

PART A – COMPETITION FORMAT

1. The Annual Competition

- a. The Annual Competition (the Competition) is played in two Divisions; Division A and Division B.
- b. Division A consists of teams from Hawkes Bay, Manawatu, Poverty Bay and Wellington. Division B is divided into two Pools¹: Pool B1 and Pool B2. Pool B1 consists of teams from East Coast, Wanganui and Wellington Development and Pool B2 consists of teams from Horowhenua-Kapiti, Hawkes Bay Development and Wairarapa-Bush.
- c. The Competition is played as a four-day-tournament (the Tournament), with the first round of fixtures played on the weekend, pre-Tournament. During the Tournament itself, games are played on a Monday, Tuesday and Thursday.

2. Division A Draw

- a. The draw for Division A is based on the final rankings from the previous year's Competition, with reference to the following points.
- b. For games scheduled on the weekend prior to the Tournament, fixtures will be between the two closest geographic teams, played at a neutral venue: e.g. Hawkes Bay vs Poverty Bay @ Wairoa; and Manawatu vs Wellington @ Otaki.
- c. For games scheduled on the Monday of the Tournament, the highest ranked team from the prior year's Tournament vs the lowest (or next lowest²) ranked team, from the prior year's Tournament. The other two teams play each other.
- d. For games scheduled on the Tuesday of the Tournament, match opponents will be those required to complete the Round Robin section of the Tournament (i.e. the teams that have not already played each other).
- e. For games scheduled on the Thursday of the Tournament, the Grand Final will be played between the 1st and 2nd ranked teams following the completion of the Round Robin section of the Tournament, with the Consolation Final played between the 3rd and 4th ranked teams.

¹ Other than in the first year of competition, Clause 3 (b) supersedes this clause.

² In the event that the highest ranked vs lowest ranked team is played pre-Tournament.

3. Division B Draw

- a. The three teams in each Pool play a series of Round-Robin games and then play a Pool-Cross-Over game.
- b. The composition of each Pool is determined on the seedings from the previous year's Competition, excluding the Development Teams, which are ranked 5 and 6 respectively, each year³. Teams seeded 1, 3 and 5 play in Pool B1 and teams seeded 2, 4 and 6 play in Pool B2.
- c. As with Division A, pre-Tournament Round-Robin fixtures are played on the weekend prior to the start of the Tournament (i.e. eight or nine days before the start of the Tournament). The teams drawn to play pre-Tournament fixtures are determined on the basis of the two closest Provincial Unions in the same Pool.
- d. For example, if Wanganui, Horowhenua-Kapiti and East Coast are all in the same Pool, then Wanganui and Horowhenua-Kapiti will be drawn to play a pre-Tournament fixture. Similarly if East Coast, Poverty Bay and Wairarapa Bush are in the same Pool, then East Coast and Poverty Bay will be drawn to play a pre-Tournament fixture.
- e. The designation of which Provincial Union hosts the pre-Tournament fixture is based on the reverse of who previously hosted the fixture when these last two teams meet. (For example, if Wanganui played Wellington Development in Wellington in the previous year, then in the following year, Wellington Development travels to Wanganui).
- f. For games scheduled on the Monday of the Tournament, within each Pool, the teams that were not involved in the pre-Tournament fixture are to play the highest ranked teams that did play in the pre-Tournament fixture. The two teams that have a bye are to be drawn to play a non-competition/friendly game.
- g. For games scheduled on the Tuesday of the Tournament, within each Pool, the teams that were not involved in the pre-Tournament fixture are to play the other remaining team in their Pool. The two teams that have a bye are to be drawn to play a non-competition/friendly game.
- h. For games scheduled on the Thursday of the Tournament, the teams ranked first in each Pool are to play each other, the teams ranked second in each Pool are to play each other and the teams ranked third are to play each other.

³ The higher ranked of the two teams at the end of the Tournament is ranked 5, the following year.

5. Competition Points

- a. Teams will gain the following amount of Competition Points in each fixture:
 - 4 points for a win;
 - 2 points for a draw;
 - 1 point for a loss by 7 or less; and
 - 1 point for scoring 4 or more tries.
- b. The winner of each Division or Pool is the team with the most Competition Points; the runner-up in each Division or Pool is the team with the second highest amount of Competition Points; the third place team is the team with the third highest amount of Competition Points and the fourth placed team is the team gaining the least Competition Points.
- c. If at the end of the Competition teams are tied, placings are to be determined using the following criteria:
 - the Winner is the team that beat the other team when they played their Round-Robin fixture; or
 - if they drew, then the Winner is the team with the highest points differential in the competition (i.e. the team with greatest positive difference between Points For and Points Against); or
 - if still tied, the Winner is the team that scored the most tries in the Competition; or
 - if still tied, then the Winner is to be decided by toss of the coin.

6. Hosting

- a. Provincial Unions will host the Tournament, as follows.
 - 2016 Manawatu
 - 2017 Wanganui
 - 2018 Wairarapa-Bush
 - 2019 Poverty Bay
 - 2020 Wellington
 - 2021 East Coast
 - 2022 Hawkes Bay
 - 2023 Horowhenua-Kapiti
- b. From 2024 onward, the order as above will be repeated (unless otherwise agreed by the Council's Executive Board).

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7. Promotion Relegation

- a. Any team in Division B (except Wellington Development and Hawkes Bay Development) has the right to challenge the loser of Division A, before the following year's Tournament for the right to be in Division A.
- b. The Challenge Game is to be played at a venue named by the Division A team.
- c. The challenge must be in writing and forwarded to the Division A team's Provincial Union (and for information to the Competition Administrators), no later than 1 April of the year in which the Competition is to be played.

8. Player Eligibility

- a. In order to play in the Competition, players must be under 16 as 1 January of the year of the Competition; and be a registered player in the Union the player was selected for, or a bona fide resident of the Union selected for.

9. Squad Size/Player Numbers

- a. Subject to clause 10. d. below, the number of players in each team is to be 22 for each game. The usual NZRU Domestic Law variations associated with the requirement for a minimum of five front row players for each game and the rules for player replacements are to apply.
- b. For the Tournament a maximum squad size of 24 players can be designated to compete. In this case, 22 of these players must be named for any Tournament Fixture, to meet the requirements of 10. b. below.

10. Replacement of Players

- a. As this is a Round-Robin Competition, different players can play in each of the Competition rounds. But the players must come from the squad of up to 24 players designated by each Provincial Union for the Tournament.
- b. In accordance with New Zealand Rugby's 2014 Teenage, Small Blacks & Rugby Laws Update, for each Tournament Fixture, all non-starting players (other than those who permanently replaced injured players in the first half of the match), must take the field from half-time.
- c. New Zealand Rugby's 2014 Teenage, Small Blacks & Rugby Laws Update supersedes the ability of a team to make tactical substitutions during a Tournament Fixture, given all players must play at least half a game.

- d. This means that other than at half-time, player replacements can only be made in the event of an injury (Laws 3.7, 3.10 and 3.12), or due to Foul Play (Law 3.13).
- e. A team may field less than 22 players where, in the interests of player safety, an injury prevents a player from any further participation in the Tournament and there are no other replacement players.
- f. In this case, the Team Manager will be required to provide a written and signed Declaration to the PU Administrator, before the Tournament Fixture commences, providing the details of the player and the nature of the injury.
- g. In the case of Serious Injury (where a Serious Injury Report has been submitted to the Competition Administrators, signed by a Registered Medical Practitioner), the injured player may be replaced.
- h. In the event of g. above, where a Provincial Union has teams in Division A and Division B, the replacement player for the Division A team must be selected from the Division B team, with the Division B team then eligible (but not obliged) to add a replacement player.
- i. In all other respects (and subject to the above), the Laws of the Game (sp. Law 3) relating to the substitution and replacement of players shall apply.

11. Jersey Numbers

- a. Players must play in the numbered jersey recorded on the official Team Sheet.

12. Playing Time

- a. All games will be played in two halves of 35 minutes each excluding injury time.
- b. There will be no extra time for draws.

PART B – COMPETITION ADMINISTRATION

1. Competition Administrators

- a. In order to ensure all the administration associated with the Competition is completed in a timely and thorough manner, the Council will appoint two Competition Administrators:

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- one from the Host Provincial Union (who has primary responsibility for conducting the Tournament – the PU Administrator); and
 - one from the Council's Operations Committee (who has overall responsibility for ensuring the Competition is undertaken in accordance with these rules – the Council Administrator).
- b. Specifically, the Competition Administrators (working collaboratively pre and during the Competition), are responsible to the Council for:
- (1) promulgation of the Competition Draw by 10 April each year;
 - (2) collecting all match Team Sheets;
 - (3) confirming all players are eligible to compete in the Competition;
 - (4) maintaining the Competition 'Results Table';
 - (5) completing a check that all players listed on Team Sheets are also listed on the all Provincial Union Schedules confirming that their players are eligible to participate in the Competition;
 - (6) promulgating Competition results to all participating Provincial Union Offices within two working days of a fixture;
 - (7) producing Administration Instructions for the Tournament;
 - (8) conducting the Tournament;
 - (9) collating all Competition Referee Reports (i.e. any sin bin (yellow card) or sending off (red card) and Provincial Union Disciplinary Committee findings;
 - (10) distributing all Referee Reports and Provincial Union Disciplinary Committee findings to applicable Unions;
 - (11) advising all Unions of any breach of Competition Eligibility Rules; and
 - (12) on receipt of a protest from a Competition Team, forwarding all relevant documentation to the Council's Operations Committee.

2. Judicial Procedures

- a. The following rules apply to Competition Judicial Proceedings.

- (1) All pre-Tournament games are to be played under the judicial rules of the Host Provincial Union. That is, should an offence be committed which requires a judicial hearing, it will be convened and heard by the Host Union's Disciplinary Committee.
- (2) It is the responsibility of the Host Union to notify the Team Manager of the visiting team, prior to the game, of local judicial procedures.
- (3) If a player is sent off (i.e. receives a red card), then that player cannot play any other Competition match until he has served the mandatory stand down period as prescribed in the Host Union's judicial procedures or has come before the Host Union's Disciplinary Committee.
- (4) For the Tournament, all games are to be played under the judicial rules of the Host Provincial Union.
- (5) The PU Administrator will need to liaise extensively with their Provincial Union Disciplinary/Judicial body so that any offences that require to be referred to the Disciplinary Committee can be dealt with quickly and with the minimum of fuss and effort.
- (6) It is recommended that a separate Disciplinary Committee be established by the Host Provincial Union, for the Tournament.

3. Proof of Age/Eligibility

- a. To confirm that teams only play Eligible Players, the following procedures apply.
 - (1) Team Managers are to ensure all players complete a Hurricanes YRC Player Registration Form.
 - (2) This form requires a photograph of the player, official source documents confirming age of the player and a declaration by the player and a Provincial Union representative confirming the accuracy of the information detailed on the form.
 - (3) This Player Registration Form is to be retained by the Team Manager and made available to the PU Administrator on request.
 - (4) Team Managers are to submit no later than two working days before the first Competition game a Hurricanes YRC Competition Declaration of Age Schedule detailing the full names of their players, birth date and NZRU Player ID number to the Council Administrator.

- (5) The information on the Schedule should be taken directly off the Player Registration Form. The Schedule is to be signed by the Team Manager and a Provincial Union Official.
- (6) Team Managers are to retain copies of the source document and be prepared to submit them to the PU Administrator on request. Suitable evidence of eligibility would be a Birth Certificate, Driver's License, or Passport.
- (7) Should players not on the original schedule subsequently join a team, then the Team Manager is to forward an additional schedule detailing the full name of the player, birth date and the NZRU Player ID number to the Council Administrator before the player plays a Competition match.
This Schedule is to be signed by the Team Manager and a Provincial Union Official, or a representative authorised to take statutory declarations.
- (8) Team Managers are to give a copy of the schedule confirming ages of their players to the opposing Team Manager prior to match commencement.
- (9) Penalty for Breaches. Any team that does not submit the required Schedules within the stated timeframes or plays an ineligible player will have all points deducted for matches in which they failed to produce a Schedule or played an ineligible player. In such cases the opposition are to be awarded five competition points.

4. Medical Consent Forms

- a. A Hurricanes YRC Medical Consent form for each player is to be signed and retained by the Team Manager prior to any Competition game.

5. Team and Results Sheet

- a. A Hurricane YRC Team and Results Sheet must be submitted to the Referee at least 15 minutes prior to the commencement of each game. A duplicate copy is to be kept by the Team Manager, who at the end of the game is to fill in all the required details, get the Referee's signature, and forward to the PU Administrator.
- b. The Team Sheet must be received by the PU Administrator within 48 hours of the finish of all pre-Tournament matches and within two hours for all other matches.

6. Costs

- a. All costs associated with each team such as transport, clothing, medical support, training venue hireage, playing equipment, training equipment, meals, after-match hosting expenses and alike, are the responsibility of each Provincial Union.

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b. The Hurricanes YRC will meet (subject to presentation and endorsement of a detailed budget) the following costs associated with the Competition:

- (1) All administrative Tournament costs. These costs include all meal costs from lunch on the Monday of the tournament to lunch on the Thursday of the Tournament and accommodation costs for all Unions for the nights of Monday, Tuesday and Wednesday of the Tournament.
- (2) One night's accommodation (for a total squad of 28 players) and a breakfast meal following the night's accommodation, for all Provincial Unions when their travel distance exceeds a travel time of 3 hours (this 3 hours is not to include rest stops and is from the provincial centre of the Home Union to the provincial centre of the Host Union).

(3) To clarify, the entitlements are per the table below.

PU	Entitled To One Nights Accommodation When Travelling To:
East Coast	All Provincial Unions except for Poverty Bay.
Poverty Bay	All Provincial Unions except for East Coast and Hawkes Bay.
Hawkes Bay	Only to Wellington.
Wairarapa Bush	Only to Poverty Bay and East Coast.
Wellington	Only to Hawkes Bay, Poverty Bay and East Coast.
Horowhenua-Kapiti	Only to Poverty Bay and East Coast.
Manawatu	Only to Poverty Bay and East Coast.
Wanganui	Only to Poverty Bay and East Coast.

7. Draft Players

- a. There are to be no Draft Players in Division A. Division B teams may have up to three Draft Players, but they may only be front row players. In addition, East Coast is allowed to have an extra two Draft Players.
- b. In order to gain a Draft Player and for that player to be eligible to play in the Competition, a letter from the Provincial Union providing the Draft Player which states they agree to providing a Draft Player, must be received by the PU Administrator before that Draft Player plays a match.

8. Balls

- a. The Host Provincial Union is responsible for providing three Match Balls (that conform to the requirements of the Rules of the Game) for all and any pre-Tournament fixtures.

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b. The Tournament Host Provincial Union is responsible for the provision of three Match Balls (that conform to the requirements of the Rules of the Game) for every match played at the Tournament.

c. Only the supplied balls are to be used.

9. Presentations

a. The Don Broughton Trophy is presented to the winner of Division A.

b. Medals are to be presented to all members of the winning team squad (max. 28) for the Division A competition.

c. The Saracen's Trophy is to be presented to the winner of Division B.

d. Medals are to be presented to all members of the winning team squad (max. 28) for the Division B competition.

e. The Manaaki Tangata Trophy (Team Culture Award) is to be awarded by the Hosting Provincial Union's Organising Committee..

f. All Tournament Referees are to be presented with a Medal.

g. A Player of the Tournament is selected and awarded a Trophy and Gift Pack.

h. A Tournament Team (consisting of 22 players) is to be announced.

10. Protests/Appeals

a. Should any Provincial Union wish to lodge a protest, then written details of the protest are to be forwarded to the Council Administrator.

b. The Council Administrator within 24 hours of receipt of the protest is to forward all relevant documentation to the Hurricanes YRC Executive Committee for resolution.

c. Any Appeal against a ruling made by the Hurricanes YRC Executive Committee is to be heard by an Appeals Committee formed by the Hurricanes YRC.

d. The finding of the Hurricanes YRC Appeals Committee is final.

11. Penalties for Non-Compliance

- a. All Tournaments and Competitions can only be efficiently conducted if all Provincial Unions meet their administrative obligations as detailed in the Hurricanes Rules of Procedure and the specific Competition Annexes.
- b. In order to provide an incentive for Provincial Unions to meet these administrative obligations the following non-compliance rewards/penalties are to be applied:

- (1) Accurate Provision of Pre-Tournament Documentation:

All teams are to be awarded one (1) Competition Point if all pre-Tournament administration is received by the PU Administrator within the stated/prescribed timeframes.

- (2) Accurate Processing of Team/Result Sheets:

All teams who fail to provide accurately completed Hurricanes YRC Team/Result sheets within the stated/prescribed timeframes are NOT to receive any Competition Points accrued during that match.

- (3) Accurate Provision of Declaration of Age Schedule to Opposition Manager:

All teams who fail to provide an accurate Hurricanes YRC Declaration of Age Schedule to the opposition Team Manager prior to the commencement of a fixture as detailed in the Competition Rules is NOT to receive any Competition Points accrued during that match.

- (4) Playing an Ineligible Player⁴:

Any Team who are found to have played an Ineligible Player will lose any Competition Points accrued during the match. In such cases the opposition teams are to be awarded five (5) competition points.

ENDS

⁴ In relation to rule 10.b., any sanction is subject to current New Zealand Rugby policy.