team will play 6th ranked team. 4th ranked team will play 5th ranked team. The team with the highest ranking will play at home.

2.2.4. Winning teams advance through to the Semi Finals against teams ranked 1st and 2nd. Highest ranked qualifying finals winner will play 2nd ranked team. The lowest ranked qualifying finals winner will play 1st ranked team. The qualifying finals winners will play at home.

Portola Trophy/Jubilee Trophy

2.2.5. 7th ranked team will play 10th ranked team.

2.2.6. 8th ranked team will play 9th ranked team.

2.2.7. Winners of the semi-finals will play for the Portola Trophy. Losers of the semi-finals will play for the Jubilee Trophy to stay out of the automatic relegation.

2.2.8. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'

2.2.9. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU

2.3. Sir Fred Allen Challenge Cup:

2.3.1. The trophy will be played for during the Round Robin of Premier Club rugby.

2.3.2. The trophy will not be challenged for during the Play Off matches.

2.3.3. The holders must play every "home" game, or "designated home" game for the trophy.

2.3.4. If the game is a draw at fulltime, no extra time is played. The "holders" keep the trophy.

2.3.5. If the holder of the trophy no longer meets Premier Club status and is demoted to a lower grade, then the trophy must stay in the Premier grade. The trophy

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will be assigned to the bottom placed side in the Premier grade competition.

3. COMPETITION FORMAT FOR MEN'S CHAMPIONSHIP (DIVISION 2)

3.1. Men's Championship (Division 2) Round Robin (10 Teams - 9 Weeks):

- 3.1.1. Teams will play a full Round Robin against all other teams, for the David Bateman Memorial Trophy
- 3.1.2. Where possible, all teams will receive an even balance of home and away games.
- 3.1.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 3.1.4. The team with the highest competition points at the end of this round will be awarded the David Bateman Memorial Trophy.
- 3.1.5. At the end of this Round the teams will be ranked based on their finishing position to determine their play-off ranking. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

3.2. Play Offs (3 Weeks):

- 3.2.1. Based on a team's Round Robin ranking, the quarterfinals will be played in the following format:

Waka Nathan Cup Finals

- 3.2.2. Teams ranked 1st and 2nd will automatically progress into Semi Finals (weekend off)
- 3.2.3. 3rd ranked team will play 6th ranked team. 4th ranked team will play 5th ranked team. The team with the highest ranking will play at home.
- 3.2.4. Winning teams advance through to the Semi Finals against teams ranked 1st and 2nd. Highest ranked qualifying finals winner will play 2nd ranked team. The lowest ranked qualifying finals winner will play 1st ranked team. The qualifying finals winners will play at home.

Peter Fatialofa Cup/Presidents Cup

- 3.2.5. 7th ranked team will play 10th ranked team.
- 3.2.6. 8th ranked team will play 9th ranked team.
- 3.2.7. Winners of the semi-finals will play for the Peter Fatialofa Cup. Losers of the semi-finals will play for the Presidents Cup to stay out of the automatic relegation.

INSERT RELEGATION REGULATIONS

- 3.2.8. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'
- 3.2.9. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

3.3. Lawrie Knight Challenge Cup:

- 3.3.1. The trophy will be played for during Round Robin of Premier Development Club rugby.
- 3.3.2. The trophy will not be challenged for during the Play Offs.
- 3.3.3. The holders must play every "home" game, or "designated home" game for the trophy.
- 3.3.4. If the game is a draw at fulltime, no extra time is played. The "holders" keep the trophy.
- 3.3.5. If the holder of the trophy no longer meets Premier Development Club status and is demoted to a lower grade, then the trophy must stay in the Premier Development grade. The trophy will be assigned to the bottom placed side in the Premier Development grade competition.

4. COMPETITION FORMAT FOR MEN'S CONFERENCE (DIVISION 3)

4.1. Men's Conference (Division 3) Round Robin in 2 Pools (16 Teams – 7 Weeks):

- 4.1.1. Teams will be separated into 2 pools and will complete a full Round Robin.
- 4.1.2. Where possible all teams will receive an even balance of home and away games.
- 4.1.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 4.1.4. The team with the highest competition points at the end of this round will be awarded the Reuben O'Neil Cup.
- 4.1.5. At the end of Round Robin, the teams will be ranked from highest to lowest. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

4.2. Play Offs (4 Weeks):

- 4.2.1. Based on a team's Round Robin Pool ranking, the first week of the Play Offs will be played using the following format:

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George Nicholson Trophy

- 4.2.2. Teams ranked 1st and 2nd in each pool will play each in the Qualifying finals (Pool A 1st ranked teams vs Pool A 2nd ranked team). The winners progress to the preliminary finals. The losers progress to the semifinals.
- 4.2.3. Teams ranked 3rd and 4th in each pool will play in the Elimination finals (Pool A 3rd ranked team vs Pool A 4th ranked team). The winners progress to the semifinals against the losers of the qualifying finals. The losers will play no further games.
- 4.2.4. Winners of the Semi Finals will progress to the Preliminary Finals against the winners of the Qualifying Finals.
- 4.2.5. Winners of the Preliminary Finals will progress into the Grand Final for the George Nicholson Trophy.

Peter Hall Cup

- 4.2.6. Teams ranked 5th and 6th in each pool will play each in the Qualifying finals (Pool A 5th ranked teams vs Pool A 6th ranked team). The winners progress to the preliminary finals. The losers progress to the semifinals.
- 4.2.7. Teams ranked 7th and 8th in each pool will play in the Elimination finals (Pool A 7th ranked team vs Pool A 8th ranked team). The winners progress to the semifinals against the losers of the qualifying finals. The losers will play no further games.
- 4.2.8. Winners of the Semi Finals will progress to the Preliminary Finals against the winners of the Qualifying Finals.
- 4.2.9. Winners of the Preliminary Finals will progress into the Final for the Peter Hall Cup.
- 4.2.10. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'
- 4.2.11. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

4.3. Bryan Williams Challenge Cup:

- 4.3.1. The trophy will be played for during Round Robin of the Division 3 competition.
- 4.3.2. The trophy will not be challenged for during the Play Offs.

- 4.3.3. The holder must play every “home” game, or “designated home” game for the trophy.
- 4.3.4. If the game is a draw at fulltime, no extra time is played. The “holders” keep the trophy.

5. COMPETITION FORMAT FOR MEN’S UNDER 21s

5.1. Round Robin (14 Teams & 13 Weeks):

- 5.1.1. Teams will play a full Round Robin against all other teams for the Whetton Brothers Trophy
- 5.1.2. Where possible all teams will receive an even balance of home and away games.
- 5.1.3. Competition points will be allocated as per ‘General Competition Rule 2.1.’
- 5.1.4. At the end of the round, teams will be ranked highest to lowest.
- 5.1.5. The team with the highest competition points at the end of this round will be awarded the Whetton Brothers Trophy.
- 5.1.6. In the event of more than one team finishing equal on the competition points table, then the final finishing positions will be determined as detailed in ‘General Competition Rule 2.2’.

5.2. Play Offs (3 Weeks):

- 5.2.1. Based on a team’s Round Robin ranking, the semi-finals will be played in the following format:

Arthur Bayliss Cup

Teams ranked 1st and 2nd at the end of round robin will go straight to the Semi-Final (weekend off).

Remaining teams’ playoff:

- 3rd ranked team plays 6th ranked team
- 4th ranked team plays 5th ranked team
- Winning teams advance through to the Semi Finals against ranked 1st and 2nd.

Stan Foster Memorial Shield

Teams ranked 7th and 8th at the end of Round Robin go straight to Semi-Finals (meaning they will have a weekend off following Round Robin to line up with the Gallaher Shield dates).

Remaining team’s play-off:

- 9th ranked plays 12th ranked
- 10th ranked plays 11th ranked

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- Winning teams go through to the Semi Finals against teams ranked 7th and 8th.
- The team ranked 13th will play no further games

- 5.2.2. The winners of each semi-final will progress to the Final for their respective Trophy. Losing teams will play no further games.
- 5.2.3. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'
- 5.2.4. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

5.3. Sir Wilson Whineray Memorial Challenge Cup:

- 5.3.1. The trophy will be played for during Round Robin of the Under 21 competition.
- 5.3.2. The trophy will not be challenged for during the Play Offs
- 5.3.3. The holder must play every "home" game, or "designated home" game for the trophy.
- 5.3.4. If the game is a draw at fulltime, no extra time is played. The "holders" keep the trophy.

6. COMPETITION FORMAT FOR UNDER MEN'S 85KG RESTRICTED

6.1. Round Robin – (10 Teams – 9 Weeks):

- 6.1.1. Teams will play a full Round Robin format involving the teams entered in to the U85kg competition.
- 6.1.2. Where possible all teams will receive an even balance of home and away games.
- 6.1.3. Competition Points will be allocated as per 'General Competition Rule 2.1.'
- 6.1.4. At the end of the round, teams will be ranked highest to lowest.
- 6.1.5. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.
- 6.1.6. Prior to every match, teams must weigh in as per General Competition Rules and present the completed Team Sheet to the match referee.

6.2. Play Offs (3 Weeks):

- 6.2.1. Based on a team's Round Robin ranking, the semi-finals will be played in the

following format:

Maurice O'Connor Cup

Teams ranked 1st and 2nd at the end of round robin will go straight to the Semi-Final (weekend off).

- 3rd ranked team plays 6th ranked team
- 4th ranked team plays 5th ranked team
- Winning teams advance through to the Semi Finals against ranked 1st and 2nd.

Plate Semi-finals

- 7th ranked team plays 10th ranked team
- 8th ranked team plays 9th ranked team

6.2.2. Winning semi-finalists progress through to respective finals. Losing teams have no further games.

6.2.3. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'

6.2.4. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

6.3. Speights Challenge Shield

6.3.1. The Shield will be played for during the First Round as a Challenge Trophy

6.3.2. The holders must play every game for the trophy (Home and away)

6.3.3. The first team to defend each shield in the current season will be successful holders from the previous season.

6.3.4. Should the holder from the previous season not have a team entered in the current season or should the holder from previous season qualify for a different division in the current season, a new holder will be drawn at random from the list of teams in the particular division.

6.3.5. The Shield will not be played for during the Playoffs (Semis & Finals)

7. COMPETITION FORMAT FOR WOMENS PREMIER

7.1. Round Robin (8 Teams – 7 Weeks):

7.1.1. Teams will play a full round robin against all other teams for the Emma Jensen Cup.

7.1.2. Where possible, all teams will receive an even balance of home and away games.

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- 7.1.3. Where possible, games played against the same opposition from the previous season will be held the reverse venue of that fixture.
- 7.1.4. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 7.1.5. The team in the Emma Jensen Cup section with the highest competition points at the end of this round will be awarded the Emma Jensen Cup.
- 7.1.6. At the end of this Round the teams will be ranked based on their finishing position to determine their play-off ranking. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

7.2. Top 4/Bottom 4 Pools (3 Weeks)

- 7.2.1. Based on Round Robin rankings, teams will be placed into two pools (top 4 teams and bottom 4 teams)
- 7.2.2. Teams will play a full round robin
- 7.2.3. At the end of round robin, teams will be ranked
- 7.2.4. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

7.3. Play-offs (2 weeks):

Based on a team's ranking from Round Robin, the first week of the Play Offs will be played using the following format:

Coleman Shield Semi-finals

- 1st ranked team plays 4th
- 2nd ranked team plays 3rd

Women's Premier Plate Semi-finals

- 5th ranked team plays 8th ranked team
- 6th ranked team plays 7th ranked team

- 7.3.1. Winning semi-finalists will progress through to their respective Finals. Remaining teams will play no further games.
- 7.3.2. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'

- 7.3.3. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

8. COMPETITION FORMAT FOR WOMENS PREMIER DEVELOPMENT

8.1. Round Robin (Top 8 teams – 7 Weeks)

8.1.1. Round Robin is to be played involving those teams graded as the Top 8 pool.

- 8.1.2. Where possible all teams will receive an even balance of home and away games.
- 8.1.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 8.1.4. At the end of Pool Play, the teams will be ranked from highest to lowest.
- 8.1.5. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

8.2 Top 4/Bottom 4 Pools (3 Weeks)

- 8.2.1. Based on Round Robin rankings, teams will be placed into two pools (top 4 teams and bottom 4 teams)
- 8.2.2. Teams will play a full round robin
- 8.2.3. At the end of round robin, teams will be ranked
- 8.2.4. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.
- 8.2.5. Teams ranked 1st and 2nd in the Top 4 pool will progress through to Women's Development Final. Remaining teams will play no further games.
- 8.2.6. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'
- 8.2.7. **For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.**

8.3 Double Round Robin (Bottom 6 teams – 10 Weeks)

8.3.1. A Double Round Robin is to be played involving those teams graded as the Bottom 6.

- 8.3.2. Where possible all teams will receive an even balance of home and away games.

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- 8.3.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
- 8.3.4. At the end of Pool Play, the teams will be ranked from highest to lowest.
- 8.3.5. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.
- 8.3.6. Based on rankings at the end of Round Robin, the following match-ups will apply:
 - 1st ranked team plays 2nd ranked team
 - 3rd ranked team plays 4th ranked team
 - 5th ranked team plays 6th ranked team

9. COMPETITION FORMAT FOR WOMENS 10S

- 9.1. Round Robin (entries/dates to be confirmed)
 - 9.1.1. Round Robin is to be played involving all entered teams
 - 9.1.2. Where possible all teams will receive an even balance of home and away games.
 - 9.1.3. Competition points will be allocated as detailed in 'General Competition Rule 2.1'.
 - 9.1.4. At the end of Pool Play, the teams will be ranked from highest to lowest.
 - 9.1.5. In the event of more than one team finishing equal on the competition points table then the final finishing position will be determined as detailed in 'General Competition Rule 2.2'.

Note: Team entries will be confirmed closer to the start of this grade. The competition format will be adapted accordingly.

9.2 Play Offs (2 Weeks):

- 9.2.1 Based on a team's ranking from Round Robin, the first week of the Play Offs will be played using the following format:

Richard-Martins Shield Semi-finals

- 1st ranked team plays 4th ranked team
- 2nd ranked team plays 3rd ranked team
- Remaining teams will play no further games

- 9.2.2. Winning semi-finalists will progress through to their respective Finals. Remaining teams will play no further games.
- 9.2.3. In the event of a draw in any play-off fixture the process to determine a winner will follow 'General Competition Rule 2.3'
- 9.2.4. For all play-off fixtures, the team that finished higher on the competition table will host the match unless otherwise determined by the ARU. Where the highest qualifying team is NOT from an ARU affiliated club and the second qualifying team is, the final will be played at a venue determined by the ARU.

10. COMPETITION FORMAT FOR PRESIDENTS GRADE

10.1 Round Robin (18 Teams – 14 Weeks):

- 10.1.1 The Presidents Grade is a non-competition grade and play a round robin format on available Saturdays, excluding Public Holidays.



New Experimental Domestic Safety Law Variations (EDLSVs) & World Rugby Changes 2025

Small Blacks

Tackle

Trial: All tackles must target, and initially contact below the sternum. i.e., “the tummy” or below – Sanction PK

If a second tackler arrives, this player will be subject to the standard high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK

If two or more tacklers arrive at the same time, at least one must target, and initially contact below the sternum i.e., “the tummy” or below, whilst the other/s will be subject to the existing high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK

Why: The lowering of the tackle height is intended to reduce the incidence of injuries in the tackle.

Community rugby participants have told New Zealand Rugby they want improvements made to the tackle. Feedback from community grades trialling the reduced tackle height in the 2022 season found that 78% of participants believed it improved the tackler’s safety, 72% thought there were more opportunities for offloads and 73% felt it made the game faster.

Potential Benefits: Improved safety for both the tackled player and tackler, greater confidence when taking contact for tacklers and tackled players, more effective tackle technique, more opportunity for the defensive side to contest for the ball after the tackle has been made.

More offloads in the tackle and, consequently, a faster game

Who: All Small Blacks grades that tackle.

Teenage

Tackle

Trial: All tackles must target, and initially contact below the sternum. i.e., “the tummy” or below – Sanction PK

If a second tackler arrives, this player will be subject to the standard high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK

If two or more tacklers arrive at the same time, at least one must target and initially contact below the sternum i.e., “the tummy” or below, whilst the other/s will be subject to the existing high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK.

Why: The lowering of the tackle height is intended to reduce the incidence of injuries in the tackle.

Community rugby participants have told New Zealand Rugby they want improvements made to the tackle. Feedback from community grades trialling the reduced tackle height in the 2022 season found that 78% of participants believed it improved the tackler's safety, 72% thought there were more opportunities for offloads and 73% felt it made the game faster.

Potential Benefits: Improved safety for both tackled player and tackler, greater confidence when taking contact for tacklers and tackled players, more effective tackle technique, more opportunity for the defensive side to contest for the ball after the tackle has been made.

More offloads in the tackle and, consequently, a faster game

Who: All secondary school and teenage rugby grades.

Offside at Scrum

Trial: If the halfback of the team not in possession of the ball at a scrum opts to stay in a position at the tunnel, they must remain within 1m of the scrum and may not advance past the tunnel until the scrum has ended – Sanction PK

Why: Promote positive play

Potential Benefits: Provides faster and cleaner ball, without disruption and allows No. 8 and 9 moves to take place more freely

Who: All grades of secondary school/teenage rugby

Senior/Club

Tackle

Trial: All tackles must target, and initially contact below the sternum. i.e., "the tummy" or below – Sanction PK

If a second tackler arrives, this player will be subject to the standard high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK

If two or more tacklers arrive at the same time, at least one must target and initially contact below the sternum i.e., "the tummy" or below, whilst the other/s will be subject to the existing high tackle rugby law (no higher than the shoulder line of the ball carrier) – Sanction PK.

New Experimental Domestic Safety Law Variations (EDLSVs) & World Rugby Changes 2025

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Potential Benefits: Improved safety for both tackled player and tackler, greater confidence when taking contact for tacklers and tackled players, more effective tackle technique, more opportunity for the defensive side to contest for the ball after the tackle has been made.

More offloads in the tackle and, consequently, a faster game

Who: All senior/club grades.

Offside at Scrum

Trial: If the halfback of the team not in possession of the ball at a scrum opts to stay in a position at the tunnel, they must remain within 1m of the scrum and may not advance past the tunnel until the scrum has ended – Sanction PK

Why: Promote positive play

Potential Benefits: Provides faster and cleaner ball without disruption and allows No. 8 and 9 moves to take place more freely.

Who: All grades of senior/club rugby.

Scrum 1.5m Push

Trial: 1.5m maximum push unless within 5m of the goal line – Sanction FK

Why: Improve scrum stability and reduce the frequency of resets.

Potential Benefits: Reduced risk of scrum injuries, reduced ability to scrum for penalties, and increased ball in-play time.

Who: All designated adult non-premier rugby

20-Minute Red Card

1. Red card replacement
If a player receives a Red Card, they may be replaced after 20 minutes by another player.

Supplementary Notes on the Tackle:

Note 1: WR high tackle process applies. (Also see Note 3.)

Note 2: All players attempting to make a tackle must attempt to grasp the tackled player i.e., use the arms to “wrap” and grasp the player while making the tackle.

Note 3: Where the ball carrier lowers their torso into the tackler and foreshortens the tackle zone available to a front-on tackler, the ball carrier is deemed to have significantly lowered their body height. The requirement on the tackler is to ensure there is no contact with the neck or head of the tackled player.

Scrum option removal at a FK

Rationale:

Speeding up restarts after technical offences. Currently many scrums result in long periods of dead time with resets, leading to more FKs, penalties and then kicks to touch. Shape of Game recommendation was to remove the scrum from a FK option. It remains an option for penalty offences.

Law 20: Options at a penalty or free-kick

20.3 A team awarded a penalty kick may instead choose a scrum.

20.4 i. A team awarded a penalty at a lineout may instead choose a lineout or a scrum at the same mark.

ii. A team awarded a free-kick at a lineout may instead choose a lineout at the same mark.

Scrum options table in **Law 19.1** (row 4) would also be amended “Scrum option from a Penalty”

Consequential change: Law 17: Mark

17.6 If the player is injured in the act of claiming a Mark, and is unable to take the free-kick within one minute, a team-mate may take the FK

Offside in front of a kicker

The new wording makes clear that any player who is offside in open play needs to take action to put themselves onside and not just remain stationary. The clauses relating to the catcher running 5m and passing the ball to put an opponent onside, will be removed.

New Experimental Domestic Safety Law Variations (EDLSVs) & World Rugby Changes 2025

Law 10 - Offside and onside in open play

- 10.1:** A player is offside in open play if that player is in front of a team-mate who is carrying the ball or who last played it. An offside player must not interfere with play. This includes:
- a. Playing the ball.
 - b. Tackling the ball-carrier.
 - c. Preventing the opposition from playing as they wish.
 - d. Loitering in an offside position
- 10.4:** An offside player may be penalised, if that player:
- a. Does not make an effort to retreat and interferes with play; or
 - b. Moves forwards towards the ball; or
 - c. [unchanged]
- 10.7** Other than under Law 10.4c, an offside player can be put onside when:
- a. An onside team-mate of that player moves past the offside player and is within or has re-entered the playing area.
 - b. An opponent of that player;; or
 - i. Kicks the ball; or
 - ii. Intentionally touches the ball without gaining possession of it.

New definition:

Loiter/Loitering: A player who remains in an offside position is loitering. A loiterer who prevents the opposing team from playing the ball as they wish is taking part in the game, and is liable to sanction. A loiterer must not benefit from being put onside by the opposing team's action.

Croc Roll Removal

1. **Twisting action** - Wraps and rolls/twists jackler, dropping weight onto/near lower limbs.
2. **Pulling action** - Pulling jackler and dropping weight onto/near lower limbs.

TIMINGS:

Kicks at Goal:

Penalties – 60 seconds (existing law)

Conversions – 60 seconds (change from 90 seconds)

Set Piece:

Lineout - “within 30 seconds’ replaces ‘without delay’ when forming a lineout (sanction: FK)

Now matches the time set in law for a scrum

CLEANER PLAY FROM RUCK, MAUL & SCRUM

Ruck: Law 15: New Law 15.18

A player who is, or was part of the ruck may not play an opponent who is near it (within 1m), and who is attempting to play the ball away. Sanction: Penalty

Maul: Law 16: New Law 16.18

A player who is, or was part of the maul may not play an opponent near it (within 1m), and who is attempting to play the ball away. Sanction: Penalty

Scrum: Law 19: Amend 19.30

Once play in the scrum begins, the scrum-half of the team not in possession:

- a. Takes up a position near the scrum, no further than the centre line of the tunnel
- b. 19.30 b & c unchanged. Sanction: Penalty.

LINEOUT NOT STRAIGHT – PLAY ON IF UNCONTESTED

Law 18.23:

The ball must:

Play on from not-straight lineout throws: If the non-throwing team does not lift a teammate to compete for a ball that is not thrown straight, then play shall continue. If the non-throwing team lifts a teammate to compete for the ball, a free kick is awarded to the non-throwing team. **The non-throwing team cannot be offered a scrum or a lineout.**

Senior Trophies

Grade	Competition	Cup Name	2024 Winner
Premier Division 1	Championship	Gallaher Shield	Ponsonby
Premier Division 1	Round Robin	Alan McEvoy Shield	Ponsonby
Premier Division 1	Challenge Cup	Sir Fred Allen	Pakuranga
Premier Division 1	7th Place	Portola Trophy	Papatoetoe
Premier Division 1	9th Place	Jubilee Trophy	University
Premier Division 2	Championship	Waka Nathan Cup	N/A
Premier Division 2	Round Robin	David Bateman Trophy	New
Premier Division 2	Challenge Cup	Lawrie Knight Cup	Marist Old Boys
Premier Division 2	7th Place	Peter Fatialofa Memorial Cup	N/A
Premier Division 2	9th Place	Presidents Cup	N/A
Conference Division 3	Championship	George Nicholson Trophy	Grammar TEC
Conference Division 3	Round Robin	Reuben O'Neil Cup	Waitakere
Conference Division 3	Challenge Cup	Sir Bryan Williams	Waiheke Island
Conference Division 3	9th Place	Peter Hall Cup	Massey
Premier Knock Out (Section 1)	Championship	Keven Mealamu Cup	New
Premier Knock Out (Section 1)	5th Place	Pollard Cup	New
Premier Knock Out (Section 1)	9th Place	Bowl	New

Grade	Competition	Cup Name	2024 Winner
Premier Knock Out (Section 1)	13th Place	Shield	New
Premier Knock Out (Section 2)	Championship	Patrick Tuipulotu Cup	New
Premier Knock Out (Section 2)	5th Place	Plate	New
Premier Knock Out (Section 2)	9th Place	Bowl	New
Premier Knock Out (Section 2)	13th Place	Shield	New
Under 21s	Championship	Arthur Bayliss Cup	Grammar TEC
Under 21s	Round Robin	Whetton Brothers Trophy	Grammar TEC
Under 21s	Challenge Cup	Sir Wilson Whineray Cup	Grammar TEC
Under 21s	Plate Winner	Stan Foster Memorial Trophy	Waitemata
Under 85kg	Championship	Speights Cup	Pakuranga
Under 85kg	Championship	Maurice O'Connor Cup	Pakuranga
Under 85kg	Challenge Cup	Speights Shield	Pakuranga
Women's Premier	Championship	Coleman Shield	Ponsonby
Women's Premier	Round Robin	Emma Jensen Cup	College Rifles
Women's Premier Development	Championship	Women's Premier Reserves Cup	Patumahoe
Women's 10s	Championship	Richards-Martin Shield	Silverdale
Men's 7s	Championship	Supporters Club Trophy	Marist Old Boys
Women's 7s	Championship	Womens 7s Cup	Marist Old Boys
U21's 7s	Championship	U21s 7s Cup	Ponsonby

Extra Information For Senior Grades

AGE TO PLAY SENIOR RUGBY

- As per NZ Rugby Community Policies, players must be 16 years old as of their first match to play any senior rugby grade
- All players under 18 must receive signed parent/guardian consent in order to play as well as a medical and technical ability sign-off

GAME TEAM SHEETS AND SCORING

- Team lists must be submitted into the Xplorer 'Rugby Match Day' app for every game prior to kick off. It is recommended this is submitted at least 10 minutes prior to kick off.
- The entry of a player's name upon the Official Team List as a player or as a substitute deems the player or substitute to have taken part in the match
- Once you have submitted your team list you may begin scoring through the Xplorer 'Rugby Match Day' app. It is recommended you log points throughout the game – you only need to record the points for your own team.
- At the end of the game, submit the final score via the Xplorer 'Rugby Match Day' app. It is recommended that you confirm the match details (score, disciplinary etc.) with the referee and opposition prior to submitting.

CHANGE OF FIXTURES

- If a Club wishes to change the scheduled venue, time or date of a match, they must complete the Match Schedule Change Request Form and submit to sophie.booth@aucklandrugby.co.nz at least 48 hours prior to the proposed change.

REFEREES

- Any team refusing to play under the appointed referee is deemed to have lost the match.
- As per World Rugby Law the referee must not start a match if they consider any part of the ground to be dangerous. If the referee does not allow a match to start – the result of the match will be referred to the Technical Committee for decision.
- As per World Rugby Law, the referee has the power to end the match at any time, if the referee believes that play should not continue because it would be dangerous.
- If the referee ends the match during the game prior to half time, regardless of the score at the time, the result of the match will be referred to the Technical Committee for decision.
- If the referee ends the match during or after half time, the result at the time of the game ending will stand.

SERIOUS INJURIES

- Any head or neck injury that requires the player to be transported directly from the ground to an emergency department, hospital or after hours medical centre.
- Any Concussion – Refer to Blue Card Protocols.
- Any injury that results in the admission of a player into hospital after a game.
- Any injury that is expected to prevent a player from playing for a period of 8 weeks or longer.
- **Serious Injury Report to be completed by medical person or team Manager then given to club H & S officer to be loaded into Risk Manager within 48 hrs.**

RUGBYSMART

- All coaches and assistant coaches who are involved with teams from Secondary School Rugby upwards (Under 14 and above) are required to attend a RugbySmart Coaching Workshop every season. NZRU Policy makes this course compulsory.

PLAYERS CLOTHING:

- Studs of players' boots must conform to the "Safety Aspects of Rugby Boot Sole Design". (rugbytoolbox.co.nz)



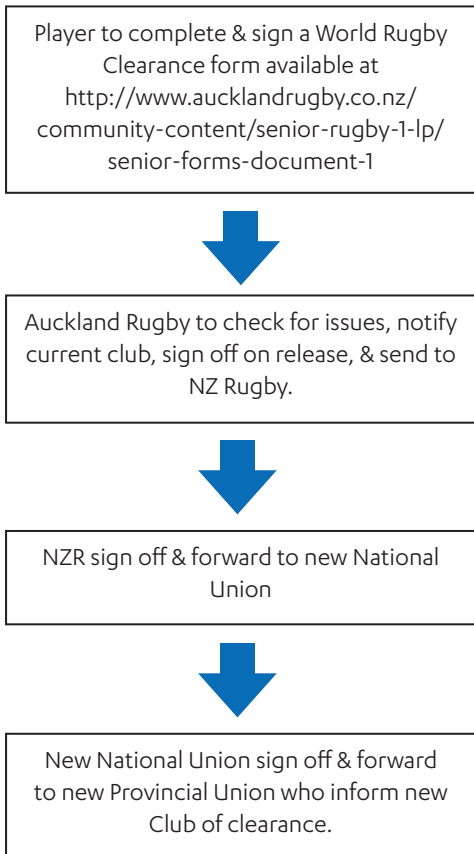
International Clearances

This is a World Rugby regulation & applies to all member countries of World Rugby

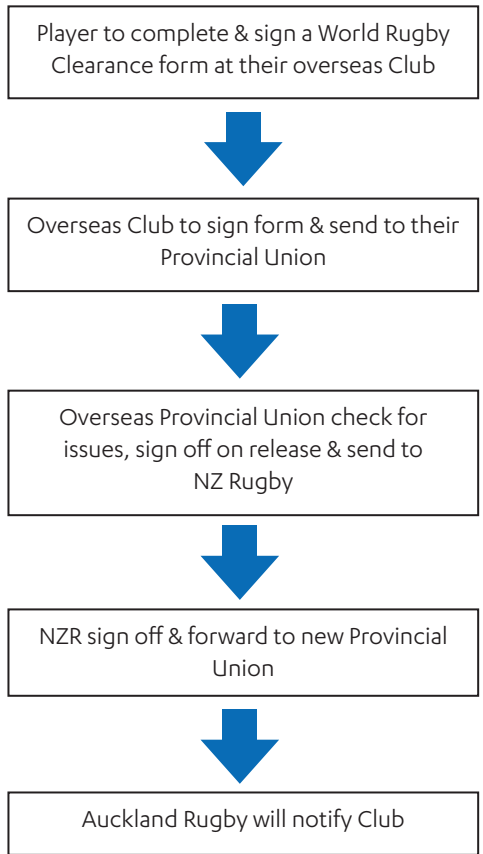
A clearance is required if you wish to play rugby overseas in a country other than your own & also needs to be completed for returning to play in NZ.

Note: All Clearances should be completed prior to departure to avoid delays as they can take up to 10 days to process.

OUTBOUND CLEARANCE (From NZ to another country)



INBOUND CLEARANCE (From another country to NZ)





Junior Rugby In Auckland

Welcome to Auckland Junior Rugby for the 2025 season!

Thank you for taking up the challenge of coaching and/or managing – for many of you this is one in a few years of involvement, for others the first of hopefully many.

The purpose of this booklet is to give you all the information you need to navigate your way through the season.

JUNIOR RUGBY IN AUCKLAND

Auckland Rugby is committed to growing and innovating in our community game through a wide range of vibrant community hubs. These community hubs (Clubs) facilitate the game to over 6000 junior players across 23 clubs. An offering of this size is only made possible by the hard work and dedication of all our clubs, and most importantly the many volunteers like yourself.

It is important that we as coaches, parents, administrators, managers, supporters all come together to focus on what our great game has to offer. Collectively we all make up Auckland Rugby and we cannot wait to see all our players running around enjoying those cold winter mornings.

From all the Auckland Rugby Staff, we wish you all a fun and enjoyable season.

JUNIOR RUGBY COUNCIL

Junior club rugby in Auckland is governed by the Junior Rugby Council (JRC), a sub-committee of the Council of Delegates.

The committee is made up of four members from affiliated Clubs: appointed by the COD Appointments Committee. Two independent members nominated by the Chair of the JRC and appointed by the COD Appointments Committee. One member nominated by each of the following affiliated bodies, such member to be elected by the Member's own Association, Union or Board: The Auckland Rugby Referees Association; The Auckland Primary Schools Rugby Union. The COD ratifies the appointment of all members to this council on a 'when needed' basis.

The JRC works with Auckland Rugby to ensure that the game is administered appropriately so that all participants have an enjoyable safe and well-organised rugby experience. The JRC's main purpose is to coordinate the efforts of junior clubs that cater for players in the 5yr to 8yr age groups across the Auckland region. Matters relating to development, coaching, compliance, team formats, playing opportunities and safety are but some of the areas that the JRC oversees.

Each club is represented by a delegate that plays a pivotal role in terms of communications between your club and Auckland Rugby. Delegates also communicate on a club-to-club basis for any matter that can be resolved on that basis. If you are unsure of anything, please do

not hesitate to contact your club delegate. The Delegate is the club's representative and all communications from junior club personnel should be channeled through him or her. The Delegate would represent the club's interests in terms of player welfare, conflict management, standards and at certain times, Judiciary.

Junior Rugby Rules & Guidelines

By participating in any Auckland Rugby facilitated offering, it is the responsibility of clubs, participants and volunteers and supporters to ensure full compliance with all rules for Junior Rugby in Auckland.

The Junior Rugby Council holds the right to ensure full compliance within the rules and codes of conduct.

Any club found to be in breach of these rules and/or code of conduct may result in sanctions and/or fines.

The maximum fine per breach will not exceed \$500

Any sanction will be ratified by the Council of Delegates Executive Committee.

JUNIOR RUGBY CODE OF CONDUCT

Fairplay for Coaches:

- Make a personal commitment to keep yourself informed on sound coaching principles.
- All Junior Rugby Coaches must attend the annual Small Blacks Coaching Course that focuses on health and safety to ensure they maintain current knowledge and practices for safeguarding the well-being of all participants.
- Set personal behaviour standards for those you coach and yourself to follow. Teach your players that the rules of the game on the field and standards off the field are mutual agreements that are not to be broken under any circumstances.
- Abide by the NZ Rugby half-game rule (set rule from RFP). The Half Game Rule was introduced to ensure all players received enough playing time and in doing so had the opportunity to develop their skills and stay motivated to play rugby in future seasons.
- Be reasonable in your expectations of your players' time, energy, and enthusiasm. This includes abiding by the balance is better philosophy. Develop team respect for the ability of opponents, referees and the advice of medical professionals should a player be injured or ill.
- Ensure all equipment and facilities meet safety standards and that you use training methods that are safe, enjoyable and appropriate for your player's age and stage of development.
- Online learning resources and further development opportunities are available to assist coaches in planning and delivering enjoyable practices and games to ensure a positive playing and learning experience.

Junior Rugby In Auckland

Fairplay for Parents:

- Support your child to participate within the rules and the principles of Fairplay.
- Players are involved in rugby for their own interests and enjoyment. Respect their own personal reasons.
- Turn defeat into victory by helping your child work towards skill development and good sportsmanship. Never ridicule, degrade or yell at any player for making a mistake.
- Children learn the most from the examples you set. Always act in a positive manner and demonstrate self-discipline on the sideline.
- Always remember coaches and referees are volunteers. Their time and efforts are for the benefit of your child.
- Always support officials and coaches by accepting their decisions and judgements. Remember – No official, No coach, No game.
- It is of vital importance that you play your part in removing verbal and physical abuse from your child's rugby environment.
- Above all, act as a positive role model for your child and the team. Always support the coach.

Fairplay for Spectators and Supporters:

- Respect that people are involved in sports for fun and enjoyment.
- Never use profane or abusive language or harass players, coaches and officials. Anyone deemed to be abusive will be asked by club officials to leave the ground immediately.
- Applaud good play and support good performances from all competitors.
- Show respect for your teams' opponents and the decisions of match officials and coaches. There would be no game without them.
- Condemn the use of violence and unsportsmanlike play in any form.
- Display self-control and an even temperament on the sideline.
- Learning the rules of the game will allow you to appreciate the game more from the sideline.
- Show your appreciation of volunteers and those who help play sports happen. It is easy to criticize but not so easy to take up the challenge.
- Never ridicule any player for making a mistake. Encourage them to learn from their mistakes.
- Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the Auckland Rugby Union Judicial Committee

REFEREES

Becoming a Referee

Refereeing is fun and rewarding and without referees we would not have a game. Clubs are encouraged to have a qualified Junior Club Referee associated with each of their teams. Auckland Rugby provides full training, specific to each grade, for all of those interested in becoming a qualified Junior Club Referee.

Appointment of Referees

Where possible, the Auckland Referees Association will appoint an official referee for games, however as this process usually only extends down to the top few Junior Grades, the home club must provide a currently qualified Junior Club Referee. Where the home club cannot provide one, a qualified referee from the visiting team can be used.

For consistency, it is recommended that the same person referee the entire game. Games cannot progress without a qualified Junior Club (Associate) Referee.

Guidelines for Refereeing Junior Rugby

- Referees must have attended a current Small Blacks course or Junior Club (associate) Referee course.
- Referees need to attain a full understanding of the rules for the grade they are refereeing
- Appoint a person to be a touch judge, preferably not the team coach
- Blow the whistle with authority, use hand signals then give verbal explanations
- In set play, take time to make sure both backs and forwards are correctly in position.
- Ensure scrums are set in accordance with scrum safety procedures.
- Apply the advantage law as often as possible
- Apply penalties for penalty offences and try to keep scrums to a minimum
- Do not allow high tackles – High tackles are above the nipple line. Penalise immediately
- Explain decisions clearly, players will look to you for guidance, instructing offending players as to what they have done wrong.
- Referees must stop play if they think a player's safety is at risk and discuss the situation with the coaches of both teams.
- Stop play immediately for over aggressive play, dangerous play, fighting or back chat.
- Stop play for injuries to players.
- Where appropriate use the sin bin in preference to sending off. Players can be forced to substitute for disciplinary measures.
- Do not hesitate to stop play for verbal or physical harassment from coaches, parents or spectators. Referees have the ability to evict unwanted persons from grounds under their control or report incidents to Junior Club Committees or Auckland Rugby.

Referee Code of Conduct

- Use common sense to ensure that the "spirit of the game" for children is not lost by "over refereeing" the game.
- Ensure that both on and off the field, your behaviour is consistent with the principles of good sportsmanship.
- Compliment both teams on their good play, whenever such praise is deserved.
- Be consistent, objective and courteous.
- Condemn the "deliberate foul" as being unsportsmanlike, thus retaining respect for fair play.
- Be a good communicator.
- Be unobtrusive, but exercise firmness.
- Be calm when player/spectator passions are high.

Junior Rugby In Auckland

COMPLAINTS

- Initial Contact: Ring the opposing club's Delegate. Decide if resolution can be met; if not, escalate to Auckland Rugby.
- Complaint Form Submission: Download and fill out the ARU Complaints form within 48 hours and submit via the provided email.
- Committee Review: The form is sent to the Junior Technical Committee for review.
- Acknowledgement of Receipt: Receipt is acknowledged by email to both Club Junior Delegates.
- Investigation: The Junior Technical Committee complaints officer investigates and decides on mediation or escalation.
 - If mediated successfully, an outcome is sent back to club delegates.
- Judicial Hearing (if necessary): If unresolved, and on very rare cases, it may be escalated to the ARU complaints officer and a Judicial Hearing may be scheduled, the participant cannot play until the process is complete.

RULES FOR ALL GRADES

Auckland Junior Rugby is played in accordance with World Rugby & NZRU "Laws of the Game" incorporating the Small Blacks Development Model guidelines.

Junior Club Rugby is run in line with the Balance is Better Philosophy, Balance is Better is an evidence-based philosophy to support quality sport experiences for all young people, regardless of ability, needs and motivations, meaning that while individuals, teams and clubs may record tries, conversions, wins and losses, the Union only collects scores for grading purposes and to mitigate score blowouts.

Players and coaches should be competitive and strive to win; however, it is the responsibility of coaches, referees, parents and supporters to assist all players in developing the fundamental skills required to play the game safely, with enjoyment and in accordance with the Laws of the Game.

All Junior Club Rugby grades are to play under Game On rules when required.

Individual Player Registration

- All players must be registered with an indicative weight and photo ID.
- All new players must provide a copy of their birth certificate to the club at the time of registration. Clubs must maintain a copy of the certificate for their records and ensure that all new players have complied with this requirement before allowing players onto the field of play.

All players must register using the approved Rugby Xplorer registration process.

A player must be registered in accordance with rule 1.1 before playing any game.

It is the responsibility of the Club to ensure that registration is completed accurately.

Team Registration

Once all players are registered, for a team to be entered in the weekly draw the following conditions must be met:

- Teams must have the minimum number of players required for that grade registered through the provided RX platform.
- All teams must complete an ARU Junior team Sheet created through Rugby Xplorer with players weights confirmed by an ARU representative

Team Composition

- Players must be placed in their grade as per their eligibility on the Junior Grades Chart set for the season.
- Selection of teams based on merit or ability within grades is not permitted. Where Clubs have more than one team in a grade, Club Committees are to ensure teams are balanced and players new to rugby should be evenly distributed.
- Teams must start play with an equal number of players on the field.
- As per the NZRU Small Blacks Development model – all players must play at minimum of half a game each week. Players can play up one year group. Players who wish to play up two year groups or down a year group will need to apply for dispensation.

Team Composition Age and Weight Restricted Teams

It is the responsibility of the Club to ensure players are allocated the appropriate grades, as per the Age and Weight Chart.

Players in Weight restricted grades will be weighed throughout the Grading Rounds by Junior Delegates, as organized by the Junior Rugby Council Committee.

Players must stay under the allocated grade weight for the whole season, as per the Age and Weight chart.

Where a player is found to be participating in the wrong grade throughout Grading Rounds the club will be asked to move the player to an appropriate grade.

Where a player is unknowingly playing in the wrong grade post Grading Rounds, based on weight, the club will be asked to move the player to an appropriate grade.

Defaults

There should never be a default based on limited numbers; clubs should always match numbers. If for unavoidable reason, a team cannot participate in any given Saturday, the club delegate it represents must notify Auckland Rugby and the opposition club delegate before 12.00pm (noon) of the working day preceding the match.

Score Blowouts

- In accordance with the Small Blacks Development Model guidelines, in the event that scores become one sided (defined by a halftime score differential of 35+ points), both

Junior Rugby In Auckland

coaches must meet at half time and come to agreement as to how the issue can be addressed to create a more even contest. (E.g., change dominant player positions, change dominant team tactics, rotate players, swap players between teams)

Trainings

- As young players are often involved in a number of sports and at times multiple rugby teams, Auckland Rugby recommends a maximum of two training sessions of 45 minutes duration each, per week across all rugby teams.

Safety

Rugby Union is a sport which involves physical contact and any sport involving physical contact has inherent dangers. It is important that players can enjoy the game and play in the spirit with which the game is intended.

- **All players in all grades (including RIPPA and RIP grades) must wear mouthguards**
- Should a player be injured, play must be stopped immediately, and the player attended to.
- Players on the field who are injured in any way that results in bleeding must be immediately removed. A substitute can be played while they are being attended to – blood nose, etc. Jerseys should be changed, and the injury attended to and cleaned properly.
- Open cuts or wounds must have a protective cover over them while the player is on the field
- Players who receive slight head injuries must be checked properly – if in doubt remove the player from the field.
- Should a player suffer a concussion he/she must follow the ‘graduated return to play’ protocols outlined by ACC in the Small Blacks and Rugby Smart courses (note minimum 21 day stand down for the player).
- Coaches and parents must not put the player’s health at risk in any game.
- It is advisable for players of all grades to warm up before the start of a game.

Serious Injuries & Reporting

A Serious injury is defined as a situation in which the player/s involved require further medical treatment and are admitted to an A&E or hospital. In the event of a serious injury to one of your junior players the following steps must be taken:

1. The coach or manager must notify the club of the situation and give details of the player/s e.g. name, DOB, contact number.
2. Club administrator to load the serious injury into Risk Manager. (Coaches/Managers will need to identify who this person is. Please ask JRC delegate)
3. ARU to follow up injury and follow return to play procedure.

Game On

Flexible rugby rules, less defaults, and more rugby for all grades.

With Game On, rugby can still kick off. If you do not have the correct number of players or feel safe pushing in a scrum, then teams can choose to play under Game On. Game On is a NZR initiative that has been designed around flexible rugby rules, less defaults, and more rugby. Auckland Rugby has adopted this philosophy and encourages all junior clubs to work together to reduce defaults.

Team Size

If teams do not have the correct number of players the match can still go ahead, simply even up the team numbers and play with reduced numbers. Teams will agree to match numbers. In the event of no agreement, the decision defers to the team with the smallest number of players.

Coaches/Managers can work together to ensure all players still get a game.

Contested or uncontested scrums

If teams do not feel safe to push in a scrum, scrums can be uncontested. Coaches/Managers can work together to ensure all players still get a game. Be sure to communicate this with each other and the referee.

Match length

The match length can be flexible and can be anywhere between 30 and 60 minutes if game times do not exceed maximum playing time for your grade.

Communication

To make sure everything runs smoothly the referee and team management will meet before kick-off to confirm the Game On process. Team management are also encouraged to communicate with each other as early as possible in the days leading up to the match.



Rippa Rugby

Rippa Rugby is the non-contact version of rugby. It is designed to introduce players to the game without fear of contact so that they can learn the fundamental rugby skills of running, passing, catching, evasion and scoring tries.

These rules have been fully described to enable new players, coaches, referees and parents to gain a better understanding of the game.

The object of the game is to score a try by grounding the ball behind or on the opponents try line. To prevent a try being scored the defenders must 'rip' the flag from the belt of the ball carrier. This forces the ball carrier to pass the ball. Six rips against the attacking team in one set of possession results in the ball being turned over to the defending team.

Field / Game Time

- **Boys U6/U7 – Field size will be ¼ Field (Goal line to 10m line, long x closest goalpost to the sideline, wide)**
- Girls U9 – Field size will be ½ Field (Touch line to Touch line, long x Goal line to 10m line, wide)
- 20 minutes each way with a 2 minute break at halftime. (Maximums)

Ball

- U6 & U7 - Size 2 ½, Girls U9 – Size 3

Mouthguard

- Compulsory for all players

Players

- Teams comprise seven players
- For normal Saturday games it is expected that all players should play as much as possible, therefore teams numbers can be manipulated at the agreement of both coaches.

Coaches

- Coaches are allowed on the field of play up to Under 8s to teach players general and positional play.

Starting/Restarting play

- Free pass - To make a free pass, the referee calls "Play" and the player passes the ball backwards to a member of their own team. The opposition team must remain five metres back from the free pass.

Attackers

- The ball carrier cannot fend or barge defenders in any manner to stop them from ripping their tags
- The ball carrier cannot hide or shield their tags from the defenders
- After being ripped, the ball carrier must pass the ball within three steps. They do not have to stop, return to the mark or tap the ball before passing.
- The attacker must then regain their flag from the defender before they rejoin play

- The belt must be worn outside the clothing and flags positioned one on each hip.
- Six rips in a row leads to a turnover in possession.

Defenders

- To complete a 'rip' one of the two flags from the ball carriers belt must be removed.
- Only the ball carrier can be ripped
- The defender must stop, holds the flag above their head and shout "RIP!"
- After the ball carrier has passed the ball the ripper must hand the flag back to the player who then reattaches it to their belt before they rejoin play.
- Six rips in a row leads to a turnover in possession.
- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.

Passing

- The game has been designed to encourage passing. The ball can only be passed in a sideways or backwards direction. There are no forward passes. If the ball is passed sideways or backwards landing on the ground and bounces forward, this is not a knock on or forward pass. Either team may re-gather the ball remaining on their feet to continue play.

Kicking, Scums & Lineouts

- There is no kicking, scrums, or lineouts in Rippa. A knock-on, forward pass, the ball or ball carrier going out results in a free pass to the opposition.

Offside

- Offside only occurs at the rip.
- When a rip is made, all players from the ripper's team must get back until they are in front of where ball is being passed from (facing the opposition).
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

Refereeing a Game

- Shout, "RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'. If no advantage occurs play restarts with a free pass.
- Stand behind the defending team.

Penalties

- Given the age and ability of the players, penalties should be kept to a minimum with a focus on reinforcing the rules without penalty, but where ongoing infringing occurs, penalty offences are:
- Kicking, contact of any kind (pushing, tackling, fending), Hiding or shielding Rippa tags, Offside, Diving on the ball on the ground, Not handing back Rippa tags and/or continuing to run after rip (more than 3 steps)

Under 6 Rippa Rules

It is important to note that these are young children learning the game and thus these rules are a set as a guideline to help them learn and enjoy the game of rugby. Coaches, parents and supporters should be conscious of this, and referees should apply empathetic rulings appropriate for their age and stage of development.

GRADE FOCUS: Fun and enjoyment. Ball familiarity.

FIELD: ¼ Goal line to 10m (Playing down the field) Sidelines are 5 metre line to nearest post (across field). Goal posts must have bolsters on them.

GAME LENGTH: 2 x 20 minutes halves maximum.

BALL: Size 2 ½.

MOUTHGUARD: Compulsory for all players.

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing and the Rips on each hip.

PLAYERS: 7 players max on the field at once. Teams to match playing numbers.

COACHES: Coaches are allowed on the field of play to guide their players and support the flow of the game.

SCORING AND STARTING/RESTARTING PLAY: A try is scored by grounding the ball on or over the goal line. Play starts or restarts with a Free Pass (Tap and pass) – player to place ball on the ground, let their hands go of the ball, tap the ball forward with their foot before picking it up to make a pass. The opposition team must remain 5m back until Free Pass is made.

ATTACKERS:

- The ball carrier cannot fend or barge defenders in any manner to stop them from ripping their Rips
- The ball carrier cannot hide or shield their Rips from the defenders.
- After being ripped, the ball carrier must pass the ball within three steps (no need to re-tap or 'play the ball', just pass). If attackers pass/play on after the three steps post Rip, then it is a turnover. However, if the player oversteps (3 steps) but stops and returns to the mark to pass the ball, then it's play on.
- The attacker must regain their Rip from the defender before they can re-join play. A caught ball with only one or no tags counts as a rip.
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a penalty.
- Six rips in a row leads to a turnover in possession.

DEFENDERS

- To complete a 'rip' one of the two Rips from the ball carrier belt must be removed from an on-side defender.
- The defender must stop, hold the rip above their head and shout "RIP!"

The defender must hand the Rip back before rejoining the defensive line. (or placed on the ground if attacker has run off).

- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes.

KICKING, SCRUMS & LINEOUTS: There is no kicking, scrums or lineouts in Rippa.

OFFSIDE:

- In general play, when a rip is made on an attacker, defending players must retreat 2m back from where the rip was made.
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there are in a favourable position. The referee should call 'advantage' followed by 'play on'.
- Stand behind the defending team

PENALTIES: Penalties should be kept to a minimum with a focus on reinforcing the rules without penalty, but where ongoing infringing occurs, penalty offences are:

- Kicking
 - Contact of any kind (pushing, tackling, fending),
 - Fending, hiding or shielding Rips
 - Offside
 - Diving on the ball on the ground in general play (avoid head clashes)
 - Not handing back Rips/ throwing rips away.
 - Overstepping (3 step rule)
-

Under 7 Rippa Rules

It is important to note that these are young children learning the game and thus these rules are a set as a guideline to help them learn and enjoy the game of rugby. Coaches, parents and supporters should be conscious of this, and referees should apply empathetic rulings appropriate for their age and stage of development.

GRADE FOCUS: Fun and enjoyment. Movement competencies.

FIELD: ¼ Goal line to 10m (Playing down the field) Sidelines are 5 metre line to nearest post (across field). Goal posts must have bolsters on them.

GAME LENGTH: 2 x 20 minutes halves maximum.

BALL: Size 2 ½.

MOUTHGUARD: Compulsory for all players.

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing and the Rips on each hip.

PLAYERS: 7 players max on the field at once. Teams to match playing numbers.

COACHES: Coaches are allowed on the field of play to guide their players and support the flow of the game.

SCORING AND STARTING/RESTARTING PLAY: A try is scored by grounding the ball on or over the goal line. Play starts or restarts with a Free Pass (Tap and pass) – player to place ball on the ground, let their hands go of the ball, tap the ball forward with their foot before picking it up to make a pass. The opposition team must remain 5m back until Free Pass is made.

ATTACKERS:

- The ball carrier cannot fend or barge defenders in any manner to stop them from ripping their Rips
- The ball carrier cannot hide or shield their Rips from the defenders
- After being ripped, the ball carrier must pass the ball within three steps (no need to re-tap or 'play the ball', just pass). If attackers pass/play on after the three steps post Rip, then it is a turnover. However, if the player oversteps (3 steps) but stops and returns to the mark to pass the ball, then it's play on.
- The attacker must regain their Rip from the defender before they can re-join play. A caught ball with only one or no tags counts as a rip.
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a penalty.
- Six rips in a row leads to a turnover in possession.

DEFENDERS

- To complete a 'rip' one of the two Rips from the ball carrier belt must be removed from an on-side defender.
- The defender must stop, hold the rip above their head and shout "RIP!"

The defender must hand the Rip back before rejoining the defensive line. (or placed on the ground if attacker has run off).

- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes.

KICKING, SCRUMS & LINEOUTS: There is no kicking, scrums or lineouts in Rippa.

OFFSIDE:

- In general play, when a rip is made on an attacker, defending players must retreat 2m back from where the rip was made.
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there are in a favourable position. The referee should call 'advantage' followed by 'play on'.
- Stand behind the defending team.

PENALTIES: Penalties should be kept to a minimum with a focus on reinforcing the rules without penalty, but where ongoing infringing occurs, penalty offences are:

- Kicking
- Contact of any kind (pushing, tackling, fending),
- Fending, hiding or shielding Rips
- Offside
- Diving on the ball on the ground in general play (avoid head clashes)
- Not handing back Rips/ throwing rips away.
- Overstepping (3 step rule)

Under 8 Open Rules

GRADE FOCUS: Introduction to tackle. Safety in collisions.

PLAYERS: 7 players maximum on the field.

WEIGHT: Open.

AGE: Born April 2, 2017 – April 1, 2018

MOUTHGUARD: Compulsory.

FIELD SIZE: ¼ field. Goal line to 10m (Playing down the field) Sidelines are 5 metre line to nearest post (across field). Goal posts must have bolsters on them.

BALL SIZE: 3.

LENGTH OF GAME: 2 x 25 minute halves maximum.

COACHING ON THE FIELD: The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team. On field Coaches are not permitted to question or influence Referee decisions. The aim of the coach is to help players understand where to be on the field.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

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 from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum, no fending is allowed (encourage ball carrier to have two hands on the ball). A player must not tackle an opponent whose feet are off the ground. The tackled player must present the ball on the ground and the next arriving player must make a pass.

SCRUM AND LINEOUT: There are no scrums or lineouts in U8. A knock-on, forward pass, the ball or ball carrier going out results in a tap to restart play.

BREAKDOWN: The breakdown is uncontested in U8 rugby. Once a player is tackled the tackler must roll away and re-join the defensive line. Attacking team must pass post tackle (avoid pick and go).

MAUL: There are no mauls in U8. If a ball carrier is held up in the tackle in general play the referee must call tackle and a free pass will be allowed to continue play.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking allowed. Encourage running, passing and tackling.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

Under 8 Restricted Rules

GRADE FOCUS: Introduction to tackle. Safety in collisions.

PLAYERS: 7 players maximum on the field.

WEIGHT: 30kg & Under (U28kg at start of season).

AGE: Born April 2, 2017 – April 1, 2018

MOUTHGUARD: Compulsory.

FIELD SIZE: ¼ field. Goal line to 10m (Playing down the field) Sidelines are 5 metre line to nearest post (across field). Goal posts must have bolsters on them.

BALL SIZE: 3.

LENGTH OF GAME: 2 x 25 minute halves maximum.

COACHING ON THE FIELD: The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team. On field Coaches are not permitted to question or influence Referee decisions. The aim of the coach is to help players understand where to be on the field.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

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 from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum, no fending is allowed (encourage ball carrier to have two hands on the ball). A player must not tackle an opponent whose feet are off the ground. The tackled player must present the ball on the ground and the next arriving player must make a pass.

SCRUM AND LINEOUT: There are no scrums or lineouts in U8. A knock-on, forward pass, the ball or ball carrier going out results in a tap to restart play.

BREAKDOWN: The breakdown is uncontested in U8 rugby. Once a player is tackled the tackler must roll away and re-join the defensive line. Attacking team must pass post tackle (avoid pick and go).

MAUL: There are no mauls in U8. If a ball carrier is held up in the tackle in general play the referee must call tackle and a free pass will be allowed to continue play.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking allowed. Encourage running, passing and tackling.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

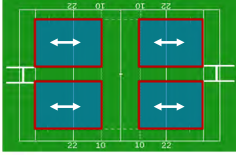


AUCKLAND RUGBY

Under 8 Rules

- Open and Restricted (28kg & under at the start of the season)
- Grade Focus: Introduction to tackle. Safety in collisions.

FIELD SIZE



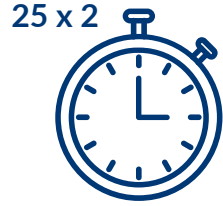
¼ Field. Goal line to 10m
(Playing down the field)
Sidelines are 5 metre line to
nearest post (across field).

PLAYER NUMBERS



7 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves maximum

TACKLE HEIGHT



Tackle must be below the
sternum; no fending is allowed

SET PIECE



There are no scrums or lineouts
in U8. Tap to restart play.

KICKING



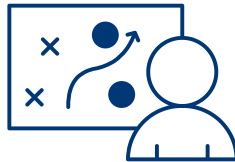
No kicking allowed. Encourage
running, passing and tackling.

BREAKDOWN



The breakdown is uncontested
in U8 rugby. Attacking team
must pass post tackle (avoid
pick and go).

COACHING



The Coach may assist players
by being on the field. The
Coach should remain at least 5
metres behind their team

REFEREE



A tackle game can only
commence with a Referee or
Associate Referee officiating.

Under 9 Open Rule

GRADE FOCUS: Grow tackle confidence. Intro to set piece (scrum and lineout).

PLAYERS: 8 players on the field maximum

MOUTHGUARD: Compulsory

WEIGHT: Open

AGE: Born April 2, 2016 – April 1, 2017

FIELD SIZE: Adapted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Try Lines) Goal posts on touchline must have bolsters on them

BALL SIZE: 3

LENGTH OF GAME: 2x 25 minute halves maximum

COACHING ON THE FIELD: The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

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 kick from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum. Fending must avoid the head, face, and neck. A player must not tackle an opponent whose feet are off the ground. The tackled player must present the ball on the ground and the next arriving player must make a pass.

SCRUM: 3 per team. The side feeding the ball into the scrum wins the ball (no contest, no pushing). The opposing halfback must not advance past the tunnel. The opposing backline must be 5 metres behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Halfback must pass (cannot run from scrum).

LINEOUT: 4 per team (1 thrower/defender + 3 Jumpers) with a 1m gap between forward packs. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

BREAKDOWN AND MAUL: uncontested in U9s. Once a player is tackled, the tackler must roll away and rejoin the defensive line. Tackled ball carriers must present the ball and next arriving player must pass (avoid pick and go). If a player is held up/maul formed the referee must call tackle and a free pass to attacking team allowed for play to continue.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking allowed. Encourage running & passing.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

Under 9 Restricted Rules

GRADE FOCUS: Grow tackle confidence. Intro to set piece (scrum and lineout).

PLAYERS: 8 players on the field maximum

MOUTHGUARD: Compulsory

WEIGHT: 35kg & Under (Under 33kg & under at the start of the season)

AGE: Born April 2, 2016 – April 1, 2017

FIELD SIZE: Adapted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Try Lines) Goal posts on touchline must have bolsters on them

BALL SIZE: 3

LENGTH OF GAME: 2x 25 minute halves maximum

COACHING ON THE FIELD: The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

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 kick from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum. Fending must avoid the head, face, and neck. A player must not tackle an opponent whose feet are off the ground. The tackled player must present the ball on the ground and the next arriving player must make a pass.

SCRUM: 3 per team. The side feeding the ball into the scrum wins the ball (no contest, no pushing). The opposing halfback must not advance past the tunnel. The opposing backline must be 5 metres behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Halfback must pass (cannot run from scrum).

LINEOUT: 4 per team (1 thrower/defender + 3 Jumpers) with a 1m gap between forward packs. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

BREAKDOWN AND MAUL: uncontested in U9s. Once a player is tackled, the tackler must roll away and rejoin the defensive line. Tackled ball carriers must present the ball and next arriving player must pass (avoid pick and go). If a player is held up/maul formed the referee must call tackle and a free pass to attacking team allowed for play to continue.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking allowed. Encourage running & passing.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

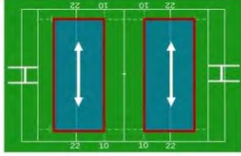


AUCKLAND RUGBY

Under 9 Rules

- Open and Restricted (33kg & under at the start of the season)
- Grade Focus: Grow tackle confidence. Intro to set piece

FIELD SIZE



Adapted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Try Lines)

PLAYER NUMBERS



8 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves (Maximum)

TACKLE HEIGHT



Tackle must be below the sternum; Fending must avoid the head, face, and neck.

SCRUM



3 per team. The side feeding the ball into the scrum wins the ball (no contest, no pushing)

KICKING



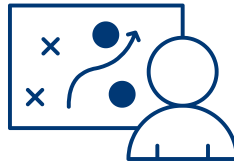
No kicking allowed. Encourage running, passing and tackling.

BREAKDOWN



Uncontested in U9s. Tackled ball carriers must present the ball, and next arriving player must pass (avoid pick and go)

COACHING



The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team

LINEOUT



4 per team (1 thrower + 3 Jumpers). Throw is uncontested. A halfback is also required to pass the ball.

Under 9 Open Girls Rules

GRADE FOCUS: Introduction to tackle. Safety in collisions

PLAYERS: 8 players on the field maximum

MOUTHGUARD: Compulsory

WEIGHT: Open

AGE: Born April 2, 2016 – April 1, 2017

FIELD SIZE: Adjusted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Try Lines) Goal posts on touchline must have bolsters on them

BALL SIZE: 3

LENGTH OF GAME: 2x 25 minute halves maximum

COACHING ON THE FIELD: The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

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 kick from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum. Fending must avoid the head, face, and neck. A player must not tackle an opponent whose feet are off the ground. The tackled player must present the ball on the ground and the next arriving player must make a pass.

SCRUM: 3 person. The side feeding the ball into the scrum wins the ball (no contest, no pushing). The opposing halfback must not advance past the tunnel. The opposing backline must be 5 metres behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Halfback must pass (cannot run from scrum).

LINEOUT: 4 person (1 thrower, 3 Jumpers) with a 1m gap between forward packs. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

BREAKDOWN AND MAUL: uncontested in U9s. Once a player is tackled, the tackler must roll away and rejoin the defensive line. Tackled ball carriers must present the ball and next arriving player must pass (avoid pick and go). If a player is held up/maul formed the referee must call tackle and a free pass to attacking team allowed for play to continue.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking allowed. Encourage running & passing.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

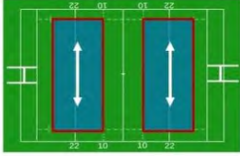


AUCKLAND RUGBY

Under 9 Rules Girls

- Open
- Grade Focus: Introduction to Tackle.

FIELD SIZE



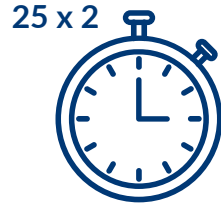
Adapted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Try Lines)

PLAYER NUMBERS



8 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves (Maximum)

TACKLE HEIGHT



Tackle must be below the sternum; Fending must avoid the head, face, and neck.

SCRUM



3 per team. The side feeding the ball into the scrum wins the ball (no contest, no pushing)

KICKING



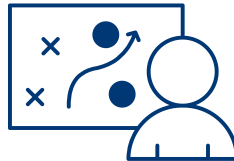
No kicking allowed. Encourage running, passing and tackling.

BREAKDOWN



Uncontested in U9s. Tackled ball carriers must present the ball, and next arriving player must pass (avoid pick and go)

COACHING



The Coach may assist players by being on the field. The Coach should remain at least 5 metres behind their team

LINEOUT



4 per team (1 thrower + 3 Jumpers). Throw is uncontested. A halfback is also required to pass the ball.

Under 9 Rippa Rugby Rules

It is important to note that these are young children learning the game and thus these rules are a set as a guideline to help them learn and enjoy the game of rugby. Coaches, parents and supporters should be conscious of this, and referees should apply empathetic rulings appropriate for their age and stage of development.

GRADE FOCUS: Fun and enjoyment. Developing Catch and Pass skillset.

FIELD SIZE: Adjusted ½ field 35x60m. 5m to 10m (across the field) 5m to 5m lengthwise (Goal lines) Goal posts must have bolsters on them

GAME LENGTH: 2 x 20 minutes halves maximum.

BALL: Size 3.

MOUTHGUARD: Compulsory for all players.

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing and the Rips on each hip.

PLAYERS: 7 players max on the field at once. Teams to match playing numbers.

COACHES: Coaches are allowed on the field of play to guide their players and support the flow of the game.

SCORING AND STARTING/RESTARTING PLAY: A try is scored by grounding the ball on or over the goal line. Play starts or restarts with a Free Pass (Tap and pass) – player to place ball on the ground, let their hands go of the ball, tap the ball forward with their foot before picking it up to make a pass. The opposition team must remain 5m back until Free Pass is made.

ATTACKERS:

- The ball carrier cannot fend or barge defenders in any manner to stop them from ripping their Rips
- The ball carrier cannot hide or shield their Rips from the defenders.
- After being ripped, the ball carrier must pass the ball within three steps (no need to re-tap or 'play the ball', just pass). If attackers pass/play on after the three steps post Rip, then it is a turnover. However, if the player oversteps (3 steps) but stops and returns to the mark to pass the ball, then it's play on.
- The attacker must regain their Rip from the defender before they can re-join play. A caught ball with only one or no tags counts as a rip.
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a penalty.
- Six rips in a row leads to a turnover in possession.

DEFENDERS

- To complete a 'rip' one of the two Rips from the ball carrier belt must be removed from an on-side defender.

- The defender must stop, hold the rip above their head and shout “RIP!”

The defender must hand the Rip back before rejoining the defensive line. (or placed on the ground if attacker has run off).

- If a player is ‘ripped’ when crossing the try line, they restart play five metres out from the try line.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes.

KICKING, SCRUMS & LINEOUTS: There is no kicking, scrums or lineouts in Rippa Rugby.

OFFSIDE:

- In general play, when a rip is made on an attacker, defending players must retreat 2m back from where the rip was made.
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

REFEREEING A GAME:

- Shout, “RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!” when a rip has been made.
- Where possible ‘advantage’ should be played to the non-offending team if there are in a favourable position. The referee should call ‘advantage’ followed by ‘play on’.
- Stand behind the defending team.

PENALTIES: Penalties should be kept to a minimum with a focus on reinforcing the rules without penalty, but where ongoing infringing occurs, penalty offences are:

- Kicking
- Contact of any kind (pushing, tackling, fending),
- Fending, hiding or shielding Rips
- Offside
- Diving on the ball on the ground in general play (avoid head clashes)
- Not handing back Rips/ throwing rips away.
- Overstepping (3 step rule)

Under 10 Open Rules

GRADE FOCUS: Safety in contest at the breakdown

PLAYERS: 10 players on the field maximum.

MOUTHGUARD: Compulsory

WEIGHT: Open.

AGE: Born April 2, 2015 – April 01, 2016

FIELD SIZE: ½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise. Goal posts on touchline must have bolsters on them.

BALL SIZE: 3

LENGTH OF GAME: 2x 25-minute halves maximum

COACHING ON THE FIELD: Coaches, Manager, Reserves, Supporters are not permitted on the field of play.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

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 kick from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

RUCK AND MAUL: Rucks are contested in U10 and is formed when at least one player from each team is in physical contact over the ball on the ground. Mauls are uncontested in U10s. If a player is held up/maul formed the referee must call tackle and a free pass to attacking team allowed for play to continue.

SCRUM: 5 person (3 front row, 2 second row). The side feeding the ball into the scrum wins the ball (no contest, no pushing). The defending halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Half back must pass- cannot run with the ball.

LINEOUT: 5 per team (1 thrower, 4 Jumpers) with a 1m gap. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking. Encourage running & passing.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

U10 Restricted Rules

GRADE FOCUS: Safety in contest at the breakdown

PLAYERS: 10 players on the field maximum.

MOUTHGUARD: Compulsory

WEIGHT: 40kg & Under (Under 38kg at the start of the season.)

AGE: Born April 2, 2015 – April 01, 2016

FIELD SIZE: ½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise. Goal posts on touchline must have bolsters on them.

BALL SIZE: 3

LENGTH OF GAME: 2x 25-minute halves maximum

COACHING ON THE FIELD: Coaches, Manager, Reserves, Supporters are not permitted on the field of play.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

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 kick from halfway (rotate through all players). The opposing team will be back 5 metres from halfway.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

RUCK AND MAUL: Rucks are contested in U10 and is formed when at least one player from each team is in physical contact over the ball on the ground. Mauls are uncontested in U10s. If a player is held up/maul formed the referee must call tackle and a free pass to attacking team allowed for play to continue.

SCRUM: 5 person (3 front row, 2 second row). The side feeding the ball into the scrum wins the ball (no contest, no pushing). The defending halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Half back must pass- cannot run with the ball.

LINEOUT: 5 per team (1 thrower, 4 Jumpers) with a 1m gap. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

PENALTY: The defending team will be 5 metres back from the infringement mark. All penalties are tapped on the ground.

KICKING: No kicking. Encourage running & passing.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

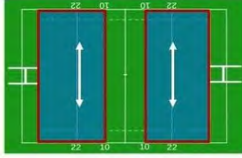


AUCKLAND RUGBY

Under 10 Rules

- Open and Restricted (38kg & under at the start of the season)
- Grade Focus: Safety in contest at the breakdown

FIELD SIZE



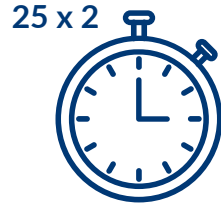
½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise.

PLAYER NUMBERS



10 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves (Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



5 per team (3 front row, 2 second row) no contest, no pushing.

KICKING



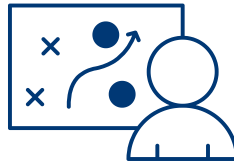
No kicking allowed. Encourage running, passing and tackling.

BREAKDOWN



Rucks are contested in U10 and is formed when at least one player from each team is in physical contact over the ball on the ground.

COACHING



Coaches, Manager, Reserves, Supporters are not permitted on the field of play.

LINEOUT



5 per team (1 thrower, 4 Jumpers) A halfback is also required to pass the ball.

U11 Open Rules

GRADE FOCUS: Growing breakdown confidence, intro to the lineout contest.

PLAYERS: 10 players on the field maximum.

MOUTHGUARD: Compulsory

WEIGHT: Open.

AGE: Born April 2, 2014 – April 02, 2015

FIELD SIZE: ½ field 40m x 70m. Goal to 10metre (across the field). Sideline to sideline lengthwise. Goal posts on touchline must have bolsters on them.

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

SCORING/RESTART: Scoring team to drop kick from halfway (rotate through all players). Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 5 person (3 front row, 2 second row). The side feeding the ball into the scrum wins the ball (no contest, no pushing). The defending halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Half back must pass- cannot run with the ball.

LINEOUT: 5 person (1 thrower, 4 Jumpers) with a 1m gap. A halfback is also required. ALL lineouts are contested (jump but NO lifting). Backlines must stand 5 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 must retreat 5 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: There are kick offs in U11 and kicking in general play. There are no shots at goal.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

U11 Restricted Rules

GRADE FOCUS: Growing breakdown confidence, intro to the lineout contest.

PLAYERS: 10 players on the field maximum.

MOUTHGUARD: Compulsory

WEIGHT: 45kg & under (42kg & under at the start of the season)

AGE: Born April 2, 2014 – April 02, 2015

FIELD SIZE: ½ field 40m x 70m. Goal to 10metre (across the field). Sideline to sideline lengthwise. Goal posts on touchline must have bolsters on them.

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

SCORING/RESTART: Scoring team to drop kick from halfway (rotate through all players). Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 5 person (3 front row, 2 second row). The side feeding the ball into the scrum wins the ball (no contest, no pushing). The defending halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Half back must pass- cannot run with the ball.

LINEOUT: 5 person (1 thrower, 4 Jumpers) with a 1m gap. A halfback is also required. ALL lineouts are contested (jump but NO lifting). Backlines must stand 5 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 must retreat 5 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: There are kick offs in U11 and kicking in general play. There are no shots at goal.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at haltime both coaches must meet to find a way they can generate a more even contest.

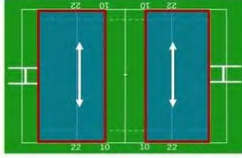


AUCKLAND RUGBY

Under 11 Rules

- Open and Restricted (42kg & under at the start of the season)
- Grade Focus: Growing breakdown confidence, intro to the lineout contest.

FIELD SIZE



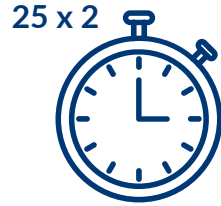
½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise.

PLAYER NUMBERS



10 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves (Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



5 per team (3 front row, 2 second row) no contest, no pushing.

KICKING



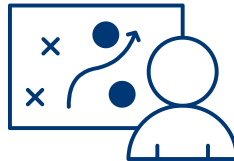
There are kick offs in U11 and kicking in general play. There are no shots at goal.

BREAKDOWN



Rucks are contested. Mauls are contested. Players must not join mauls from the side.

COACHING



Coaches, Manager, Reserves, Supporters are not permitted on the field of play.

LINEOUT



5 per team (1 thrower, 4 Jumpers) A halfback is also required to pass the ball.

U11 Open Girls Rules

GRADE FOCUS: intro to breakdown. Safety in contests of possession.

PLAYERS: 10 players on the field maximum.

MOUTHGUARD: Compulsory

WEIGHT: Open.

AGE: Born April 2, 2014 – April 02, 2015

FIELD SIZE: ½ field 40m x 70m. Goal to 10metre (across the field). Sideline to sideline lengthwise. Goal posts on touchline must have bolsters on them.

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

SCORING/RESTART: Scoring team to drop kick from halfway (rotate through all players). Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 5 person (3 front row, 2 second row). The side feeding the ball into the scrum wins the ball (no contest, no pushing). The defending halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum and cannot advance until the halfback has passed the ball. Half back must pass- cannot run with the ball.

LINEOUT: 5 person (1 thrower, 4 Jumpers) with a 1m gap. A halfback is also required to pass the ball. Halfback must pass (cannot run with the ball from lineout). ALL lineouts are not contested. The side throwing the ball into the lineout wins the ball. If the ball is not caught then general play rules apply (knock on, run/tackle, etc). Backlines must stand 5 metres back from the centre of the lineout. Defenders can advance once halfback passes the ball.

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 must retreat 5 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: There are kick offs in U11 and kicking in general play. There are no shots at goal.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

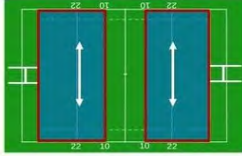


AUCKLAND RUGBY

Under 11 Rules Girls

- Open
- Grade Focus: Introduction to breakdown

FIELD SIZE



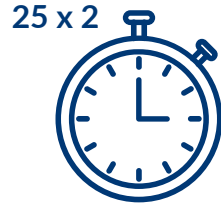
½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise.

PLAYER NUMBERS



10 on the field (Maximum)

LENGTH OF GAME



2 x 25-minute halves (Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



5 per team (3 front row, 2 second row) no contest, no pushing.

KICKING



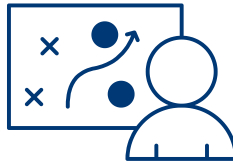
There are kick offs in U11 and kicking in general play. There are no shots at goal.

BREAKDOWN



Rucks are contested. Mauls are contested. Players must not join mauls from the side.

COACHING



Coaches, Manager, Reserves, Supporters are not permitted on the field of play.

LINEOUT



5 per team (1 thrower, 4 Jumpers) A halfback is also required to pass the ball.

Under 11 Rippa Rugby Rules

It is important to note that these are young children learning the game and thus these rules are a set as a guideline to help them learn and enjoy the game of rugby. Coaches, parents and supporters should be conscious of this, and referees should apply empathetic rulings appropriate for their age and stage of development.

GRADE FOCUS: Growing run, catch, pass and decision making skills.

FIELD SIZE: ½ field 40m x 70m. Goal line to 10metre (across the field). Sideline to sideline lengthwise. Goal posts must have bolsters on them.

GAME LENGTH: 2 x 20minute halves maximum.

BALL: Size 3

MOUTHGUARD: Compulsory for all players.

PLAYERS: 7 players on the field maximum.

COACHES: Coaches are not allowed on the field of play to guide their players and support the flow of the game.

SCORING AND STARTING/RESTARTING PLAY: A try is scored by grounding the ball on or over the goal line. Play starts or restarts with a Free Pass (Tap and pass) – player to place ball on the ground, let their hands go of the ball, tap the ball forward with their foot before picking it up to make a pass. The opposition team must remain 5m back until Free Pass is made.

ATTACKERS:

- The ball carrier cannot fend or barge defenders in any manner to stop them from ripping their Rips
- The ball carrier cannot hide or shield their Rips from the defenders.
- After being ripped, the ball carrier must pass the ball within three steps (no need to re-tap or 'play the ball', just pass). If attackers pass/play on after the three steps post Rip, then it is a turnover. However, if the player oversteps (3 steps) but stops and returns to the mark to pass the ball, then it's play on.
- The attacker must regain their Rip from the defender before they can re-join play. A caught ball with only one or no tags counts as a rip.
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a penalty.
- Six rips in a row leads to a turnover in possession.

DEFENDERS

- To complete a 'rip' one of the two Rips from the ball carrier belt must be removed from an on-side defender.
- The defender must stop, hold the rip above their head and shout "RIP!"

The defender must hand the Rip back before rejoining the defensive line. (or placed on the ground if attacker has run off).

- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes.

KICKING, SCRUMS & LINEOUTS: There is no kicking, scrums or lineouts in Rippa Rugby.

OFFSIDE:

- In general play, when a rip is made on an attacker, defending players must retreat 2m back from where the rip was made.
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4, 5, 6) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there are in a favourable position. The referee should call 'advantage' followed by 'play on'.
- Stand behind the defending team.

PENALTIES: Penalties should be kept to a minimum with a focus on reinforcing the rules without penalty, but where ongoing infringing occurs, penalty offences are:

- Kicking
- Contact of any kind (pushing, tackling, fending),
- Fending, hiding or shielding Rips
- Offside
- Diving on the ball on the ground in general play (avoid head clashes)
- Not handing back Rips/ throwing rips away.
- Overstepping (3 step rule)

U12 Open Rules

GRADE FOCUS: Scrum Safety and game understanding: adjusting to numbers and space.

PLAYERS: 15 players on the field max.

MOUTHGUARD: Compulsory

WEIGHT: Open

AGE: Born April 2, 2013 – April 01, 2014

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart via drop kick. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person scrum progressed during season. All players to undergo Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrums set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrums on' rules (no push).

LINEOUT: 8 person contested lineouts (jump but NO lifting). 7 jumpers, 1 thrower with a 1m gap between teams. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

U12 Restricted Rules

GRADE FOCUS: Scrum Safety and game understanding: adjusting to numbers and space.

PLAYERS: 15 players on the field max.

MOUTHGUARD: Compulsory

WEIGHT: 55kg & under (52kg & under at the start of the season)

AGE: Born April 2, 2013 – April 01, 2014

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart via drop kick. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person scrum progressed during season. All players to undergo Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrums set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrums on' rules (no push).

LINEOUT: 8 person contested lineouts (jump but NO lifting). 7 jumpers, 1 thrower with a 1m gap between teams. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

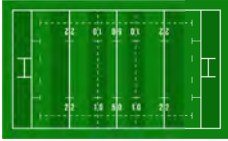


AUCKLAND RUGBY

Under 12 Rules

- Open and Restricted (52kg & under at the start of the season)
- Grade Focus: Scrum Safety and game understanding: adjusting to numbers and space.

FIELD SIZE



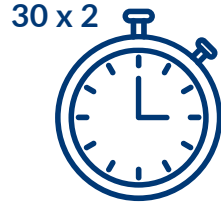
Full field.

PLAYER NUMBERS



15 on the field (Maximum)

LENGTH OF GAME



2 x 30-minute halves
(Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



8-person scrum. Progressed during the season. Scrum Factory training provided. 'Scrum on' rules apply.

KICKING



Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal.

BREAKDOWN



Rucks are contested. Mauls are contested. Players must not join mauls from the side.

REFEREE



A tackle game can only commence with a Referee or Associate Referee officiating.

LINEOUT



8 person contested lineouts (jump but NO lifting). 7 jumpers, 1 thrower.

U13 Open Rules

GRADE FOCUS: Core Skills and Game Understanding.

PLAYERS: 15 players on field max.

MOUTHGUARD: Compulsory

WEIGHT: Open.

AGE: Born April 02, 2012 – April 01, 2013

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person scrum progressed during season. Encourage Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrum set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrum on' rules (no push).

LINEOUT: Contested (jump but no lifting) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

U13 Restricted Rules

GRADE FOCUS: Core Skills and Game Understanding.

PLAYERS: 15 players on field max.

MOUTHGUARD: Compulsory

WEIGHT: 60kg & under (57kg & under at the start of the season)

AGE: Born April 02, 2012 – April 01, 2013

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person scrum progressed during season. Encourage Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrum set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrum on' rules (no push).

LINEOUT: Contested (jump but no lifting) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

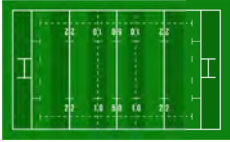


AUCKLAND RUGBY

Under 13 Rules Boys

- Open and Restricted (57kg & under at the start of the season)
- Grade Focus: Core Skills and Game Understanding.

FIELD SIZE



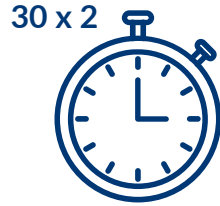
Full field.

PLAYER NUMBERS



15 on the field (Maximum)

LENGTH OF GAME



2 x 30-minute halves
(Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



8-person scrum. Progressed during the season. Scrum Factory training provided. 'Scrum on' rules apply.

KICKING



Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal.

BREAKDOWN



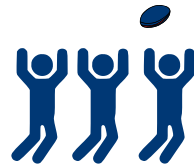
Rucks are contested. Mauls are contested. Players must not join mauls from the side.

REFEREE



A tackle game can only commence with a Referee or Associate Referee officiating.

LINEOUT



Contested (jump but no lifting) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed.

U13 Open Girls Rules

GRADE FOCUS: Introduction to Scrum

PLAYERS: 13 players on field max.

MOUTHGUARD: Compulsory

WEIGHT: Open.

AGE: Born April 02, 2012 – April 01, 2013

FIELD SIZE: Adjusted Full Field. Goal line to Goal line long. Sidelines on 5 meter line

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 6-person scrum progressed during season. Encourage Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrum set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrum on' rules (no push).

LINEOUT: Contested (jump but no lifting) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout (15m channel) via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

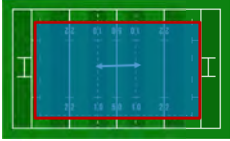


AUCKLAND RUGBY

Under 13 Rules Girls

- Open
- Grade Focus: Introduction to scrum

FIELD SIZE



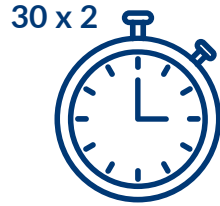
Adjusted Full Field. Goal line to Goal line long. Sidelines on 5 meter line

PLAYER NUMBERS



13 players on the field max.

LENGTH OF GAME



2 x 30-minute halves
(Maximum)

TACKLE HEIGHT



Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession.

SCRUM



6-person scrum progressed during the season.

KICKING



Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal.

BREAKDOWN



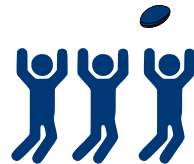
Rucks are contested. Mauls are contested. Players must not join mauls from the side.

REFEREE



A tackle game can only commence with a Referee or Associate Referee officiating.

LINEOUT



Contested (jump but no lifting) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed.

Under 13 Rip Rugby Rules

It is important to note that these are young children learning the game and these rules are a set as a guideline to help them learn and enjoy the game of rugby. Coaches, parents and supporters should be conscious of this, and referees should apply consistent rulings appropriate for their age and stage of development.

GRADE FOCUS: Introduction to Set Piece and kicking.

FIELD SIZE: ½ Field (touch line to touch line long x goal line to 10m line, wide)

PLAYERS: 7 players per team

BALL SIZE: 4

LENGTH OF GAME: 2 x 20-minute halves (maximum).

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

MOUTHGUARD: Compulsory for all players

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing (tops tucked in) and one Rip on each hip.

STARTING/RESTARTING PLAY: Drop kick for start and restarting play after a try or half time. The kick must travel past the 5m mark. If the kick does not make the 5m mark or goes dead in goal, a free pass is awarded to the receiving team on half-way. When a try is scored, the team that scores then kicks the restart.

ATTACKERS:

- Attackers can run, pass, kick (grubber, cross-field, chip and chase, etc)
- Attackers can hip twist and even spin 360 degrees once. ‘Helicopter’ spins (continuous spinning) will result in a handover.
- After being ripped, the ball carrier must pass the ball within three steps (no stop/play the ball required). If they pass after the three steps post Rip, then it is a turnover. If the player oversteps the three-step mark post rip but stops, and returns to the mark to pass the ball, then it’s play on.
- The attacker must then regain their Rip from the defender before they re-join play.
- Four rips in a row leads to a turnover in possession.

DEFENDERS:

- To complete one ‘rip’- one or both of the Rips from the ball carrier belt must be removed.
- Once ripped, the defender must stop, hold the rip above their head and shout “RIP!”
- The ripper must then hand the Rip back to the attacking player; if the attacker runs off however, the ripper may place the rip on the ground where the rip was made.
- Once a rip is made; the offside line becomes the ball, noting the ball carrier remains in play and is allowed to pass or kick within 3 steps of the rip occurring- while all defenders

must retreat behind the ball.

- Four Rips in a row leads to a turnover.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes. If the ball is passed sideways or backwards landing on the ground and bounces forward, this is not a knock on or forward pass. Either team may re-gather the ball, only if remaining on their feet to continue play.

KICKING, SCRUMS & LINEOUTS:

- Scrum are uncontested, 3 players each.
- The lineout must consist of three players from each team, plus a thrower who can also play receiver after the ball is thrown in. There is no lifting in U13 Rip Rugby.
- Kicking is allowed in Rip Rugby. Normal off-side rules apply. There are no conversions or shots at goal.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4,) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'.
- If no advantage within a reasonable period, play returns with a scrum, penalty, or free pass.

PENALTIES: Penalty offences are awarded to non-offending team via a tap restart (4 again), scrum, or kick to touch. Penalty offences include:

- Contact of any kind (pushing, tackling, fending, collisions).
- Hiding, fending, or shielding Rips.
- Helicopter/Continuous spinning.
- Offside.
- Diving on the ball on the ground
- Not handing back Rips/ throwing it away
- Passing after overstepping (3 steps)

U15 Open Girls Rules

GRADE FOCUS: Introduction to Lineout

PLAYERS: 15 players on the field max.

MOUTHGUARD: Compulsory

WEIGHT: Open

AGE: Born April 02, 2010 – April 01, 2012

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck regions. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person scrum progressed during season. Encourage Scrum Factory Training. Uncontested during grading rounds. 'Scrum on' pilot rules for remainder of school term (scrum set and hold, no push- encouraging getting into strong/safe shape). Pushing post July school holidays. The push is limited to 0.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrum on' rules (no push).

LINEOUT: Contested (lifting allowed) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout (15m channel) via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal (conversions can be brought into 15m line for tries scored outside that/in the corners).

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

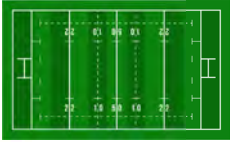


AUCKLAND RUGBY

Under 15 Rules Girls

- Open
- Grade Focus: Introduction to Lineout

FIELD SIZE



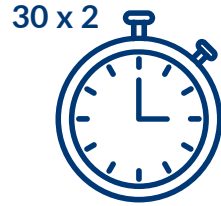
Full field.

PLAYER NUMBERS



15 on the field (Maximum)

LENGTH OF GAME



2 x 30-minute halves
(Maximum)

TACKLE HEIGHT



Tackle must be below the sternum.
Tackler must roll away and rejoin
defensive line or enter gate if
contesting possession.

SCRUM



8-person scrum progressed during the
season.

KICKING



Drop Kick for kick offs and
restarts. Kicking allowed in
general play as well as shots at
goal

BREAKDOWN



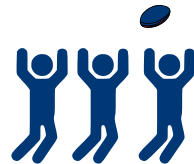
Rucks are contested. Mauls are
contested. Players must not join mauls
from the side.

REFEREE



A tackle game can only commence
with a Referee or Associate Referee
officiating.

LINEOUT



Contested (jump but no lifting) and the
two lines of players to be 1 metre
apart. Reduced numbered lineouts
allowed.

Under 15 Rip Rugby Rules

GRADE FOCUS: Growing run, catch, pass, decision making skillsets along side kicking and lifting in lineouts.

FIELD SIZE: ½ Field (touch line to touch line long x goal line to 10m line, wide)

PLAYERS: 7 players per team

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves (maximum).

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

MOUTHGUARD: Compulsory for all players

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing (tops tucked in) and one Rip on each hip.

STARTING/RESTARTING PLAY: Drop kick for start and restarting play after a try or half time. The kick must travel past the 5m mark. If the kick does not make the 5m mark or goes dead in goal, a free pass is awarded to the receiving team on half-way. When a try is scored, the team that scores then kicks the restart.

ATTACKERS:

- Attackers can run, pass, kick (grubber, cross-field, chip and chase, etc)
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a handover.
- After being ripped, the ball carrier must pass the ball within three steps (no stop/play the ball required). If they pass after the three steps post Rip, then it is a turnover. If the player oversteps the three-step mark post rip but stops, and returns to the mark to pass the ball, then it's play on.
- The attacker must then regain their Rip from the defender before they re-join play.
- Four rips in a row leads to a turnover in possession.

DEFENDERS:

- To complete one 'rip'- one or both of the Rips from the ball carrier belt must be removed.
- Once ripped, the defender must stop, hold the rip above their head and shout "RIP!"
- The ripper must then hand the Rip back to the attacking player; if the attacker runs off however, the ripper may place the rip on the ground where the rip was made.
- Once a rip is made; the offside line becomes the ball, noting the ball carrier remains in play and is allowed to pass or kick within 3 steps of the rip occurring- while all defenders must retreat behind the ball.
- Four Rips in a row leads to a turnover.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes. If the ball is passed sideways or backwards landing on the ground and bounces forward, this is not a knock on or forward pass. Either team may re-gather the ball, only if

remaining on their feet to continue play.

KICKING, SCRUMS & LINEOUTS:

- Scrum are uncontested, 3 players each.
- The lineout must consist of three players from each team, plus a thrower who can also play receiver after the ball is thrown in. Lifting is optional for the lineout.
- Kicking is allowed in Rip Rugby. Normal off-side rules apply. There are no conversions or shots at goal.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4,) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'.
- If no advantage within a reasonable period, play returns with a scrum, penalty, or free pass.

PENALTIES: Penalty offences are awarded to non-offending team via a tap restart (4 again), scrum, or kick to touch. Penalty offences include:

- Contact of any kind (pushing, tackling, fending, collisions).
- Hiding, fending, or shielding Rips.
- Helicopter/Continuous spinning.
- Offside.
- Diving on the ball on the ground
- Not handing back Rips/ throwing it away
- Passing after overstepping (3 steps)

U17 Open Girls Rules

GRADE FOCUS: Transition to Adult Rugby

PLAYERS: 15 players on the field max.

MOUTHGUARD: Compulsory

WEIGHT: Open

AGE: Born April 02, 2010 – April 01, 2012

FIELD SIZE: Full Field

BALL SIZE: 4

LENGTH OF GAME: 2 x 30-minute halves max.

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players

SCORING/RESTART: Conceding team to restart. Opposition to be 10m back.

TACKLE: Tackle must be below the sternum. Tackler must roll away and rejoin defensive line or enter gate if contesting possession. A player must not tackle an opponent whose feet are off the ground. Ball carrier must not fend to the head/face or neck region. The tackled player is allowed one dynamic movement to present the ball but must release if contested legally.

SCRUM: 8-person contested scrum. Push is limited to 1.5m max. Halfback must not advance past the tunnel. Backlines must be 5m behind the hindmost feet of the scrum. The No.8 can only run off the back of a contested scrum. No.8 must stay attached in an uncontested scrum. If either coach has any safety concerns before or during the game, the referee must play 'scrum on' rules (no push).

LINEOUT: Contested (lifting allowed) and the two lines of players to be 1 metre apart. Reduced numbered lineouts allowed. Backlines must stand 10 metres back from the centre of the lineout. Backlines can advance once the ball leaves the lineout (15m channel) via pass or run ('halfback' or receiver from throw in allowed to run)

RUCK AND MAUL: Rucks are contested. Mauls are contested. Players must not join mauls 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 10 metres back from the infringement mark. Kicking for touch is allowed.

KICKING: Drop Kick for kick offs and restarts. Kicking allowed in general play as well as shots at goal.

REFEREE: A tackle game can only commence with a Referee or Associate Referee officiating.

SCORE BLOWOUTS: Score blowouts have a detrimental effect on both teams. If the score difference is 35 plus at halftime both coaches must meet to find a way they can generate a more even contest.

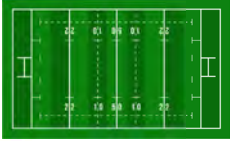


AUCKLAND RUGBY

Under 17 Rules Girls

- Open
- Grade Focus: Transition to Adult Rugby

FIELD SIZE



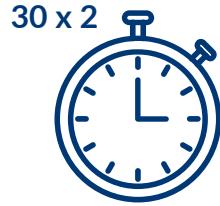
Full field.

PLAYER NUMBERS



15 on the field (Maximum)

LENGTH OF GAME



2 x 30-minute halves
(Maximum)

TACKLE HEIGHT



Tackle must be below the sternum.
Tackler must roll away and rejoin
defensive line or enter gate if
contesting possession.

SCRUM



8-person scrum progressed during the
season.

KICKING



Drop Kick for kick offs and
restarts. Kicking allowed in
general play as well as shots at
goal

BREAKDOWN



Rucks are contested. Mauls are
contested. Players must not join mauls
from the side.

REFEREE



A tackle game can only commence
with a Referee or Associate Referee
officiating.

LINEOUT



Contested (lifting allowed) and the two
lines of players to be 1 metre apart.
Reduced numbered lineouts allowed

U17 Rip Rugby Rules

GRADE FOCUS: Playing Rip Rugby, contesting set piece, developing skill set.

FIELD SIZE: ½ Field (touch line to touch line long x goal line to 10m line, wide)

PLAYERS: 7 players per team

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves (maximum).

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

MOUTHGUARD: Compulsory for all players

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing (tops tucked in) and one Rip on each hip.

STARTING/RESTARTING PLAY: Drop kick for start and restarting play after a try or half time. The kick must travel past the 5m mark. If the kick does not make the 5m mark or goes dead in goal, a free pass is awarded to the receiving team on half-way. When a try is scored, the team that scores then kicks the restart.

ATTACKERS:

- Attackers can run, pass, kick (grubber, cross-field, chip and chase, etc)
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a handover.
- After being ripped, the ball carrier must pass the ball within three steps (no stop/play the ball required). If they pass after the three steps post Rip, then it is a turnover. If the player oversteps the three-step mark post rip but stops, and returns to the mark to pass the ball, then it's play on.
- The attacker must then regain their Rip from the defender before they re-join play.
- Four rips in a row leads to a turnover in possession.

DEFENDERS:

- To complete one 'rip'- one or both of the Rips from the ball carrier belt must be removed.
- Once ripped, the defender must stop, hold the rip above their head and shout "RIP!"
- The ripper must then hand the Rip back to the attacking player; if the attacker runs off however, the ripper may place the rip on the ground where the rip was made.
- Once a rip is made; the offside line becomes the ball, noting the ball carrier remains in play and is allowed to pass or kick within 3 steps of the rip occurring- while all defenders must retreat behind the ball.
- Four Rips in a row leads to a turnover.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes. If the ball is passed sideways or backwards landing on the ground and bounces forward, this is not a knock on or forward pass. Either team may re-gather the ball, only if remaining on their feet to continue play.

KICKING, SCRUMS & LINEOUTS:

- Scrum is uncontested, 3 players each.
- The lineout must consist of three players from each team, plus a thrower who can also play receiver after the ball is thrown in. Lifting is optional for the lineout.
- Kicking is allowed in Rip Rugby. Normal off-side rules apply. There are no conversions or shots at goal.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4,) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'.
- If no advantage within a reasonable period, play returns with a scrum, penalty, or free pass.

PENALTIES: Penalty offences are awarded to non-offending team via a tap restart (4 again), scrum, or kick to touch. Penalty offences include:

- Contact of any kind (pushing, tackling, fending, collisions).
- Hiding, fending, or shielding Rips.
- Helicopter/Continuous spinning.
- Offside.
- Diving on the ball on the ground
- Not handing back Rips/ throwing it away
- Passing after overstepping (3 steps)

Adult Rip Rugby Rules

GRADE FOCUS: Playing Rip Rugby, contesting set piece, developing skill set.

FIELD SIZE: ½ Field (touch line to touch line long x goal line to 10m line, wide)

PLAYERS: 7 players per team

BALL SIZE: 4

LENGTH OF GAME: 2 x 25-minute halves (maximum).

SUBS: Teams to use rolling subs to achieve satisfactory game time for all players.

MOUTHGUARD: Compulsory for all players

RIP BELTS/RIPS: Rip belts must be worn on the outside of clothing (tops tucked in) and one Rip on each hip.

STARTING/RESTARTING PLAY: Drop kick for start and restarting play after a try or half time. The kick must travel past the 5m mark. If the kick does not make the 5m mark or goes dead in goal, a free pass is awarded to the receiving team on half-way. When a try is scored, the team that scores then kicks the restart.

ATTACKERS:

- Attackers can run, pass, kick (grubber, cross-field, chip and chase, etc)
- Attackers can hip twist and even spin 360 degrees once. 'Helicopter' spins (continuous spinning) will result in a handover.
- After being ripped, the ball carrier must pass the ball within three steps (no stop/play the ball required). If they pass after the three steps post Rip, then it is a turnover. If the player oversteps the three-step mark post rip but stops, and returns to the mark to pass the ball, then it's play on.
- The attacker must then regain their Rip from the defender before they re-join play.
- Four rips in a row leads to a turnover in possession.

DEFENDERS:

- To complete one 'rip'- one or both of the Rips from the ball carrier belt must be removed.
- Once ripped, the defender must stop, hold the rip above their head and shout "RIP!"
- The ripper must then hand the Rip back to the attacking player; if the attacker runs off however, the ripper may place the rip on the ground where the rip was made.
- Once a rip is made; the offside line becomes the ball, noting the ball carrier remains in play and is allowed to pass or kick within 3 steps of the rip occurring- while all defenders must retreat behind the ball.
- Four Rips in a row leads to a turnover.

PASSING: The ball can only be passed in a sideways or backwards direction. There are no forward passes. If the ball is passed sideways or backwards landing on the ground and bounces forward, this is not a knock on or forward pass. Either team may re-gather the ball, only if remaining on their feet to continue play.

KICKING, SCRUMS & LINEOUTS:

- Scrums are uncontested, 3 players each.
- The lineout must consist of three players from each team, plus a thrower who can also play receiver after the ball is thrown in. Lifting is optional for the lineout.
- Kicking is allowed in Rip Rugby. Normal off-side rules apply. There are no conversions or shots at goal.

REFEREEING A GAME:

- Shout, "RIP and the number of rip (1, 2, 3, 4,) and PASS!" when a rip has been made.
- Where possible 'advantage' should be played to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'.
- If no advantage within a reasonable period, play returns with a scrum, penalty, or free pass.

PENALTIES: Penalty offences are awarded to non-offending team via a tap restart (4 again), scrum, or kick to touch. Penalty offences include:

- Contact of any kind (pushing, tackling, fending, collisions).
- Hiding, fending, or shielding Rips.
- Helicopter/Continuous spinning.
- Offside.
- Diving on the ball on the ground
- Not handing back Rips/ throwing it away
- Passing after overstepping (3 steps)
- Continuing to run after rip (more than 3 steps).



MY FIRST TACKLE

'MY FIRST TACKLE' IS AN INITIATIVE THAT HAS BEEN ESTABLISHED TO TEACH OUR JUNIOR RUGBY PLAYERS TO POSITION THEIR HEADS IN THE CORRECT POSITION WHEN MAKING A SAFE AND EFFECTIVE TACKLE. THIS INITIATIVE HAS BEEN TAILORED ESPECIALLY FOR OUR AUCKLAND CLUB RUGBY JUNIOR GRADES BY AUCKLAND RUGBY.

SESSION 1

HOW TO TACKLE

KNOWING WHERE MY HEAD IS SAFE AND WHAT MY BODY SHAPE SHOULD BE

SESSION 2

PRE-TACKLE

UNDERSTAND WHAT A SAFE AND GOOD BODY HEIGHT IS

SESSION 3

MAKING THE TACKLE

PUTTING MY HEAD AND SHOULDER IN THE RIGHT PLACE

SESSION 4

FINISHING THE TACKLE

FINISHING THE TACKLE SAFELY BY LANDING ON TOP

MORE INFORMATION CONTACT: ROI.HANSELL-PUNI@AUCKLANDRUGBY.CO.NZ

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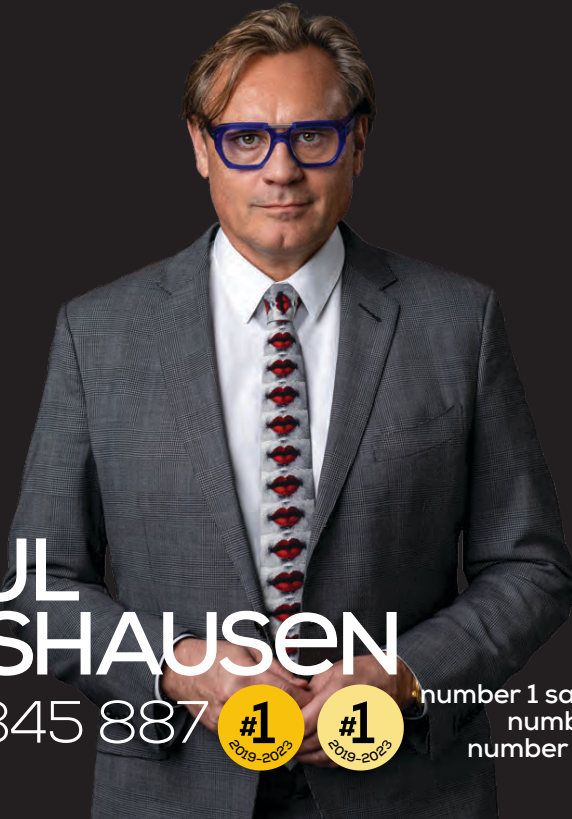
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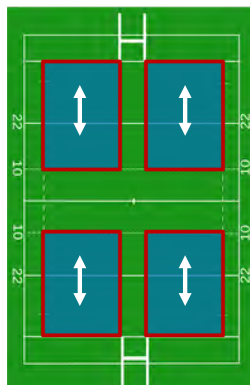
¼ Field (40m x 27.5m)

Portable goal post if possible

Full size posts on sideline need bolsters.

Applicable to

- U6 Rippla / U7 Rippla
- U8 Tackle



½ Field (70m x 40m)

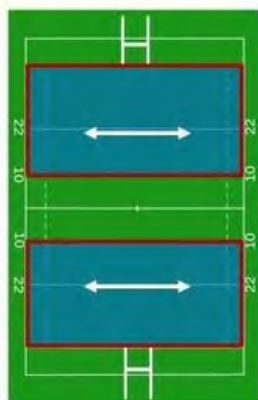
Goal line to 10 metre (across the field)

Side line to side line lengthwise

Goal posts on touchline must have bolsters on them

Applicable to

- U10 Tackle
- U11 Rippla
- U11 Tackle
- U12 Tackle
- U13 Rippla
- U15 Rippla
- U17 Rippla



AJUSTED ½ FIELD

(60m x 35m)

5m to 10m line (across the field)

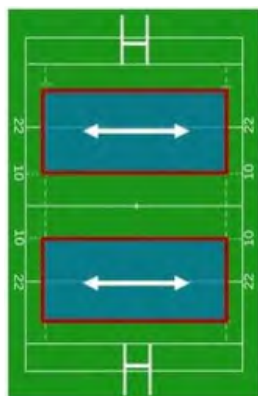
5m to 5m line (Try lines)

Portable goal post recommended

Full size posts on side line need bolsters.

Applicable to

- U9 Rippla
- U9 Tackle



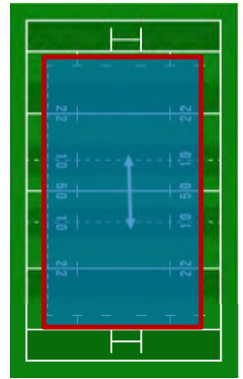
AJUSTED FULL FIELD **(100m x 60m)**

Goal line to goal line long

Side lines on 5 metre line

Applicable to

- U13 Girls Tackle

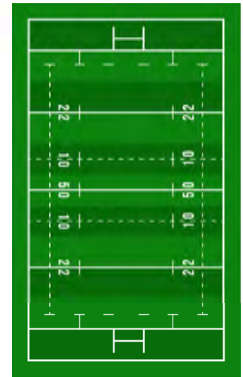


Full Field

Full size posts on sideline need bolsters.

Applicable to

- U12 Tackle
- U13 Tackle
(except U13 Open Girls Tackle)
- U15 girls Tackle
- U17 girls Tackle





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2025 Junior Rugby Grade Weight/Age Chart

Non-Contact Rugby								
Primary Determinant	Secondary Determinant							
School Year	Age on 1 April	Date of Birth Range (Birthday falls between)		Grade Name	Grade Info	Team Size	Field Size	Day Played
Year 1	5	Any	1/04/2020	U6 Rippa	Mixed	7 a -side	1/4 Field	Saturday
Year 2	6	2/04/2018	1/04/2019	U7 Rippa	Mixed	7 a-side	1/4 Field	Saturday
Year 3 or 4	7 or 8	2/04/2016	1/04/2018	U9 Rippa	Mixed	7 a-side	Adjusted 1/2 Field	Friday Night
		2/04/2016	1/04/2018	U9 Girls Rippa	Girls Only			Saturday
Year 5 or 6	9 or 10	2/04/2014	1/04/2016	U11 Rippa	Mixed	7 a-side	1/2 Field	Saturday
		2/04/2014	1/04/2016	U11 Girls Rippa	Girls Only			
Transition from RIPPA to RIP Rugby - Introduction to Set Piece and Kicking								
Year 7 or 8	11 or 12	2/04/2012	1/04/2014	U13 Boys Rip	Boys Only	7 a side	1/2 Field	Friday Night
		2/04/2012	1/04/2014	U13 Girls Rip	Girls Only			Saturday
Year 9 or 10	13 or 14	2/04/2010	1/04/2012	U15 Boys Rip	Boys Only	7 a side	1/2 Field	Friday Night
		2/04/2010	1/04/2012	U15 Girls Rip	Girls Only			
Year 11 or 12	15 or 16	2/04/2008	1/04/2010	U17 Girls Rip	Girls Only	7 a side	1/2 Field	Friday Night

NOTES:

1. The child's year at school should be used as the primary determinant for team allocation. The child's age as of April 1 should be used as the secondary determinant.
2. Restricted weight grades have a maximum (+2kg U8-U10) (+3 kg U11-U13) allowance for the season. Restricted weigh-ins will be completed by King's Birthday through a Junior Rugby process.
3. Players who weigh over the maximum weight for any grade must move to a weight-appropriate grade.
4. Please plan for growth during the season and put players in the correct weight grade/team to reduce disruption during the year.



AUCKLAND RUGBY

2025 Junior Rugby Grade Weight/Age Chart

Contact Rugby								
Primary Determinant	Secondary Determinant	Date of Birth Range (Birthday falls between)		Grade Name	Start of Season Weight	Team Size	Field Size	Day Played
School Year	Age on 1 April							
Year 3	7	2/04/2017	1/04/2018	U8 Open		7 a-side	1/4 Field	Saturday
				U8 Restricted	U28 KG			
Year 4	8	2/04/2016	1/04/2017	U9 Open		8 a-side	Adapted Half-field (35m x 60m)	Saturday
				U9 Restricted	U33 KG			
				U9 Open Girls				
Year 5	9	2/04/2015	1/04/2016	U10 Open		10 a-side	Half-field (40m x 70m)	Saturday
				U10 Restricted	U38 KG			
Year 6	10	2/04/2014	1/04/2015	U11 Open		10 a-side	Half-field (40m x 70m)	Saturday
				U11 Restricted	U42 KG			
				U11 Open Girls				
Year 7	11	2/04/2013	1/04/2014	U12 Open		15 a-side	Full Field	Saturday
				U12 Restricted	U52 KG			
Year 8	12	2/04/2012	1/04/2013	U13 Open		15 a-side	Full Field	Saturday
				U13 Capped	U76 KG			
				U13 Restricted	U57 KG			
				U13 Open Girls		13 a-side	Adapted Full Field 60x100	Friday Night
Year 9 or 10	13 or 14	2/04/2010	1/04/2012	U15 Open Girls		15 a-side	Full Field	Friday Night
Year 11 or 12	15 or 16	2/04/2008	1/04/2010	U17 Open Girls		15 a-side	Full Field	Friday Night



AUCKLAND RUGBY

Coach Education

Becoming a Coach

Coaching is fun and rewarding and without coaches the players would not get the opportunity to enjoy the game.

Auckland Rugby provides full training, specific to each grade, for all of those interested in becoming a qualified Junior Coach.

It is compulsory for all Small Blacks coaches to have an NZRU Small Blacks accreditation applicable to the grade level they will be coaching every year. Coaches who have attended and completed the requirements of the Small Blacks modules will be awarded NZRU Small Black accreditation

There are three Small Blacks grade levels:

- Beginning Rugby – All Ripa Grades
- Learning Rugby U8 – U11
- Playing Rugby U12 – U13

For more information check <http://www.aucklandrugby.co.nz/Coaching/Coaching-3> for venues, dates and times of courses.

Guidelines for Coaches

- Coaches of U6-U8 grades are allowed on the field of play with their teams.
- You are only on the field to teach your players general and positional play.
- Stand well clear of all players so you do not interrupt the flow of play.
- Do not show any aggression towards your own and the opposing players and coach.
- Do not intimidate opposition players – leave it to their coach to control them.
- You must have a clear and full understanding of the rules.
- Do not tell the referee how to do their job.
- Should the referee take offence at your coaching attitude he/she has the right to warn you. Failing that, they can ask you to leave the field of play. A replacement is permitted.
- Children at this age need your guidance. Done properly you will get good results and a lot of enjoyment out of this rugby

Coaches Responsibilities

- Make a personal commitment to keep yourself informed on sound coaching principles through Auckland Rugby Coaching Courses.
- Ensure all equipment and facilities meet safety standards and that you use drills and training methods that are both safe and effective for your player's needs.
- Teach your team to play within the rules of the game
- Positively reinforce the actions of players.
- Lead by example.
- Create an enjoyable environment in which to play the game.
- Develop team respect for referees.
- Give all players the opportunity to participate in the game.
- Insist on Fair Play and discipline.

- Be reasonable on the demand on player's time, energy and enthusiasm
- Encourage sportsmanship.

Verbal or physical harassment of any kind towards match officials will result in the stoppage of play and/or person(s) evicted from grounds. Official complaints will result in an appearance with the Auckland Rugby Union Judicial Committee





2025 School Rugby Contacts

ASSRU EXECUTIVE COMMITTEE

President	James Bentley	09 524 8108	jbentley@st-peters.school.nz
Chairman	Brett Kingstone	09 524 8108	bkingstone@st-peters.school.nz
Secretary	Scott Mansell	021 510 257	mansell@tamaki.ac.nz

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Allie Wright	Mt Albert Grammar School
Tutuila Lio Vaauli	St Pauls College
Chris Oates	Auckland Grammar School
Ant Strachan	Dilworth School
Max Guptill	One Tree Hill College
Nigel Hurst	De La Salle College
Pita Alatini	Kings College
Jim Lonergan	Macleans College
Alex Bing	Marist College
Hamish Muirhead	College Sport
Alison Hall	Auckland Rugby Referees
Jarrold Syman	Auckland Rugby Union

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2025 Rugby Dates

TERM 1

January 28	Tue Start of Term 1
February 6	Thurs Waitangi Day Holiday
April 11	Fri End of Term 1
April 18	Good Friday
April 21	Easter Monday
April 25	Fri ANZAC Day
April 26	Promotion Relegation

TERM 2

April 28	Mon Start of Term 2
May 3	Sat Round 1 – 1st XV
May 10	Sat Round 2
Start of Grade rugby	
May 12	Mon Round 1 - Start of Girls rugby
May 17	Sat Round 3
May 24	Sat Round 4
June 2	Mon King's Birthday
June 7	Sat Round 5
June 14	Sat Round 6
June 20	Fri Matariki
June 21	Sat Round 7
June 27	Fri End of Term 2
June 28	Sat Round 8

TERM 3

July 14	Mon Start of Term 3
July 19	Sat Round 9
July 26	Sat Round 10
August 2	Sat Round 11
August 9	Sat Semi-finals First XV
August 11	Mon Girls rugby finals
August 16	Sat First XV Finals
Grade Semi-finals	
August 23	Sat Grade finals
Top 4 Blues playoffs	
September 5 & 7	Fri and Sun NZSS Top 4
September 19	Fri End of Term 3

TERM 4

October 6	Mon Start of Term 4
October 27	Mon Labour Day
December 19	Fri End of Term 4



Auckland Secondary Schools Rugby Union Constitution

(Amended March 2017)

1. NAME

The Union is called the “Auckland Secondary Schools Rugby Union” (ASSRU).

2. AFFILIATION

The Union is affiliated to the Auckland Rugby Union Inc and the Auckland Secondary Schools Heads Association Inc. (College Sport Auckland)

3. MEMBERSHIP

- (a) All secondary schools with rugby teams within the Auckland Rugby Union District and where Principals are members of College Sport are deemed to be members.
- (b) Schools without rugby teams in the competition of the previous season shall make application to play, in writing, to the ASSRU. Any such applications are subject to the approval of the Executive Committee.

4. ANNUAL GENERAL MEETING

- (a) The Annual General Meeting (AGM) of the ASSRU shall be held prior to the end of October.
- (b) Fourteen days’ notice of such meeting is to be given
- (c) Each member school of the ASSRU shall be entitled to send one delegate only.
- (d) The officers of the Union shall be elected at the AGM.

5. OFFICERS OF THE UNION

The appointment and election of the Officers of the Union will take place at the AGM of the ASSRU.

- (a) President - appointed by College Sport.
- (b) Chairman
- (c) Secretary/Treasurer
- (d) Delegate to the ARU
- (e) Competition Supervisor
- (f) Northern Region Delegate
- (g) Executive Committee made of school delegates, College Sport, Auckland Rugby Referees Association and Life Members

6. THE COUNCIL OF DELEGATES (C.O.D.)

- (i) This shall consist of one delegate from each member school.
- (ii) At any meeting of the Council of Delegates, one half of the delegates will constitute a quorum.
- (iii) The Council of Delegates shall elect the Executive Committee.

Auckland Secondary Schools Rugby Union Constitution

7. THE EXECUTIVE COMMITTEE

The officers of the Union plus the following shall form the Executive Committee which will administer Auckland Secondary Schools Rugby according to its constitution.

- (a) A delegate appointed from the Auckland Rugby Referees Association
- (b) A delegate from the Auckland Rugby Union
- (c) A College Sport representative.

8. SPECIAL GENERAL MEETING

- (a) A Special General Meeting may be convened at any time by the Executive Meeting.
- (b) A Special General Meeting may be convened upon the request of not fewer than five schools with seven days' notice given to members.

9. JUDICIAL COMMITTEE

Where necessary the ASSRU will defer all Judicial & Disciplinary matters to the ARU Judicial Committee. All other matters will be dealt with on a case by case basis by the Executive Committee.

10. COMPETITION COMMITTEE

The Competition Committee is the Chairman, Secretary, Competition Supervisor and Draw Steward who is appointed by the Executive Committee. The Committee is chaired by the Competition Supervisor.

11. MATCHES - GAMES

The commencing date for all competitions will be determined by the Executive Committee after consultation with the College Sport.

12. STUDENT ELIGIBILITY

refer to College Sport By-laws.

13. PLAYING RULES OF THE UNION

All matches will be played in accordance with the World Rugby "Laws of the Game" and NZR "Domestic Safety Law Variations" (DSLVS)

14. PLAYING GRADES AND WEIGHTS

Weight and/or age limits for each grade shall be determined by a General Meeting.

15. WEIGHING, AGE CERTIFICATION AND REGISTRATION

Dates and methods of weighing will be decided at a General meeting.

Auckland Secondary Schools Rugby Union Constitution

16. LIFE MEMBERS

The Executive Committee can nominate life members who shall remain members of the Union for their respective lives. Each election must be unanimous and shall be for the purpose of recognition of special services rendered to the Union. Nomination for life membership shall be made only by the Executive Committee. The election of Life members will be held at The AGM, voted on by the Council of Delegates.

17 CHANGE OF CONSTITUTION

The Constitution of the ASSRU shall not be altered, added to or rescinded, except on the vote of a majority of two-thirds of the members present at any AGM or Special General Meeting duly convened. Notice of any proposed alteration, addition or rescission must be given in writing to the Secretary of the ASSRU at least 21 days before the meeting at which it is intended to propose such alteration, addition or recession. At least 14 days' notice of such meeting shall be given to all members of the ASSRU. No alteration, addition or rescission shall be valid or of any effect, unless approved by the Executive Committee of the ASSRU.

18 REPORTS

For presentation at the AGM. Each of the following will provide a written Annual Report which will be presented at the AGM

- (i) Chairman
- (ii) Secretary/Treasurer
- (iii) ARU Delegate
- (iv) Representative Manager(s)
- (v) Northern Region Delegate.



Club & Council Grounds

Ground	Home Club	Address
Aorere Park		Raglan St, Off Buckland Rd, Papatoetoe
Archibald Park	Ponsonby Kelston	Archibald Rd, Kelston
Auckland Domain		Park Rd, Grafton
Avondale Racecourse		Racecourse Parade / Ash St, Avondale
(Sir) Barry Curtis Park	Marist Eastern	Chapel Road, Flatbush
Bell Park	Pakuranga United RFC	Bell Rd, Pakuranga
Colin Maiden Park	Auckland University RFC	Merton Rd, Glen Innes
College Rifles Park	College Rifles RFC	Haast St, Remuera
Cornwall Park	Carlton Juniors	Puriri Drive, Greenlane
Cox's Bay Reserve		West End Rd, Westmere
DB Ground		Off Bader Dr, Mangere Town Centre
East Tamaki Domain	East Tamaki RFC	East Tamaki Rd, Otara
Eden Park		Off Sandringham Rd, Reimers Ave
Elm Park		Off Gossemer Drive, Pakuranga
Fearon Park	Mt Roskill Juniors RFC	Akarana Ave, Mt Roskill
Fergusson Park	Te Papapa Onehunga RFC	Oranga Ave, Penrose
Green Bay Domain		Cliff View Drive, Green Bay
Gribblehirst Park	Eden RFC	Sandringham Rd, Sandringham.
Hamlin Park	Mt Wellington RFC	Hamlin Rd, Mt Wellington
Liston Park		Michaels Ave, Ellerslie
Lloyd Elsmore Park	Pakuranga United RFC	Bell Rd, Pakuranga
May Rd War Memorial Park		May Rd, Mt Roskill
Mt Wellington War Mem	Marist Brothers Old Boys RFC	Dunkirk Rd, Panmure
Norana Park		Norana Ave, Favona
Onetangi Sports Park	Waiheke Island Rugby Club	Off O'Brien Rd, Waiheke Island
Orakei Domain	Grammar Tec RFC	Watene Cres, Okahu Bay
Papatoetoe Recreation	Papatoetoe RFC	Great South Rd, Hunters Corner
Pigeon Mountain		Pigeon Mountain Rd, Pakuranga

Ground	Home Club	Address
Shadbolt Park	Suburbs RFC	Portage Rd, New Lynn
Shore Rd Reserve	Grammar Juniors	Shore Rd, Newmarket
Sturges Park	Otahuhu RFC	Awa St, Otahuhu
Te Atatu South Park		Kirrie Ave, Te Atatu South
Te Puke O Tara		East Tamaki Rd
Waitakere Stadium	Waitakere RFC	Central Park Drive, Henderson
Waitemata Park	Waitemata RFC	Swanson Rd, Henderson
Williams Park	Manukau Rovers RFC	Viscount St, Mangere
Western Springs Stadium	Ponsonby RFC	Gt North Rd, Western Springs



Blue Card Overview

What is a Blue Card?

- A blue card is shown to a player by a referee for displaying symptoms of concussion

Who can give out a blue card

- An official referee - member of Auckland Rugby Referees Association 2nd year and above (Not an associate ref or parent/coach ref)

How do referees know if someone is concussed?

- There are a number of signs and symptoms that people suffering from concussion display and all referees have/are undergoing training in 'identification of concussion symptoms' through ARRA provided by Axis Sports Medicine Team..

What happens when someone is Blue carded?

1. Referee identifies a player they consider to be displaying signs of concussion.
2. Player receives a blue card during a match – they must leave the field and not return.
3. Referee submits a Blue Card Report to Auckland Rugby.
4. ARU sends Player and club a 'Return to Play' letter outlining the process. Player's name kept on the Blue Card Register.
5. Player sees doctor as soon as possible after Blue Card issued (stage 1 of Graduated Return to Play GRTP).
6. The player cannot play until they complete the Graduated Return to Play Protocols (GRTP = 21 days for all players).
7. Player receives medical clearance from a suitably qualified doctor and must include wording that they have been assessed for concussion related symptoms.
8. Medical clearance sent to Auckland Rugby.
9. Player cleared to play by Auckland Rugby.
10. Notification given to club and kept on Blue Card Register.
11. Please note - even though a player may have passed the minimum return to play period, they cannot play until they have submitted their medical clearance and received clearance from Auckland Rugby.
12. New Zealand Rugby will cover the cost for all blue carded players' medical clearance examinations. Players need to keep their receipts and send them to Auckland Rugby, so they can be reimbursed.

More information can be found at:

<https://www.nzrugby.co.nz/concussion>

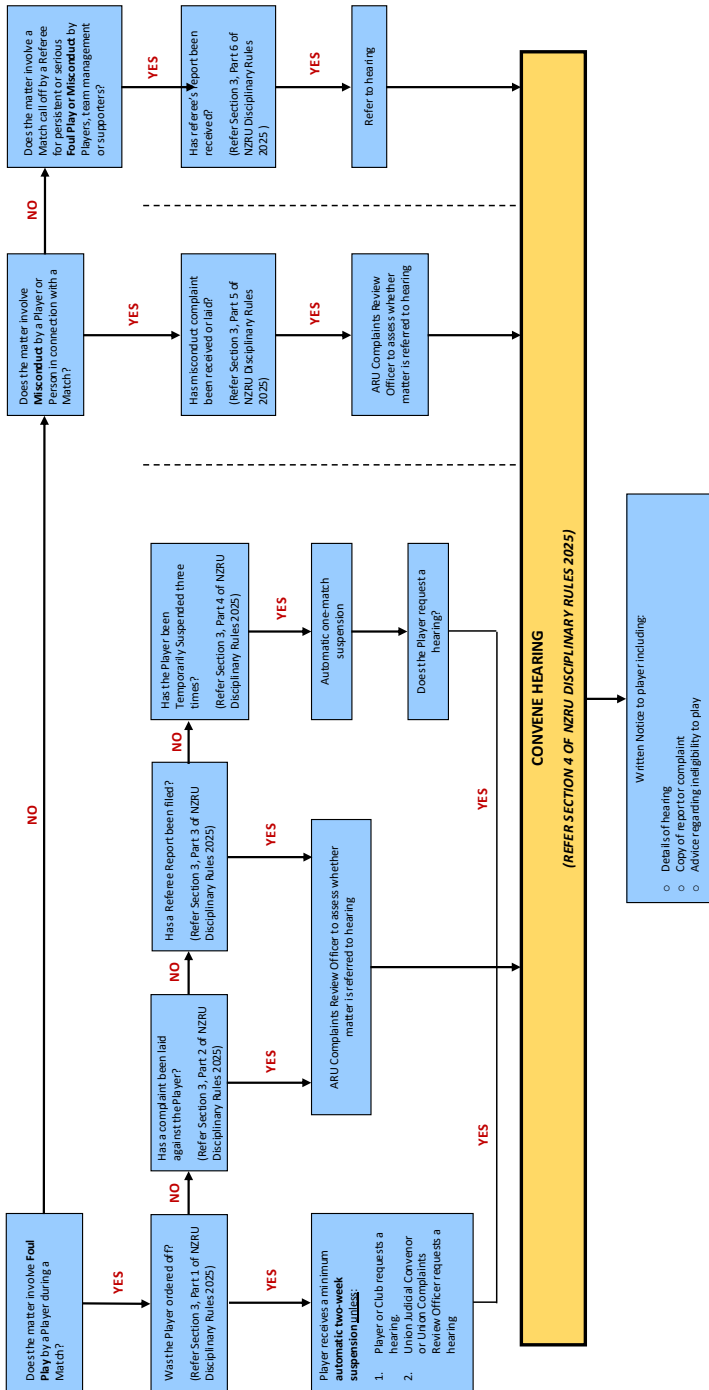


DISCIPLINARY SECTION



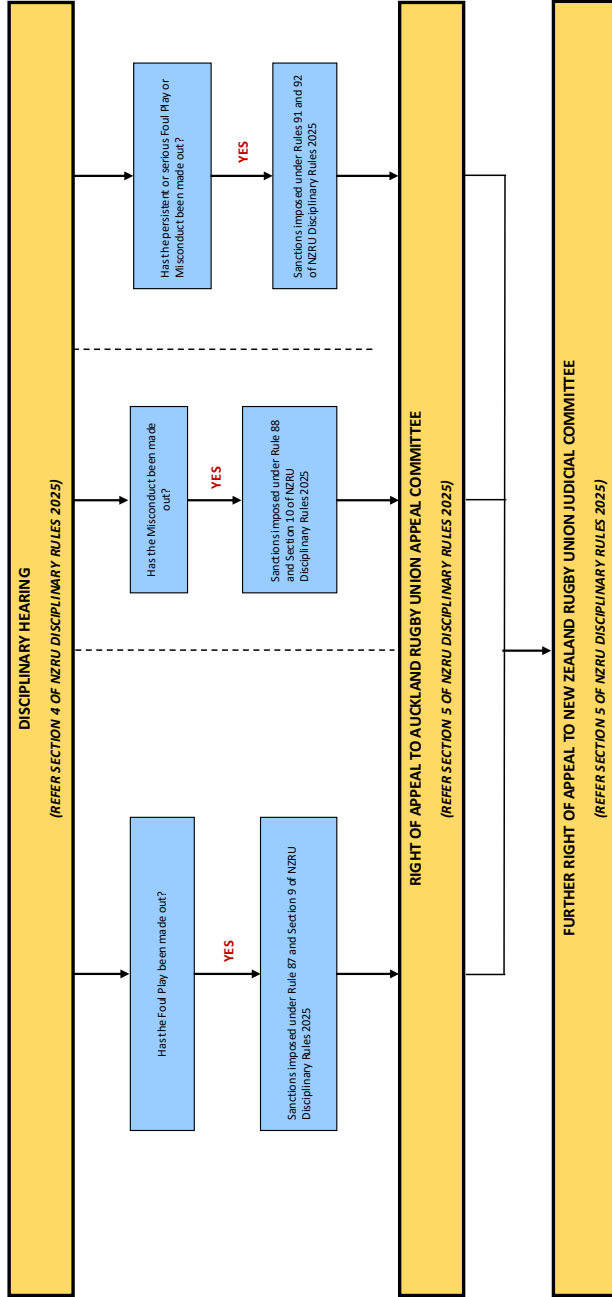


AUCKLAND RUGBY UNION DISCIPLINARY PROCESS FLOWCHART (PRE-HEARING)





AUCKLAND RUGBY UNION DISCIPLINARY PROCESS FLOWCHART (POST HEARING)



Disciplinary hearings are held in the Auckland Rugby Union Community Hub, commencing at 5.30pm on Tuesdays. Clubs and players will be contacted if they are required to attend. The ARU Community Room is located between Entry A & B (beside ARU Merchandise/Ticket Office), Ground Level, Eden Park, Walters Road entrance, Mt Eden.

This flowchart is a guide only. Please refer to the most recent edition of the NZRU Disciplinary Rules. NZRU Disciplinary Rules will apply if there is any difference between the information in this chart and the Rules.

RUGBY XPLORER (RX)

Rugby Xplorer (RX) Overview:

What is it?

Created especially for rugby, Rugby Xplorer (RX) is a registration and competition management platform. This digital platform improves the member experience with user friendly and rugby specific functions that has proven capabilities in modern sport management systems.

How is this relevant/what does this mean for me?

RX will replace the current system Sporty and will provide end-to-end services for Provincial Unions, Clubs and Schools.

Players, coaches, referees, and volunteers will now have to create a Rugby Xplorer account through which they can register for the season. NZR and Auckland Rugby will be providing support throughout this transition process. If you have any questions, please reach out to your club/school for more information.

Where can I find help/support?

ARU website - <https://www.aucklandrugby.co.nz/rugby-xplorer-support>

NZR has support documentation - <https://www.nzrugby.co.nz/what-we-do/rugby-xplorer>

Rugby Xplorer support page - <https://help.xplorer.rugby/s/>



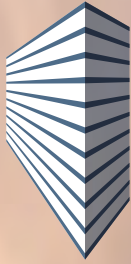
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