



**HURRICANES YOUTH RUGBY COUNCIL
SECONDARY SCHOOL 7'S**

SATURDAY 28th OCTOBER 2017

**TRUST HOUSE MEMORIAL PARK
MASTERTON**

MANAGERS' HANDBOOK



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WELCOME

Welcome to Trust House Memorial Park, Masterton - home of the Hurricanes Youth Rugby Council School 7's.

Please ensure you and your management team are familiar with the Rules and Regulations pursuant to this Tournament, and are aware of the player eligibility criterion.

The information contained in this handbook is important and pertains to the above mentioned Rules - a copy of which is included at the conclusion of this handbook.

We will be conducting a Managers' Meeting prior to kick off at 9.30am on Saturday 28th October at Union Rooms at Memorial Park. Please ensure that you are in attendance as any last minute changes or updates will be communicated at this meeting.

The organising committee wish you all the best for the tournament and hope that you enjoy your time in Masterton.

CONTACT DETAILS

Name	Organisation	Email	Ph Number
Stacey Grant	WBRU Tournament Director	rdo@waibush.co.nz	027 391 6311
Caleb Agnew-Jones	WBRU Operations	calebagnew-jones@hotmail.com	027 827 0698

TEAM INFORMATION

- Number of Open Boys' teams attending: 12
- Number of Girls' teams attending: 5
- Each team will comprise of up to 12 players and three team management personnel.
- Team Managers must provide a **Final Tournament Squad** with a maximum of 12 player names no later than **Wednesday 25th of October** to rdo@waibush.co.nz
- Changes to Final Tournament Squads can be made up until **12.00 noon on Friday 27th of October**.
- **Players must wear the numbered playing jersey as recorded on the 12-Player Tournament Squad Declaration Form.**
- Teams must also provide a colour photo/image of their playing strip by **Wednesday 25th of October** to rdo@waibush.co.nz

TOURNAMENT INFORMATION

CATERING

- There will be no onsite catering available, teams should ensure that they bring sufficient food for the day.
- There will be plenty of portable water outlets available for use.
- **There will be a Food Cart available on site**

FIELDS

- Tournament matches will be played on three fields - (Trust House Memorial Park has one field which will be the No1 field & Marist RC has two fields; Behind Memorial Park), there will be space available for warm up at the end of each of the fields and also a designated team tent area which will be located on the Marist Fields next to the Creek.

FIELD ENTRY

- Both teams will need to be ready to enter the field of play 2 minutes prior to the scheduled kick off, an official time will be given to all teams at the managers meeting.
- Teams are required to be **at halfway two minutes before kick-off**, whereupon the Referee on the field will call both teams onto field prior to kick-off.
- Once teams have entered the field, substitutes and coaches can go directly to their sub benches.

COIN TOSS

- The coin toss will take place at the Tournament HQ at half time in the preceding game.
- Any team that is not present for the coin toss will forfeit the coin toss.
- In the event neither team is present then the Referee shall decide the outcome.

JUDICIAL

- Any player(s) that receive a Yellow Card must stand behind the dead ball line at the end of the field where his/her team is attacking. (When playing on Memorial Parks No1 field the player who has been carded must be seated on halfway).
- A Wairarapa Bush Rugby Union Judicial Officer has been appointed to this tournament. Any incidents of serious Foul Play may be referred to the WBRU judiciary by the WBRU Judicial Officer.
- Assessment for any Citing's, Red Cards or a player's third yellow card of the tournament, will be conducted by the WBRU Judicial Officer and where practical, will be held prior to that player's next match.

MANAGERS' MEETING

- All Team Managers are required to attend the Managers' Meeting at the union rooms located at Memorial Park.
- Team Managers will be given any last minute information and copies of the competition rules.

MATCH OFFICIALS

- WBRRA have selected a pool of referees to officiate during the tournament:
 - Tournament referees WBRRA
 - Assistant referees **May be required from each school**
 - Score/Time keepers Responsibility of the referee

- The referees will be managed by WBRRRA Operations staff and any questions regarding match officials should be directed to Stacey Grant/Peter Debney.

MEDICAL STAFF

- St John staff and ambulance will be on site and stationed adjacent to the playing field.
- For any foreseen reason that St Johns medical staff are not onsite and an injury occurs to a player; team manager/medical staff of the team are to assess.

PARKING

- Parking spaces will be available for team vehicles and the general public in the Marist Rugby Club Car Park, **No vehicles may access the grass area at any time.**
- Mini vans with trailers to park in the concrete area down by Marist RC

SHOWERS

- Shower and changing facilities are available for all teams in the Changing Room Block. Please note that these are to be shared. There will be allocated Boys and Girls Rooms.

SUB BENCHES

- All team members must remain within their sub area when not on the field. This is between half way and the 10 metre line. Both teams should be positioned on the same side of the field.
- Water carriers are permitted to roam up and down the sideline, however teams must not have more than 2 people acting as water carriers and they must be on opposite sides of the field.
- Please note that the “half game” substitution rule does not apply.

TEAM TENTS

- There will be an allocated area for tents (**Marist RC Fields next to the creek or on the bank next to the scoreboard on No 1 field**) for those teams that wish to put up a tent on the day. Please make sure they are 5 metres clear of any part of the field.

TROPHY PRESENTATIONS

- Trophy presentations will be made at the conclusion of each of the major finals. There will be no presentation for placing's other than 1st Overall and the tournament team being named.

DEFENDING CHAMPIONS - to return trophies prior to the first game

Hastings Boys' High School
New Plymouth Girls High School

TOURNAMENT TEAM

- The Hurricanes Youth Rugby Council in collaboration with NZ Rugby aim to select a Tournament Team of 7 players per grade (7 Boys, 7 Girls). These players will be presented with special medals at the conclusion of the day at the final prize giving. It is asked that all teams remain behind for the prize giving and the naming of this team.

WATER AND ICE

- Portable water will be available for teams to refill drink bottles. Some ice will be available for injury and medical purposes; however teams are encouraged to bring their own ice.

MATCH BALLS

- The WBRU are to provide official match balls for each fixture. Teams are to ensure that these are left with the referee at the conclusion of each fixture.

TOURNAMENT PROGRAMME

Saturday 28th October

Time	Action	Location
9:00am	Teams arrive at ground	Trust House Memorial Park/Marist R.C
9:30am	Managers' Meeting	Union Rooms
10:00am	Games commence	Field 1,2,3
2.40pm	Girls Final	Field 1
3:30pm	Boys Final	Field 1

COMPETITION FORMAT

Boys

The Boys' competition will operate a 12 team draw.

This is a complex system the main thing to ensure is that all points will be kept on one collective table as opposed to individual pool tables.

- There will be 3 pools; each will consist of 4 teams
- Each team will play the other three teams within their pool
- All results will be kept on one collective points table (1st through to 12th)
- Pool games will be followed by semi-finals whether it may be a cross over game or not depending on the final standings
- All teams will progress to semi-finals based on placings **1v4, 2v3 (Top Semi Finals); 5v8, 6v7 (Middle Semi-Finals); and 9v12, 10v11 (Bottom Semi-Finals)**
- Every team will have a guaranteed 4 matches

Trophy: Awarded to the winning team of the championship final

NB: There is no trophy for 5th/6th

Girls (uncontested scrums)

The Girls' competition will operate a 5 team draw

- There will be one girls pool; consisting of 5 teams.
- Each team will play the every team at least once.
- All results will be kept on one collective points table (1st through to 5th)
- All teams will play a guaranteed 4 games
- Semi-finals will be **1v4, 2v3 (Top Semi Finals)**

Trophy: Awarded to the winning team of the championship final

NB: There is no trophy for 5th/6th



RULES - BOYS AND GIRLS

Tournament Regulations

1. The Hurricanes Youth Rugby Council Tournament (the "Tournament") will be played over one day according to the World Rugby (IRB) Laws of the Game and Regulations with Seven-a-Side variations as framed by the IRB.

Team Composition

2. Each team shall comprise:
 - a. up to twelve players; and
 - b. up to three management.
3. All players must be of the relevant age
 - Open Grade - Under 19 years of age as at January 1 2017
 - All players must comply with NZSSSC New to School Eligibility Regulations for Rugby Union - 7's.
 - No team must consist of more than 3 New to School players.

Tournament Format

4. Competition points will be awarded for pool matches on the following basis:

Win	= 3 points
Draw	= 2 points
Loss	= 1 point
No show	= no points
5. If a team refuses to play, or wilfully abandons a match in progress, without the prior consent of the tournament director, then, subject to confirmation by the Tournament Director, that team will be expelled from the Tournament. If a team is expelled from the Tournament, for whatever reason, then all matches against that team will be deemed null and void. This means that any competition points awarded in matches against the expelled team, or points or tries scored or conceded against the expelled team, will not be taken into account in determining standings in the pool.

Determining Standings at Conclusion of Pool Matches

6. Positions in the pool competition table shall be determined by competition points as set in clause 4.
7. In the event that two or more teams in a pool are tied on points at the conclusion of pool play the finishing positions will be determined in accordance with the following

criteria, which will be applied in the order in which they appear until the tie is broken:

- a. Where **two** teams are tied on points:
 - i. The team that won the match between the two teams shall be deemed to have finished higher;
 - ii. The team with the highest points difference for and against in pool play shall be ranked higher;
 - iii. The team with the highest positive margin of tries scored for and against in pool play shall be ranked higher;
 - iv. The team that has scored the highest number of points in pool play shall be ranked higher;
 - v. The team that has scored the highest number of tries in pool play shall be ranked higher;
 - vi. In the event the tie cannot be broken as set out above then the tie will be resolved by the toss of a coin between the Team Managers concerned.
- b. Where **three** or more teams are tied on points:
 - a. The team with the highest points difference for and against in pool play shall be ranked higher;
 - b. The team with the highest positive margin of tries scored for and against in pool play shall be ranked higher;
 - c. The team that has scored the highest number of points in pool play shall be ranked higher;
 - d. The team that has scored the highest number of tries in pool play shall be ranked higher;
 - e. In the event the tie cannot be broken as set out above then the tie will be resolved by the toss of a coin between the Team Managers concerned.

Play-offs

8. Following the completion of the pool matches some teams will go forward to the play-offs as outlined in the Tournament Draw.
9. During the play-offs, in the event of a match being drawn at the end of normal time, extra time will be played until a winner is determined. Following the end of normal time, a two minute break will be observed. Extra time will be in periods of five minutes. The Team that first kicked off will do so again in the first period of extra time, and subsequent kick-offs will alternate between the two sides. After each period the Teams will change ends without interval. In extra time the Team which scores first will immediately be declared the winner without further play.
10. The winner of the FINAL will be recognised as the Tournament Champions for that year.
11. At the completion of the Tournament all teams will be given a final ranking based on their results in that Tournament.

Duration of the Matches

12. The duration of all pool play and play off matches will be seven minutes each way, with a two minute interval. No extra time will be played in pool play matches.
13. The duration of the Championship Final will be ten minutes each way, with a two minute interval.

Abandonment of Matches

14. Apart from the wilful abandonment of a Match and subsequent expulsion under Clause 5, in the event of a Match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Tournament Director, the following procedure shall apply:
 - a. Pool Play Matches
 - i. Where a Pool Play Match has been abandoned either at half-time or at any time in the second half the result and any points and tries scored by each Team in the Match shall stand.
 - ii. Where a Pool Play Match has been abandoned during the first half the result shall be declared a draw.
 - iii. Where a Pool Play Match has been declared a draw then for that Match each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool.
 - b. Play Off Matches
 - i. Where a Match has been abandoned either at half time or at any time in the second half the result shall stand.
 - ii. If a Match has been abandoned during the first half the result shall be declared a draw.
 - iv. In b (i) & (ii) above, where the match is drawn, then the team having been awarded the most competition points in pool play shall be declared the winner.
 - v. If this does not produce a winner, then the provisions of Clause 7 shall be used to ascertain the winner with points scored in all Matches in the Tournament taken into consideration. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Tournament Director which shall decide the most appropriate method for determining the winner of the tied knock out Match.

Player Eligibility

BOYS, GIRLS,

15. Teams may not consist of more than 12 players
16. All players must be of an eligible age as outlined in Clause 3.

Playing Kit

17. All teams must send through a photo of your Team Playing Kit and Alternate Strip prior to the Tournament. This enables the tournament organiser to negate any clashes prior to the tournament. Team Kit images are to be sent to the tournament organiser by Wednesday 25th October.

Judicial

18. WBRU shall appoint a Judicial Officer (**Peter Debney**) for the Tournament.
19. A player ordered off for breach of the laws or cited will be dealt with as early as practical by the Judicial Officer.

Match Officials

20. WBRRA will appoint Referees for the Tournament.
21. Each team is to provide suitable reserve/manager/team personnel to act as an Assistant Referee in pool play games, this person will only be able to rule if the ball or player is deemed to be out of play.
22. Referees will strictly enforce Law 10.2 and 10.3 of the Laws of the Game and in particular Law 10.2 (b) of the Laws of the Game regarding “wilfully to waste time”.

Disputes and Interpretation/Breach of Regulation

23. In the event any dispute shall arise as to the meaning or interpretation of these Rules or any contingency arising not covered by these Rules, a ruling shall be given by the Tournament Director and that ruling shall be final. This includes any breaches of the Rules here within.
24. The Tournament Director may request the Judicial Officer hears and determines alleged Breaches of the Regulations that arise during the Tournament.

2017 SEVENS TOURNAMENTS

LAWS CLARIFICATION

LAWS OF THE GAME

Standard International Sevens Laws will apply, including any applicable NZ Rugby Domestic Safety Law Variations.

Please be aware that for the Open Girls grade all scrums will be uncontested

THE FOLLOWING LAW VARIATIONS WILL BE IN PLACE FOR THE TOURNAMENT

Player Returning from the Blood Bin:

Law 3.10 - Temporary Replacement

- (a) When a player has a blood injury, which has uncontrolled active bleeding (a blood injury), that player may be temporarily replaced. The injured player must return to play as soon as the bleeding has been controlled and/or covered.

Players Clothing:

Law 4.1 (f) - The wearing of a mouthguard is compulsory. In the event a player is not wearing a mouthguard the match official may apply the following process.

- A penalty will be awarded
- The player will be asked to leave the field to find their mouth guard (even if the player has the mouth guard in their sock they will be asked to leave the field until the next stoppage.
- The player may return to the field at the next stoppage if a mouth guard is worn
- If a mouth guard is not found then the team may replace this place after two minutes has expired.

Ground Location and Information

Memorial Park, Masterton

Dixon Street, Masterton



If you need to make contact with someone regarding the fields or changing facilities at Memorial Park; please contact either:

Stacey Grant (Wairarapa Bush RFU) - 021 448 279

Caleb Agnew-Jones (Wairarapa Bush RFU) - 027 827 0698

David Fa'atafa (College Sport Wellington) - 021 448 279/ (04) 939 1106

Sports injury & illness treatment and referral information

With all injuries

- Quick assessment ideally by trained first aider: can they get to the sideline? If not, call 111.
- At the sideline:
 - Provide immediate treatment
 - Provide information on what to do and where to seek further treatment
- Options for further treatment:
 - Weekdays: call family doctor or Healthline 0800 611 116
 - Weekends: call or go to After Hours: 9am-5pm based at Masterton Medical Centre Phone 06 370 0011

Sprain, strain & possible fracture

Immediate treatment

- Check the injured area

Where to go next:

Home: to rest and follow RICED guidelines if minor swelling and bruising

1 Weekday: call family doctor if in pain or can't use limb as normal

2 Weekends: visit After Hours if can't use limb as normal and very painful

3 ED: go to ED if in severe pain and limb is pale, cold and/or deformed

Cuts & wounds

Immediate treatment

- Clean
- Cover
- Check

Where to go next:

Home: to rest and monitor minor wounds

1 Weekday: call family doctor if gaping wound, has dirt or something inside wound or if not healing after 2 days

2 Weekends: visit After Hours if gaping wound, has dirt or something inside wound

3 ED: go to ED if large or deep wound and large blood loss

Head injury

Immediate treatment

- Check concussion symptoms: unconscious, drowsy, can't move limbs, confused, vomiting

Where to go next:

Home: if minor knock to head to rest and monitor

1 Weekday: call family doctor if any loss of consciousness or in severe pain

2 Weekends: visit After Hours if any loss of consciousness or in severe pain

3 ED: call 111 if unconscious or go to ED if drowsy, acting strange, vomiting, can't move parts of body