HURRICANES REGION U18 GIRLS REPRESENTATIVE RUGBY TOURNAMENT

Tuesday 9 - Thursday 11 October Napier Boys High School



CONTACT
Anna.Darling@nzrugby.co.nz





NAPIER BOYS HIGH SCHOOL, NAPIER 9 - 11 October 2018

- Programme -

Tuesday 9 October		
From 12.00 p.m.	Check in	All
12.00 p.m.	Managers Meeting - Tournament HQ (TBC)	Managers
2.00 p.m.	Round 1 matches kick off	All
2.50 p.m.	Round 2 matches kick off	All
3.30 p.m.	End of Day 1 games	
4.00 p.m.	Laundry Due - Tournament HQ	Managers
	Pool recovery rotation &/or team/personal time	Players
6.00 p.m.	Dinner - Dining Hall	All
7.00 p.m.	Group activity	Players
10.00 p.m.	LIGHTS OUT	Players
Wednesday 10 October		
7.00 a.m.	Compulsory recovery - Hall	Players
8.00 a.m.	Breakfast - Dining Hall	Players
9.00 a.m.	Laundry ready - Tournament HQ	Managers
	Team prep for Round 3	All
10.30 a.m.	Round 3 matches kick off	All
11.10 a.m.	End of Day 2 games	All
12.30 p.m.	Lunch - Dining Hall	All
1.30 p.m.	Session 1 - TBC	Players
2.30 p.m.	Pool recovery rotation &/or team/personal time	Players
4.00 p.m.	Laundry Due - Tournament HQ	Managers
5.00 p.m.	Session 2 - Black Ferns Chat	All
6.00 p.m.	Dinner - Dining Hall	All
7.00 p.m.	Group activity	Players
10.00 p.m.	LIGHTS OUT	Players
Thursday 11 October		
7.00 a.m.	Compulsory recovery - Hall	Players
8.00 a.m.	Breakfast - Dining Hall	Players
9.00 a.m.	Laundry ready - Tournament HQ	Managers
7700 4	Team prep for Round 3	All
10.00 a.m.	Check out of Hostel (can check out earlier)	All
10.30 a.m.	Finals matches kick off	All
11.45 a.m.	Presentations & Farewells	All
12.00 p.m.	Lunches ready to collect - Dining Hall	Managers
1.00 p.m.	Teams depart	All
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Important Contacts:

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Tournament Director
New Zealand Rugby
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Anna.darling@nzrugby.co.nz

Krysten Cottrell Tournament Staff Hawke's Bay Rugby Union 0273871260 duffy@hbrugby.co.nz

Marina Canterbury Tournament Staff Manawatu Rugby Union 021855342 marinac@manawaturugby.co.nz

Ebony Low Tournament Staff Wellington Rugby Football Union 021357090 Ebony.low@wrfu.co.nz

Tournament Specific Information, Playing Conditions & Regulations

HOSTEL INFORMATION

There will be no bedding provided so please ensure players and management BYO pillows, duvet/sleeping bag and towel.

Lights out will be at 10.00 p.m. for all players - please ensure your teams respect the lights out rule and allow others to rest up for the tournament.

Teams can check in to the Hostel at 12.00 p.m. Tuesday and will need to be checked out by 10.00 a.m. Thursday. I will be allocating teams to rooms at the Managers Meeting. Please ensure that your teams leave the hostel as they found it - clean & tidy with rubbish put in the bins.

All muddy boots must be fully cleaned before going inside or contained so that absolutely no mud is dropped on the floors.

BEHAVIOUR STANDARDS

Smoke, Drug and Alcohol-free

This is a smoke, drug and alcohol-free event and it will not be permitted anywhere during the tournament or while travelling to or from the tournament. If parents/supporters wish to smoke, they will need to do so off the premises.

Acceptable Behaviour

Unions are reminded of the obligations in respect to acceptable behaviour standards both on and off the field.

No bad language will be tolerated on or off the field from players, coaches, managers or spectators. If this is not adhered to the Tournament Director has the sole right to remove any person from the tournament and/or venue.

TEAMS

Eligibility

Players must be under the age of 18 on the 1st of January 2018 and must be of secondary school age (i.e. Year 9 - Year 13).

The Team Sheet (attached) must be completed and given to the Tournament Director by **3.00 p.m.** Friday **5 October 2018.** Team sheets will need to have all players birth dates and NZRU ID numbers included, and it must be <u>signed off by the PU CEO</u>.

The team list must also have the number of the playing jersey that the player will be wearing for the <u>duration of the tournament</u>. If for any reason the player changes their playing number it is the coach/manager's responsibility to advise the Tournament Director of the change.

Tournament Squads

Teams are allowed a maximum of 24 players in their squad for the duration of the tournament, and 4 support staff made up of coaches, management and medical staff.

If the team has included any ineligible players, the team will need to stand down that player(s). If the team is found to be fielding an ineligible player, that player will be asked to leave the field and will not be able to play any other games in the tournament. If ineligible players are fielded, the team will be deemed as defaulting that game, and will also lose 2 competition points.

Loan Players

Where significant player availability issues affect the ability of a PU to field a team, that PU needs to apply for a "special status" classification.

"Special status" Unions shall work with the tournament organisers to ensure

- 1. A team can be entered
- 2. The team comprises as many local players as possible
- 3. The team composition must be approved by the tournament organisers

Unions are limited to a maximum of 4 loan players in the squad. Safety of all participants is the primary consideration (especially in regard to the selection of Front Row players).

Teams requiring more than 4 loan players shall be required to apply for "special status".

If a PU determines the need to borrow some players from a neighbouring PU they must firstly contact the Community Rugby Manager or RDO of that Union to request players capable of playing at the required level and in the necessary positions. This should be done at least **two weeks prior** to the commencement of the Tournament.

Once players have been organised an application must be made in writing to the Tournament Director stating the players date of birth, playing position, NZRU ID and the reason it is necessary to have a loan player(s).

The tournament organisers will consider the application and make the final decision.

MATCH MANAGEMENT

All games will be played under the "Laws of the Game of Rugby Union". New Zealand Rugby Domestic Safety Law Variations (DSLV) will apply as appropriate. Scrums will be contested.

Referees

All games will be provided referees.

Each team may be required to provide a touch judge for all of their pool games. During Finals games where possible, certified assistant referees will be allocated.

All teams, management, coaches and spectators need to show respect to officials and recognise that the officials are volunteers.

Substitutions

Normal substitution rules apply. There are **no** rolling substitutions. Players with blood may be substituted and may only re-enter the game when the bleeding has stopped. There is no time-limit for re-entry.

All players in the Tournament are to be given the equivalent of at least one game unless injured. Teams risk losing points or being disqualified from the Tournament if this is not adhered to.

Game Times

In accordance with World Rugby regulations, the maximum playing time permitted in one day for Age Grade Players in New Zealand is 90 minutes. In accordance with New Zealand Rugby DSLV and World Rugby U19 laws, the maximum playing time permitted in a match is 70 minutes.

- Day 1 will comprise of 2 x 35 minute games
- Day 2 will comprise of 1 x 35 minute games
- Day 3 will comprise of 1 x 70 minute Final game
 - o Final games will have a 5 minute half time at the 35th minute

Number of Players in a Match

Only 22 players may strip for any one game, with 5 players who are trained to play in the front row. Changes to this number will be at the discretion of the tournament organisers.

During Matches

All reserve players must be seated on the seats provided. Coaches must either be seated with the reserve players or behind the attacking dead ball line. If they choose to stand behind the dead ball line they must not enter the in-goal area.

There must be no more than two water carriers on the field of play, per team, at any time (including tee carrier). Water carriers must only go on the field during a stoppage of play through injury etc. Water carriers must **not** go on the field of play when a penalty is being taken. Water carriers must wear hi-vis vests/bibs to identify them, provided by each team. While off the field they must remain in the vicinity of the reserve players - they cannot roam up and down the sideline. Water carriers must also not obstruct, interfere or direct comments at Match Officials.

Tournament Points & Play Off Placings

Tournament points will be awarded in each pool game on the following basis:

- Win = 4 points
- Draw = 2 points
- Loss = 1 point if losing team is within 7 points of the winner's score
- Tries = 1 point for teams scoring 4 or more tries

Teams are required to provide a fully completed team card (available at managers meeting) including match result, point scorers etc. to the Tournament Director after each game. It is the manager's responsibility to confirm the score with the referee at the end of the match. Once the team card is with the Tournament Director, the result will stand.

Rankings from Pool Play

If on completion of the pool matches two or more teams have the same aggregate number of points awarded, their final ranking will be determined in accordance with the following formula in order of sequence:

- The winner of the match already played between the two teams
- The team, which has the highest points differential points 'for' minus points 'against' in their pool matches
- The team which has scored the most tries in their pool matches
- The team which has scored the most points in their pool matches
- Toss of a coin

Play-off Games

In the event of a draw at the end of a play-off game, extra time will be played following a 2-minute break. The match official will toss a coin and the winning team elects to kick or choose an end. The match will continue for 5 minutes or until points are scored. If it is still tied after 5 minutes, the winner will be determined by the following formula in order of sequence:

- Team which scored the first try of the match
- The team which has the highest points differential 'for' minus points 'against' in their pool matches
- The team that has scored the most tries in pool matches
- The team that has scored the most points in pool matches
- Toss of a coin

MEDICAL

All players should provide a medical consent form, signed by a parent or guardian, to be held by the Team Manager for the duration of the tournament.

There will be no concussion test for players who display possible concussion symptoms. Any player who leaves the field for concussion and is replaced will be treated as being permanently replaced and cannot play any other games in the tournament. As per the laws of the game, the Match Official has the power to order a player with suspected concussion to leave the playing area.

For concussion management guidelines the Graduated Return to Play document is included in this programme.

There will be no Physiotherapists or Ambulances attending the tournament however teams are welcome to include medical staff as one of their 4 support staff.

The Hawke's Bay Hospital (398 Omahu Rd, Camberley, Hastings) is a 15 minute drive away, alternatively teams are welcome to organise local physios for game days.

Recovery

Actively helping your body to warm down and recover after games will help your players prepare for their upcoming games. Because of that we have organised some 'compulsory' Yoga recovery sessions in the morning. Obviously if players do not want to participate, or cannot, we will not force them to, however we encourage all players (& management ©) to join in on all activities over the tournament. Players can bring along yoga mats if they have any, otherwise they'll be fine without one.

Pool sessions are also available, at no cost, in the Napier Boys High School pool. If you would like to have a pool time organised for you please advise the Tournament Director by **Wednesday 3 October 2018**.

Mouth guards

Mouth guards <u>must be worn at all times</u> and all teams are expected to provide their own mouth guards.

The first player observed not wearing a mouth guard will be issued a Yellow Card. The player yellow carded can return to the field of play upon expiry of the temporary suspension period, but only if the player is wearing a mouth guard. If the offending player is unable to return wearing a mouth guard, then that player can be replaced. This will be deemed to be a permanent replacement and the offending player will not be permitted to return to the field of play under any circumstances.

If subsequent players from the same team are observed not wearing a mouth guard these players will be issued a Red Card. Any player issued with a Red Card for failing to wear a mouthguard will receive an additional automatic one match suspension.

JUDICIAL

Judicial Procedures

Yellow card: If a player is yellow carded they will spend a total of 5 minutes in the sin bin chair if they are playing in a round robin game (35 minute game), or 10 minutes in the sin bin if they are playing in a Final game (70 minute game).

The sin bin chair is situated between the two reserve benches and the time will start once the player leaves the field.

A player who is temporarily suspended twice during the tournament will be advised by the tournament organisers that they will be subject to an automatic suspension of one match, if they are to receive a third suspension (yellow card) during the course of the tournament.

Red card: If a player receives a red card they will be required to leave the field for the rest of the game and will have an automatic 1 match suspension after the offending game.

Match officials are responsible for documenting cards and providing the names of players and details to the tournament organisers.

Disputes Process

If there are any disputes, issues or disagreements between any parties, then these must be brought to the attention of the Tournament Director directly after the game concerned.

Any and all disputes, issues or disagreements will be reviewed by the Tournament Judicial Panel (made up of a HBRU representative, NZR representative and a non-refereeing Referee or another impartial PU representative) who will adjudicate on the matter. After careful consideration, including discussions and/or the need for additional information if required from either or all parties, the ruling from the Judicial Panel will be full and final.

OTHER TOURNAMENT INFORMATION

Presentations

1st place-getters will be presented medals.

There will be a Most Value Player chosen for each team, by the opposing team, via a 3-2-1 system. MVPs will be presented certificates.

Match Balls

We will be providing one FREE Adidas match ball to each team. These will be given out to team managers at the Managers Meeting.

Snacks

We will provide some snacks (i.e. muesli bars & fruit) throughout the tournament and they will be found at the Tournament HQ, however teams are encouraged to bring their own snacks/extras for their teams as well.

HURRICANES REGION UNDER 18 GIRLS RUGBY TOURNAMENT REQUIRED ATTACHMENTS/DOCUMENTS

Team Sheet

Please complete the empty fields and return to anna.darling@nzrugby.co.nz by 3.00 p.m. Friday 5 October 2018.

PROVINCIAL UNION		
PU CEO	Name:	Signature:
СОАСН	Name:	Contact:
MANAGER	Name:	Contact:

PLAYERS

JERSEY NO.	FIRST NAME	LAST NAME	DATE OF BIRTH	NZR DATABASE ID NUMBER
1				
2		/		
3				
4				
5		/		
6				
7				
8				
9				
10				
11				
12	/			
13	/			
14	, and the second			
15	/			
16	/			
17	/			
18	/			
19				
20				
21				
22				
23				
24				

^{*} denotes team captain

Team Card

School:				v Sc	chool:					
Date:	Round:					Time:				
Coach:		Captai	n:			Referee:				
Position	Surname		Initials	Tries	Conversion	Penalty	Drop Goal	*Report		
1										
2										
3										
4										
5										
6							/			
7										
8										
9										
10										
11										
12					/					
13										
14										
15										
16										
17										
18										
19										
20			/							
21										
22			/							
*Report: S	S = Sin Bin SO = Sent (Off								
Team De	tails			Tries	Conversions	P Goals	D Goa	al Score		
Team 1 N	ame:									
Team 2 N	ame:									
Team Mar				Signed	:		•			
Referee:				Signed	:					
Opposing	Team MVP: 3:			2:		1:				
Comment	s: /									

To be handed in to Tournament HQ immediately after the game.

HURRICANES REGION U18 GIRLS RUGBY TOURNAMENT DRAW											
DAY ONE											
ROUND	ROUND TIME FIELD 1 ROUND TIME FIELD 2								2		
1	2.00	Manawatu	٧	Wellington		1	2.00	Hawke's Bay		٧	Poverty Bay
2	2.50	Wellington	٧	Hawke's Bay		2	2.50	Manawatu		٧	Poverty Bay
				D	٩Y	TWO					
3	10.30	Wellington	٧	Poverty Bay		3	12.00	Manawatu		٧	Hawke's Bay
	DAY THREE										
FINALS	10.30	Rank 1	٧	Rank 2		FINALS	10.30	Rank 3		٧	Rank 4
11.45PRESENTATIONS11.45PRESENTATIONS							TIONS				

Injury Report								
Particulars of injury:								
Date:	Time:			Location:				
The injured person:								
Name:				Address where injury took place:				
Age:	Phone:							
Position:	Other:							
Type of injury: What po	art of the body is	affected (i.e	e. wrist)					
Describe the injury: Ho	ow the injury happ	ened (i.e. in	collapsed :	scrum)				
Medical: What treatmer	t was sought - on j	field or off f	ield. Metho	od of leaving the field (i.e. ambulance)				
Sign off: Signatures requ	ıired							
Signed:		Designation	ı (i.e. Tean	m Manager/Coach):				
Contact Details (mobile)	:		Contact D	Details (home):				
Provincial Union:		-						

Injury reports must be completed for the following 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 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
- Any suspected concussion

GRADUATED RETURN TO PLAY (GRTP)

All players diagnosed with a concussion or suspected concussion must go through the GRTP described in this poster. For more information talk to your coach, your local union, contact New Zealand Rugby or check out rugbysmart.co.nz



CONCUSSION

Re	habilitation Stage	Minimu U19	m Time 19+
1	Rest / No Activity Complete mental and physical rest. No screens.	2 days	2 days
2	Light aerobic exercise Symptom guided low - moderate intensity activities (walking and stationary cycling).	14 days	14 days
3	Rugby-specific exercise Running drills, no impact activities.	2 days	1 day
4	Non-contact training drills Progression to more complex training drills: passing, catching, may start doing weight training.	2 days	1 day
5	Following medical clearance full contact practice May participate in normal training activities (contact training).	2 days	2 days
6	After 24 hours return to play Player rehabilitated.	1 day	1 day

RECOGNISE I REMOVE I RECOVER I RETURN









- NAPIER BOYS HIGH SCHOOL - - TE AWA AVE, NAPIER -

