

# HURRICANES REGION UNDER 18 GIRLS RUGBY TOURNAMENT

## NAPIER BOYS HIGH SCHOOL, NAPIER 1-3rd October 2019

### - Programme - (Subject to Change)

#### Tuesday 1st October

From 12 pm.	Check in	All
12.15 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
3.40 p.m.	Round 3 Matches Kick Off	
4.20 p.m.	End of Day 1 games	
4.40 p.m.	Laundry Due - Tournament HQ	Managers
	Pool recovery rotation &/or team/personal time	Players
6.00 p.m.	Dinner - Dining Hall (Pool A)	All
6.30 p.m.	Dinner - Dining Hall (Pool B)	Players
7.30 pm	Spit into Tournament Activity Teams (Explain Details)	
8.30 pm	Free Time	
10.00 p.m.	LIGHTS OUT	Players

#### Wednesday 2nd October

7.00 a.m.	Compulsory Recovery - Gym	Players
8.00 a.m.	Breakfast - Dining Hall (Pool A)	Players
8.30 a.m.	Breakfast - Dining Hall (Pool B)	
9.00 a.m.	Laundry ready - Tournament HQ	Managers
	Teams Prep Day 2	All
10.00 a.m.	5 <sup>th</sup> 6 <sup>th</sup> Match kicks off	All
11.00 a.m.	Semi 1 & Semi 2 Kick off	All
12.00 p.m.	Lunch - Dining Hall (5 <sup>th</sup> & 6 <sup>th</sup> Play Off)	All
12.30 p.m.	Lunch - Dining Hall (Semi F 1&2)	
1.00 p.m.	Free Time	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 - TBC	All
6.00 p.m.	Dinner - Dining Hall (Pool B)	All
6.30 P.m.	Dinner - Dining Hall (Pool A)	
7.00 p.m.	Group activity Presentation - Gym / Concourse	Players
10.00 p.m.	LIGHTS OUT	Players

#### Thursday 3rd October

7.00 a.m.	Compulsory recovery - Gym	Players
8.00 a.m.	Breakfast - Dining Hall (10am Teams)	Players
8.30 a.m.	Breakfast - Dining Hall (11am Teams)	
9.00 a.m.	Laundry ready - Tournament HQ	Managers
	Team prep for Round 3	All

10.00 a.m.	Day 3 Games Start as per Draw	
11.00 a.m.	Check out of Hostel (can check out earlier)	All
11.30 a.m.	Final Game 1v2	All
12.50 p.m.	Presentations	All
1.00 p.m.	Lunches ready to collect / Farwell's	Managers
1.10 p.m.	Pool	All
1.30pm	Teams Depart	

## Important Contacts:

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# ***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.

Team management are responsible for their teams at all times. If any concerns, please discuss with Tournament Directors.

Teams can check in to the Hostel from **12pm Tuesday** and will need to be checked out by **11.00 a.m. Thursday**. We 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.

Absolutely no balls are to be passed and or kicked around the hostel. Damage to windows or hostel property will be at the cost to the PU or player / Players.

## **TEAMS**

### **Eligibility**

Players must be under the age of 18 on the 1<sup>st</sup> 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 27th September 2019**. Team sheets will need to have all players birth dates and NZRU ID numbers included, and it must be signed off by the PU CEO.

The team list must also have the number of the playing jersey that the player will be wearing for the duration of the tournament. 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 before 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 (DSLTV) 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 DSLTV 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
  - Final games will have a 5 minute half time at the 35<sup>th</sup> 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 behind the dead ball line. Coaches and managers must also be seated with the reserve players or behind the attacking dead ball line. Coaches, Management and Players 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.

Managers are to also pick 3,2,1's for the opposition and write in the space provided on the score sheet. Please ensure this is done and submitted after each game.

### **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 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. This is the respective Pus' / Management team's responsibility to collect and check.

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 a Physiotherapists attending however no Ambulances attending the tournament however teams are welcome to include medical staff as one of their 4 support staff. If there is an emergency, please call 111.

The Hawke's Bay Hospital (398 Omaha Rd, Camberley, Hastings) is a 15-minute drive away, alternatively teams are welcome to organise local physios for game days. However, there is City Medical on Wellesley road - Refer to pre-tournament information for diagram / map and details.

## **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, please advise the Tournament Director by **Thursday 26<sup>th</sup> September 2019**.

## **Mouth guards**

Mouth guards must be worn at all times 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**

1<sup>st</sup> 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 prizes.

### **Match Balls**

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

### **Snacks**

Snacks will not be provided this year to teams.

### **Dining Information**

There will need to be two meal sitting times 30mins after each other due to the number of teams we are hosting. Time to be confirmed at Managers meeting See below meals provided

Tuesday - Dinner (You will need to provide your own lunch on the day)

Wednesday - Continental Breakfast / Cooked Lunch / Dinner

Thursday - Continental Breakfast / Take away Lunch

**HURRICANES REGION UNDER 18 GIRLS RUGBY  
TOURNAMENT REQUIRED ATTACHMENTS/DOCUMENTS**





# HURRICANES REGION UNDER 18 GIRLS RUGBY TOURNAMENT

## Team Card

Team:				v	Team:			
Date:			Round:			Time:		
Coach:			Captain:			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 = Sin Bin   SO = Sent Off								
<b>Team Details</b>				<b>Tries</b>	<b>Conversions</b>	<b>P Goals</b>	<b>D Goal</b>	<b>Score</b>
Team 1 Name:								
Team 2 Name:								
Team Manager:				Signed:				
Referee:				Signed:				
Opposing Team MVP:				3:	2:	1:		

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

## 2019 Hurricanes Youth Rugby Council U18 Girls Tournament

<b>Pool A</b>	<b>Pool B</b>		<b>Rankings from 2018:</b>
1. Wellington	2. Hawkes Bay		1. Wellington
3. Poverty Bay	4. Manawatu		2. Hawkes Bay
5. Whanganui	6. Horowhenua Kapiti		3. Poverty Bay
			4. Manawatu
			5. Whanganui
			6. Horowhenua Kapiti

### Tuesday 1st October (Day 1): 2 x Half games of 35 mins each vs other 2 teams in your pool

ROUND 1				Venue	Time
POOL A	Wellington	vs	Poverty Bay	NBHS 1	2pm
POOL B	Hawkes Bay	vs	Manawatu	NBHS 2	2pm
ROUND 2					
POOL A	Wellington	vs	Whanganui	NBHS 2	2:50pm
POOL B	Horowhenua Kapiti	vs	Manawatu	NBHS 1	2:50pm
ROUND 3					
POOL A	Poverty Bay	vs	Whanganui	NBHS 1	3:40pm
POOL B	Hawkes Bay	vs	Horowhenua Kapiti	NBHS 2	3:40pm

### Wednesday 2nd October (Day 2): Semi Finals 1x 35min Game

<b>Semi Final 1</b>	Pool A Highest Qualifying	vs	Pool B 2nd Highest Qualifying	NBHS 1	11:00am
<b>Semi Final 2</b>	Pool B Highest Qualifying	vs	Pool A 2nd Highest Qualifying	NBHS 2	11:00am
<b>5th vs 6th Playoff</b>	Lowest Qualifying Pool A	vs	Lowest Qualifying Pool B	NBHS 1	10am

### Thursday 3rd October (Day 3): FINALS

G1	
G2	
G3 - Final	

Option 1					
Grand Final	Winner SF1	vs	Winner SF2	NBHS 1	11:30am
Friendly	Loser SF1	vs	Winner SF3	NBHS 1	10am
Friendly	Loser SF2	vs	Loser SF3	NBHS 2	10am
Option 2					
Grand Final	Winner SF1	vs	Winner SF2	NBHS 1	11:30am
3rd vs 4th Playoff	Loser SF1	vs	Loser SF2	NBHS 1	10am
5th vs 6th Playoff	Lowest Qualifying Pool A	vs	Lowest Qualifying Pool B	NBHS 2	10am

**Option 1:**

- Grand final (1st vs 2nd) will stay as is
- 3rd & 4th will not playoff but the rankings will be determined by for and against on Day twos results
- Teams get the opportunity to play different teams e.g. 5th vs 6th do not have to play each other again as they did the day before
- Both games will be friendly'with 3rd, 4th, 5th & 6th all determined after day twos matches

**Option 2:**

- Grand final (1st vs 2nd) will stay as is
- 3rd & 4th playoff will be played between Loser SF1 vs Loser SF2
- 5th vs 6th will be played again with the opportunity for the losing team from the day before to redeem themselves (If it is tied, one game each at the end of the day, 5th & 6th will be determined by for and against points)

# HURRICANES REGION UNDER 18 GIRLS RUGBY TOURNAMENT

Injury Report		
<b>Particulars of injury:</b>		
Date:	Time:	Location:
<b>The injured person:</b>		
Name:		Address where injury took place:
Age:	Phone:	
Position:	Other:	
<b>Type of injury: <i>What part of the body is affected (i.e. wrist)</i></b>		
<b>Describe the injury: <i>How the injury happened (i.e. in collapsed scrum)</i></b>		
<b>Medical: <i>What treatment was sought - on field or off field. Method of leaving the field (i.e. ambulance)</i></b>		
<b>Sign off: <i>Signatures required</i></b>		
Signed:		Designation (i.e. Team Manager/Coach):
Contact Details (mobile):		Contact 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](http://rugbysmart.co.nz)



# CONCUSSION

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

**RECOGNISE | REMOVE | RECOVER | RETURN**



# HURRICANES REGION UNDER 19 GIRLS RUGBY TOURNAMENT

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





## TEAM LIST

Please return by 27<sup>th</sup> September

<b>TEAM:</b>
<b>DATE:</b> October 1-3 <sup>rd</sup>
<b>CAPTAIN:</b>

**Players**

NO.	POSITION	NAME	PLAYER ID NUMBER
1	PROP		
2	HOOKER		
3	PROP		
4	LEFT LOCK		
5	RIGHT LOCK		
6	LEFT FLANKER		
7	RIGHT FLANKER		
8	NUMBER EIGHT		
9	SCRUMHALF		
10	FLYHALF		
11	LEFT WING		
12	INSIDE CENTRE		
13	OUTSIDE CENTRE		
14	RIGHT WING		
15	FULLBACK		
<b>REPLACEMENTS</b>			
16.			
17.			
18.			
19.			
20.			
21.			
22.			
23			
24.			

**Team Management:**

	Name	Role
1		
2		
3		
4		