

# UNDER 18 PROVINCIAL RUGBY



## PART A – COMPETITION FORMAT

### 1. The Annual Competition

- a. As of 1 January 2018, the Annual Competition (the Competition) is played in a Round-Robin format between eight teams in two Pools:
  - Pool A: Wellington Samoan RFU; Wanganui RFU; Wairarapa-Bush RFU; East Coast RFU. Pool B: Horowhenua-Kapiti RFU; Poverty Bay RFU; Centurions RFC (Wellington); Wellington Community (WRFU).
- b. In September, the Competition is played in a Three Round-Robin format within each Division. A Fourth Round is played based on Pool Rankings, with the top ranked teams from each Pool competing for the Trustbank Central Secondary School Shield, with remaining teams playing for seeding places for the subsequent year's Competition.

### 2. Draw

- a. For 2018, the draw is as follows:

| Pool A   | Wellington Samoan RFU     | Wairarapa-Bush RFU  | Wanganui RFU          | East Coast RFU            |
|--|---------------------------|---|-----------------------|---------------------------|
| Wellington Samoan RFU  |                           | R1 - Wellington (Petone)  | R2 - Wanganui*        | R3 - Napier               |
| Wairarapa-Bush RFU   | R1 - Wellington (Petone)  |   | R3 - Palmerston North | R2 - Masterton*           |
| Wanganui RFU   | R2 - Wanganui*            | R3 - Palmerston North   |                       | R1 - Ruatoria*            |
| East Coast RFU   | R3 - Napier               | R2 - Masterton*   | R1 - Ruatoria*        |                           |
|  |                           |   |                       |                           |
| Pool B   | Centurions RFC            | Poverty Bay RFU   | Horowhenua-Kapiti RFU | Wellington Community      |
| Centurions RFC   |                           | R3 - Napier   | R1 - Levin*           | R2 - Wellington (Porirua) |
| Poverty Bay RFU  | R3 - Napier               |   | R2 - Napier           | R1 - Gisborne*            |
| Horowhenua-Kapiti RFU  | R1 - Levin*               | R2 - Napier   |                       | R3 - Levin*               |
| Wellington Community   | R2 - Wellington (Porirua) | R1 - Gisborne*  | R3 - Levin*           |                           |
|  |                           |   |                       |                           |
| * denotes Heartland Championship Curtain-Raisers. R1: Gisborne, Ruatoria, Levin; R2: Wanganui, Masterton; R3: Levin. |                           |   |                       |                           |
|  |                           |   |                       |                           |
| Round 4  | Final - A1 vs B1          | Home Advantage applies to the team with the highest Competition Points.   |                       |                           |
|  | Consolation Final 1       | The draw for cross-over Consolation Finals will be determined following completion of Round 3. The cross-over draw will take account of geographic proximity, (for example should neither of East Coast or Poverty Bay not finish at the top of their pool, they would play each other in Round 4). |                       |                           |
|  | Consolation Final 2       |   |                       |                           |
|  | Consolation Final 3       |   |                       |                           |

- b. For 2018 (and subsequent years) the draw will be based on the final rankings from the previous year's Competition. Any additional teams will be ranked based on the timing of their entry.
- c. Annual fixture venues will be determined once the Draw is determined and will be made by the Council's Operations Committee in consultation with the teams participating in the Competition.

### 3. 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 the Competition is the team with the most Competition Points; the Runner-Up is the team with the second highest amount of Competition Points; the third placed team is the team with the third highest amount of Competition Points and so on for the remaining teams.
- 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.

### 4. Player Eligibility

- a. In order to play in the Competition, players must be under 18 as at 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.

### 5. Squad Size/Player Numbers

- a. The maximum 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 substitution are to apply.

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## 6. 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 participating Provincial Unions.

## 7. Jersey Numbers

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

## 8. 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.

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## **PART B – COMPETITION ADMINISTRATION**

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### 1. Competition Administrator

- a. In order to ensure all the administration associated with the Competition is completed in a timely and thorough manner, the Council will appoint a Competition Administrator.
- b. Specifically, the Competition Administrator is responsible 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 Competition as needed;

- (8) collating all Competition Referee Reports (i.e. any sin bin (yellow card) or sending off (red card) and Provincial Union Disciplinary Committee findings;
- (9) distributing all Referee Reports and Provincial Union Disciplinary Committee findings to applicable Unions;
- (10) advising all Unions of any breach of Competition Eligibility Rules; and
- (11) 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 are to be followed in relation to Judicial Proceedings associated with Competition matches.
  - (1) All 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) The Competition Administrator will need to liaise with the Provincial Union Disciplinary/Judicial bodies 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.

## 3. Proof of Age/Eligibility

- a. To confirm that teams only play Eligible Players, the following procedures are to be adhered to.
  - (1) Team Managers are to ensure all players complete a Hurricanes YRC Player Registration Form. 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.
  - (2) This Player Registration Form is to be retained by the Team Manager and made available to the Competition Administrator on request.

- (3) 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 Competition Administrator.
- (4) 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.
- (5) Team Managers are to retain copies of the source document and be prepared to submit them to the Competition Administrator on request. Suitable evidence of eligibility would be a Birth Certificate, Driver's License, or Passport.
- (6) 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 Competition 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.
- (7) Team Managers are to give a copy of the schedule confirming the age of their players to the opposing Team Manager prior to the commencement of their match.
- (8) 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 comments, then forward to the Competition Administrator.
- b. The Team Sheet must be received by the Competition Administrator within 48 hours of the finish of all Competition matches.

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## 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 teams Union.
- b. The Hurricanes YRC will meet the following costs.
  - (1) Where a venue is selected for Competition Teams which is not within the Provincial Union boundaries of either team, the Council will meet the cost of hiring that venue subject to the approval of the Operations Committee.
  - (2) A one-off travel subsidy of \$750 will be paid to all Competition teams.

## 7. 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 any fixture.
- b. In the event that the fixture is played at a neutral venue (per 6. a. (1) above, the first named team in the Draw is responsible for providing Match Balls.

## 8. Player of the Competition

- a. The Player of the Competition is to be determined via a 3, 2, 1 Player of the Day points system, awarded for both teams in every Competition match.
- b. The process to be followed is that after a match, each Team Management is to award 3 points to their player who was that team's best player, 2 points for the player they deem to be the second-best player and 1 point for the player they deem to be the third-best player in that particular match.
- c. The Player of the Day points are to be annotated on the matches Hurricanes YRC Team and Results Sheet.
- d. It is the responsibility of the Competition Administrator to then collate all the Player of the Day points for each team, in each match.
- e. The Player of the Competition is to be that player who has the highest total player of the day points that are awarded for all round robin Competition matches. In the event that two or more players have the same total Player of the Day points, then the Trophy will be shared.

## 9. Presentations

- a. A Trophy is to be presented to the Winner of the Competition.
- b. Medals are to be presented to all members of the Winning Team (max. 28).

- c. A Trophy is to be presented to the Player of the Competition.

## 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. 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. 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. 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-Competition Documentation:

All teams are to be awarded one (1) Competition Point if all pre-Competition administration is received by the Competition 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 Player:

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 is to be awarded five (5) competition points.

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**ENDS**