


HURRICANES REGION U15 GIRLS RUGBY TOURNAMENT

3 & 4 SEPTEMBER (WINTER TOURNAMENT WEEK)

PLAYFORD PARK, LEVIN

- 
- 12-a-side teams
 - Uncontested scrums
 - Team entry is FREE
 - Composite teams accepted
 - Maximum of 12 teams
 - Open to all U15 teams from the Hurricanes region

TEAMS WILL ALSO RECEIVE:

A free Leslie Match Ball Free laundry service for rugby gear

Please email anna.darling@nzrugby.co.nz
to register or for more details.





HURRICANES REGION UNDER 15 GIRLS RUGBY TOURNAMENT - 2018

PLAYFORD PARK, LEVIN

- Programme -

Monday 3 September

9.30 a.m.	Managers Meeting - Tournament HQ	Managers
10.00 a.m.	Round 1 matches kick off	
3.00 p.m. (approx.)	End of last game	
3.30 p.m. (latest)	Laundry Due - Tournament HQ	Managers

Tuesday 4 September

9.30 a.m.	Laundry ready to be picked up from Tournament HQ	Managers
10.00 a.m. onwards	Round 4 matches	
3.30 p.m. (approx.)	Presentations & Farewells	All Teams

Important Contacts:

Anna Darling
Tournament Director
NZ Rugby
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Tournament Manager
Horowhenua Kapiti Rugby Union
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Tournament Specific Playing Conditions & Regulations

Tournament Information

Programme Times

Monday 3 September 2018

- 9.30 a.m. - Managers meeting at the Tournament HQ. Updated, signed Team Sheets are to be handed in at this time
- 10.00 a.m. - First game starts (subject to change)
- 3.00 p.m. - Last game ends (subject to change)

Tuesday 4 September 2018

- 10.00 a.m. - First game starts
- 3.30 p.m. - Presentations

Presentations

- 1st place-getters will be presented medals
- MVPs will be presented certificates

Dress Code

- Teams to play in numbered jerseys, socks and shorts - provided by their schools

Behaviour Standards

- Teams are reminded that they are ambassadors to the sport, and to their schools, and should act with respect and good behaviour at all times. Bad language will not be tolerated on or off the field from players, coaches, managers or spectators
- The above must be recognised by parents, coaches and management of the competing teams and other spectators at all times. If this is not adhered to the Tournament Management has the sole right to remove any person from the tournament

Tech Zone / Sub Control Area

- All players, management and coaches must remain in the Tech Zone / Sub control area - an area between the 10m lines
- Each team may designate 3 water carriers and a trained medic. One of these personnel can operate from the opposite touchline

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 HKRU representative, NZR representative and the non-refereeing Referee) 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

Judicial Procedures

- If a player is yellow carded, they spend a total of 2 minutes in the sin bin chair. The sin bin chair is situated between the technical zones
- The time will start once the player reaches the sin bin chair
- Player receiving a red card will have an automatic 1 match suspension

Photos, Tents & Rubbish

- A full tournament photo will be organised before prizegiving on Day 2

- Tents can be erected in the designated areas (refer to site plan). If unsure, please ask Tournament Management where it's safe to put up your tent. Please ensure that metal pegs are removed at the end of the day
- Rubbish bags will be provided and bins will be freely accessible around the ground. Please make sure that your area is free of rubbish before leaving. Please try to recycle where possible

Toilets & Changing Rooms

- Toilets and changing rooms are marked on the map on page 11 of this programme

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

First Aid

- St Johns Ambulance will be in attendance during the tournament
- Individual teams are responsible for ensuring they are equipped to deal with any general injuries that may occur, and this should include carrying a basic first aid kit. Ice will be available from Tournament HQ
- If any injury is beyond the capability of the team appointee to deal with and is not a major trauma injury then the team are responsible for ensuring appropriate medical advice and support is provided

Snacks

- We will provide snacks (i.e. muesli bars & fruit) throughout the tournament and they will be found at the Tournament HQ

Smoke, Drug and Alcohol-free

- Please note that this is a Smoke, Drug and Alcohol-free event, and it will not be permitted anywhere at the venue
- If parents/supporters wish to smoke then they will need to do so off the premises

Parking

- There is plenty of parking near the toilets & changing rooms

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 2 minute 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

Competition Rules

Eligibility

- Players must:
 - Be under the age of 15 on the 1st of January 2018
 - With the exception of **two** (maximum) players who can be under 16 on the 1st January 2018
 - *Please note that only one U16 player can take the field at a time*
 - *U16 players must only be selected if schools are struggling to field a true U15 team*
 - Attend secondary school
 - With the exception of **two** (maximum) players who can be in Year 8 as of the 1st January 2018
 - *These players must be current rugby players in an U13 grade (no new-to-rugby players)*
 - *Year 8 players must only be selected if schools are struggling to field a true U15 team*

Squad Numbers

- Teams are allowed a maximum of 22 players in their squad for the duration of the tournament
- The Team Sheet (below) must be completed and given to the Tournament Director by **Friday 31 August 2018, 3.00 p.m.** A final copy will also be required at the Managers Meeting
 - 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
 - the date of birth of the player - no date of birth, no play
- If the team has included any ineligible players, or is over the above 'Eligibility' quota, 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

Substitutions

- There are unlimited interchanges however substitutions must be made through match officials and is only permitted during stoppages of play and from the sub control area
- Players with blood may only re-enter the game when the bleeding has stopped. There is no time-limit

Playing Time

- The period of play for all matches (including Finals) shall be 15 minutes each way
- Half-time will be 2 minutes

Game Format

- All games will be played under NZ Rugby Domestic Law Rules, except for the following variations:
 - All scrums are uncontested - no pushing and team feeding the scrum **MUST** win it
 - All scrums will be 3-2-1 formation (unless reduced for yellow or red card reasons)
 - The Number 8 cannot pick up the ball from the back of the scrum and run

Competition Format

- Games will be played 12-a-side
- It will be a basic format of round robin play then into Finals games

Result Confirmation

- It is the manager's responsibility to confirm the score with the referee at the end of the match
- Once the score card is with the Tournament Manager, the result will stand

Points Allocation

- Three (3) points for a win or a BYE
- Two (2) points each for a draw
- One (1) point for a loss

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

Referees

- All games will be provided referees
- Each team may be required to provide a touch judge for all of their pool games. During playoff 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

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Team Sheet

Please complete the empty fields and return to anna.darling@nzrugby.co.nz.

SCHOOL NAME	
COACH NAME	
MANAGER NAME & CONTACT	

PLAYERS

JERSEY NO.	FIRST NAME	LAST NAME	DATE OF BIRTH	DATABASE ID #
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

JERSEY NO.	FIRST NAME	LAST NAME	DATE OF BIRTH	DATABASE ID #
15				
16				
17				
18				
19				
20				
21				
22				

HURRICANES REGION UNDER 15 GIRLS RUGBY TOURNAMENT

DAY 1 DRAW

DAY ONE			
ROUND	TIME	FIELD 1	FIELD 2
Round 1	10.00 a.m.	Feilding HS v Kapiti College	Wairarapa Combined v Mana College
	10.45 a.m.	Wanganui HS v Lytton HS	
Round 2	11.30 a.m.	Mana College v Kapiti College	
	12.15 p.m.	Feilding HS v Lytton HS	Wairarapa Combined v Wanganui HS
Round 3	1.30 p.m.	Mana College v Wanganui HS	
	2.15 p.m.	Kapiti College v Lytton HS	Feilding HS v Wairarapa Combined

TEAMS
Kapiti College
Feilding High School
Wairarapa Combined
Wanganui High School
Lytton High School
Mana College



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DAY 2 DRAW

DAY TWO			
ROUND	TIME	FIELD 1	FIELD 2
Round 4	10.00 a.m.	Wanganui HS v Kapiti College	Lytton HS v Wairarapa Combined
	10.45 a.m.	Mana College v Feilding HS	
Round 5	11.30 a.m.	Kapiti College v Wairarapa Combined	
	12.15 p.m.	Wanganui HS v Feilding HS	Lytton HS v Mana College
FINALS	2.00 p.m.	Rank 5 v Rank 6	Rank 3 v Rank 4
	2.45 p.m.	Rank 1 v Rank 2	

TEAMS
Kapiti College
Feilding High School
Wai Bush Combined
Wanganui High School
Lytton High School
Mana College

Playford Park, 21 - 67 Bartholomew Rd, LEVIN

-  Tent Area for teams
-  Management area (info station, ice, snacks etc.), bathroom, changing room facilities & car park

