COUNTIES MANUKAU RUGBY FOOTBALL UNION (CMRFU)
SECONDARY SCHOOL RUGBY BY-LAWS 2026

These By-Laws outline the operating procedures for Secondary School rugby.

1. **CMRFU Policy**

1.1 All players eligible for Year 9 grades and above and attending secondary school must play rugby for their secondary school. All grades are managed & administered by CMRFU under these By Laws.

1.2 Any School wishing to enter a team in another Competition are required to complete the CMRFU team application form. CMRFU will liaise with the respective Rugby Union regarding any potential issues. Teams will only be entered into the competition if approved by CMRFU and the Secondary School Committee.

2. **Grades**

The limits for the various grades are: (<u>set for 2026 season</u>) (refer Appendix A)

1st XV (Boys)	Under 19 (Open Weight)
Girls XVs	Under 18 (Open Weight)
2nd XV (Boys)	Under 18 (Open Weight)
Year 10 (Boys)	Year 10 (Open Weight)
Year 9 (Boys)	Year 9 (Open Weight))
Year 9 & 10 (Girls)	Year 9 & 10 (Open Weight))

Ages are to be 'as of 1 April' (e.g. players need to be aged 13 and under on 1 April to play Year 9 grade)

3. **Registrations**

3.1. Each school will be responsible for registering their players on the Rugby Explorer (RX) online system prior to the start of the playing season. A player must not take the field until registered on the Rugby Explorer system. All players must create a profile and register to their respective school.

3.2. Secondary schools fielding restricted weight teams must have their players officially weighed by CMRFU representatives. Once the season has begun, players added to the team must be registered and have their weight verified by CMRFU before that player can take the field. It is the responsibility of the school to ensure that this process is followed. Once a player has been officially weighed, that is the weight for the season.

3.3. A squad list generated from Rugby Explorer (reports) for each team showing all players' weight, DOB, NZR ID number and other details must be provided for each team. These can be generated from Rugby Explorer, for each team. Each member of the team must be registered and appear on the squad list. Squad lists can be viewed on the RX Match Day App, this includes players photos and information.

3.4. ALL new players registering during the season must create a profile and register to their respective school on RX. A player must not take the field until registered on the Rugby Explorer online system and a full updated squad list.

3.5. The coach/manager of each team must have this squad list available at all games.

3.6. Any team playing unregistered players shall forfeit the match and any match points gained. The non-offending team will be deemed to have won the game and will be granted win points plus a bonus point for the match. The score will be recorded as 30-0. If the offending team has lost the game, the match result will stand but the offending team will incur 5 penalty points. If the first offence occurs, up to and including the second playing occasion of the first round of competition, the offending team will not have any competition points deducted, however for a second or subsequent offence of playing an unregistered player (included in the 22 on the team sheet), five penalty points will be incurred, respectively.

4. **1st XV Premier Grade Eligibility**

For 1st XV (Premier) Grade STUDENT ELIGIBILTY, Refer to College Sport By-laws:

a. 4. General Eligibility
b. 5. Premier Eligibility
c. 6. Premier Registration
d. 7. Premier Non-Domestic Student Eligibility
e. 8. Premier Rugby Eligibility
f. 9. Composite Teams

5. **Chiefs Top 4**

5.1. **Top 4 Qualification Process**

The following procedure outlines how teams enter the Top 4 qualification process and how qualification matches are determined:

a. Schools wishing to opt in to the Top 4 qualification process must notify the Secondary School Teenage Lead by 1 April each year.
b. If all participating teams are competing within the CMRFU 1st XV competition, the winner of that competition will be deemed the Top 4 qualifier.
c. Where teams opting in include schools competing outside the CMRFU 1st XV competition, additional qualification matches will be scheduled during Term 2 to determine a winner.
d. If the current holder of the Top 4 qualification is a school competing outside the CMRFU 1st XV competition, eligible challengers will play qualification matches during the 1st XV competition to determine who will face the holder. The final match against the holder will be held on the final weekend of the Term 2 break.
e. CMRFU reserves the right to amend, alter, or adapt the Top 4 qualification process on a year-by-year basis, depending on team entries, competition draws, and other determining factors deemed relevant.

5.2. The Counties Manukau 1st XV (boys) and Girls XV grade are deemed a Championship grade (Under 19) in 2026. All schools who opt in and challenge for CMSS 1st XV Chiefs Top 4 must abide to College Sport and NZSSS Premier Rugby Eligibility in this process and beyond. Composite teams will not be granted permission to opt in for CMSS 1st XV Chiefs Top 4.

College Sport Bylaws can be found here: **Bylaws 2026**

6. **Eligibility**

6.1. Players can interchange between 1st XV boys Grade and 2nd XV boys Grades until the semi-final or championship playoff rounds. Players who have played four games (named in the 22 on a team sheet taken as played) in the 1st XV Boys Grade are deemed to belong to that grade.

6.2. Year 10 Boys grade players may play in the 1st XV Grade. Players who have played four games (named in the 22 on a team sheet taken as played) in the 1st XV Grade are deemed to belong to that grade.

6.3. There shall be no movement of players between teams where a school has more than one team in any given grade.

6.4. Once competition games begin, a player (except for the players applying Eligibility Rules 5.1, 5.2 above) may play for one team only in the competition and that team will be recognised as the team whose competition round team sheet first depicts that player's name. Under this rule, a player is prohibited from playing for another team either in the same grade or another grade. If a team breaches this rule, the team will be deemed to have forfeited any game where a breach has occurred and incur a default loss. The non-offending team will be deemed to have won the game and will be granted win points plus a bonus point for the match. The score will be recorded as 30-0. If the offending team has lost the game, the match result will stand but the offending team will incur 5 penalty points.

6.5. Players permanently transferring from one team to another during the season must have the prior permission from CMRFU.

6.6. To be eligible for semi-finals and finals for a team, a player must be registered on Rugby Explorer (for your school) and have played for a minimum of four (4) scheduled games for that team prior to semi-finals. If a player registers after that time, then that team is not eligible for semi-finals or finals. Should extenuating circumstances exist whereby a player has not played four (4) games, an exemption request with full reasoning must be submitted to CMRFU (eg. player returning from injury or representative duties).

6.7. Every registered player is eligible to play in finals of competition grades provided they meet the criteria above.

6.8. Where a player has played for a team in a semi-final, or championship play-off, he cannot then play in a lower grade final for another team.

7. **Dispensations and Exemptions**

7.1. No dispensations will be granted.

7.2. In extenuating circumstances, special exemptions may be granted. Any request for exemption must be in writing to the CMRFU with full explanations and a compelling reason for which the exemption is sought by COB on Wednesday.

7.3. All secondary school players eligible for Year 9 and above, must play rugby for their secondary school. Principals have the discretion to grant players exemption to play

elsewhere, provided permission has been approved and granted by CMRFU via the Head of Community Rugby.

7.4. Exemptions to play elsewhere will not be granted and notified until the week prior to the first game of the season (week 1, Term 2).

7.5. In exceptional circumstances, an exemption to 6.4 may be allowed, at the sole discretion of the Union CEO. To ensure exceptional circumstances the CEO will have discussed the player in question with both the principal of the school releasing the player, and the Chairman or President of the club seeking the player, and the Parent(s) or Caregiver of the player, if possible.

8. **Competition Format**

8.1. All competition games shall be played at the time and place as notified in the official draw, or as notified by way of amendment to the draw. Teams may vary this by mutual consent, however both teams must agree to any change, otherwise the official draw shall stand. Any game which is deferred must be played without undue delay, or no competition points shall be awarded for that game. The CMRFU Draws & Results Administrator must be notified of the change, who will adjust the official draw and advise the referees.

8.2. Competition formats for each grade will be determined each year dependent on team entries.

8.3. The CMRFU Draw Convenor, in consultation with the Secondary Schools Advisory Group shall decide on the format of all competitions. Such competition formats should provide the maximum number of games in the time available.

8.4. There will be NO games played on King's Birthday and Matariki weekends.

8.5. Allocation of Competition Points:

The winner of a match will be awarded 4 points.

a. If the result is a draw both teams will be awarded 2 points.
b. If a team is beaten by 7 points or less, then the team will be awarded 1 bonus point.
c. If either team scores four tries or more then that team will be awarded 1 bonus point.
d. Where a default or forfeit occurs, the non-offending team receives 5 points, and the score is recorded as a 30 – 0 win to the non-offending team.

8.6. **Ranking/Points Table**

The following procedure will apply in the event of more than one team finishing on equal points in the competition round:

a. The winner of the game last played between the two teams will have the higher ranking.
b. If this does not resolve the situation then the team that has the best 'For & Against' differential will be given the higher ranking. The differential is arrived at by deducting Points Scored Against from Points Scored For.
c. If this does not resolve the situation then the team that had the highest Points For will be allocated the higher ranking.

d. If this does not resolve the situation then the higher ranking will be decided by coin toss.

8.7. **Semi – Final**

Teams finishing in positions 1-4 as determined by 7.5 above, will play in the Semi Finals – Team 1 will play Team 4 at Team 1's venue, Team 2 will play team 3 at Team 2's venue.

The following procedure will apply to establish a winner in the event of a draw at the end of the semi-final:

a. The team scoring the greater number of tries during the semi-final shall be declared the winner.
b. If both teams are still equal, then the team finishing highest in the Championship Points Table shall be declared the winner; Extra time shall NOT be played.

8.8. **Finals**

The following procedure will apply to establish a winner in the event of a draw at the end of the championship final:

a. Extra time shall NOT be played.
b. If the game is drawn, then the winner shall be the team that scored the most tries in the match.
c. If teams have an equal number of tries, then the winner shall be the team that scored the first try in the match.
d. If there are no tries scored the first points in the match.
e. If this does not resolve the situation, then the championship will be share

8.9. **Top 4 Qualifer**

The following procedure will apply to establish a winner in the event of a draw at the end of the Top 4 Qualifier match:

a. The team which has scored the most tries in the match.
b. The team that scored the first try in the match.
c. The team that scored the first points in the match. If the score at the end of the match is 0-0, then the winner shall be decided on the toss of a coin conducted by CMRFU Coordinator.

9. **Squad Sheets**

Each team must complete an official Electronic Team Sheet on the Rugby Xplorer (RX) Rugby Match Day APP.

Match Day Team Lists within the Match Day App:

a) It is the responsibility of the host club to ensure that this occurs.
b) Each Team Admin will submit their Team Lists in the Match Day App prior to the match.

c) This can be submitted from Mid-Week.
d) Opposition Team Admins can view Team Lists with names and positions through the Rugby Xplorer App

On the day of the Match, the Team Admins meet prior to the match to confirm:

e) Who is scoring? ie scoring own team or one Team Admin is scoring both teams
f) Resolve player eligibility issues. This could include confirmation of player profile picture matching player taking the field, presence of a dispensation etc
g) Raise any issues for the awareness of the Referee
h) On completion of the Match, the Team Admins and Referee should meet to confirm match details in relation to scores, cards etc before finalising match.
i) In the event of a dispute over any match details, including player eligibility on team sheets, the respective Team Admin can submit a report through the Match Day App.

9.1. **Rugby Xplorer**

All players' jersey number must be next to the players name on the squad sheet submitted via Match Day App.

9.2.1 Squad sheets are to be submitted via Match Day APP at the conclusion of the match. Failure to submit squad sheets will result in a team being penalised four competition points.

9.2.2 Any player issued a yellow or red card must be noted on the team sheet OR sent through via email to the Draws & Results Administrator.

9.2.3 Team lists submitted on the Match Day App must accurately record:

a. Team identity, opposing team, date, and venue.
b. Each player's name, registration number and jersey number for that day
c. Clearly record the result and identify the winning side.
d. Clearly record substitution movement
e. Coaches and referee agree on the final results
f. Any players Sin Binned or Ordered Off
g. Any players Blue Carded must be recorded on the team sheet.

Any serious injuries/Blue Card. A Serious Injury Report form (available on CMRFU website) must be completed by the Team Manager and forwarded to CMRFU within 48 hours of the match.

10. **Defaults**

10.1. Any team intending to default a game must do so by 12 noon on the day prior to the game. It is the responsibility of the school to inform the opposition, the CMRFU Draw Convenor, and the Referees Association by that time. Failure to do so will result in a penalty of a fine ($50) and loss of four points being imposed.

10.2. Should a 1st XV Boys Grade team default a match, it shall be deemed to have withdrawn from the competition unless the CMRFU considers there to be extenuating circumstances.

10.3. Should any team other than a 1st XV Grade team default two matches in succession or three at intervals in the season, it shall be ineligible for semi-finals or finals.

10.4. Competition games shall not be cancelled. If it is mutually agreed that a game cannot be played, it is the responsibility of the team requesting the change to arrange a date for the game to be rescheduled within a reasonable time that suits both teams. It is also the team's responsibility to notify the Referees and the CMRFU Draws & Results Administrator of the change as soon as possible.

10.5. Where a default or forfeit occurs, the non-offending team receives 5 points, and the score is recorded as a 30 – 0 win to the non-offending team.

10.6. Should a team default a semi-final or playoff match, then that team is deemed to be withdrawn from the competition and is ineligible to proceed on.

11. Conduct of Matches.

11.1. In every match each team shall provide a Size 5 match ball.

11.2. The maximum number of players for any team shall be 22 with a minimum of three substitute players able to play in the front row.

11.3. The teams are able to name up to 22 players per game, in order to provide an extra front row player. For clarity:

Squad size	Minimum number of front row players in the squad	Must be able to replace at the first time of asking
15 or fewer	3	-
16, 17 or 18	4	Either a prop or a hooker
19, 20, 21 or 22	5	Both a prop and a hooker

11.4. It is the team's responsibility to ensure that all front-row players and front row replacements are suitably trained and experienced.

11.5. Where a team is unable to start the match including within the NZRU Game On rules, this team shall forfeit the competition points. The match may still be played (with competition points going to the non-offending team) but must observe and comply with 'Laws of the Game, Domestic Safety Law Variations 3.3 (a)'.

11.6. Schools may agree to play any match other than 1st XV utilising the NZRU "Game On" rules. Any agreement must be agreed in writing between both team managers using the provided Game On checklist which is to be forwarded to CMRFU prior to the game commencing. (1st XV not included).

11.7. All grades shall play under the New Zealand Rugby Domestic Safety Law Variations.

11.8. All playing jerseys must be numbered in accordance with NZR requirements (refer 15. Team Jerseys)

11.9. Any change to a team's normal playing colours should be notified to all schools. Where a clash of colours will occur, it will be the responsibility of the home team to wear alternative colours. In the case of games at neutral grounds, CMRFU shall rule as to which team must change.

11.10. The wearing of a mouthguard in an approved manner is compulsory for all players.

11.11. Host schools must ensure that grounds are adequately marked and roped off, with an Event Manager appointed for each day in accordance with CMRFU Event Management Policy (refer Appendix B).

11.12. All schools are expected to adhere to the CMRFU Code of Behaviour (refer Appendix C).

11.13. Team Management and reserve players must stand behind the dead ball line (with their team playing in the direction away from them) for the duration of the game. Teams must change ends at half time. One person may be stationed on the side-line – this can be the Coach or Medic (cannot be one of the reserves). This side-line person must identify themselves to the referee prior to kick off. If the layout of the fields does not allow room for this at the end of the field, then there must be a designated area available. This applies to all grades and all teams.

11.14. **BLUE CARD ON-FIELD PROCESSES/PROCEDURES**

NEW ZEALAND RUGBY DOMESTIC SAFETY LAW VARIATION (DSLV) 3.9 (B)
THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING
Provincial Unions that have been approved by New Zealand Rugby to take part in the Blue Card Concussion Initiative, if the referee believes a player has been concussed, or suspects a player has been concussed, the referee must show a Blue Card to that player, and that player will be required to leave the playing area, and not return and play in that match. Further the player shown a Blue Card may not return to play in any future match without first meeting the requirements of the return to play protocol, as set out in the Blue Card Concussion Initiative. Full details of the protocols can be found in the New Zealand Rugby Booklet titled: Blue Card Concussion Initiative: Protocols & Implementation Procedures for Provincial Unions. If a player is found to be in breach of the Blue Card Concussion protocols, that team will be deducted ten competition points and the coach will stand down for one match, includes training.

12. Composite Teams

12.1. Where a school does not have a sufficient number of students to form a viable team in any grade other than 1st XV Grade, an application to play for another school can be made and must have the written approval of both Principals.

12.2. The official application must be submitted to CMRFU prior to the competition entry closing date, with a list of all players. If this meets CMRFU approval

12.3. There shall be an agreement between the principals of the schools involved, with one Principal accepting responsibility for the composite team. In the instance of any disciplinary proceeding, both Principals (or his/her delegate) must attend.

12.4. All other eligibility rules (ie age) must be met.

12.5. The team's name must indicate that more than one school has contributed players

12.6. Composite teams will be eligible to play in both semi-finals and finals and win their respective competition.

13. Judiciary

13.1. All disciplinary matters will be dealt with by the CMRFU Disciplinary Committee and in accordance with the procedures specified by the NZR Rules for Disciplinary Hearings.

13.2. Any player ordered off or sin-binned must be reported on the team sheet via the Match Day App Referees and/or Assistant Referees must submit a written report on the standard form within 48 hours of the completion of the match.
13.3. Any player ordered off shall be automatically suspended from all rugby until he/she has personally appeared before the Disciplinary Committee and completed the penalty imposed (if any).
13.4. A player that has been sin binned on two occasions during a playing season shall be advised in writing by CMRFU that should any further sin binning of that player occur during the season; on each occasion the player shall be automatically suspended from all rugby and is required to appear before the Disciplinary Committee.
13.5. Any player appearing before the Judicial Committee must be represented by team management and the School Principal (or his/her delegated representative)
13.6. If a match is called off by the referee, the team captain and the team manager or coach of each team must appear before the Disciplinary Committee of CMRFU. In the event of the match being called off, the score of the match at the time the match was called off shall apply. The referee must report the matter in writing to the Head of Community Rugby Manager within 48 hours of the completion of the match. The Disciplinary Committee will make a ruling and may impose penalty in accordance with Section Four, Part 91,92 of the NZR Disciplinary Rules.
13.7. Players who have been sinbinned must stand with their team behind the dead ball line.

14. Referees

14.1. All games shall be refereed by the referee as appointed by the CM Referees Association. Where such a referee has not been appointed or fails to arrive, every endeavour must be made by the respective team management to source a suitably qualified substitute referee. By mutual agreement, if a qualified referee cannot, be appointed, then the game shall be re-scheduled. It is the responsibility of the host school to advise the Draws Convenor in order to re-schedule the fixture.

15. Basic Points of Law (Year 9 & 10 Girls, Year 9 Boys, Year 10 Boys, 2nd XV, Girls XV's 1st XV Boys)

15.1. 15 aside competition on full field over two 35-minute halves.
15.2. All players in grades below 1st XV Premier, 1st XV Championship, 2nd XV and Girls XV, must play a minimum of half a game. No rolling substitutions. At half time, all reserves must take the field. Injured players may be substituted.
15.3. Scrums can be contested with no pushing beyond 1.5m.
15.4. Lineouts can be contested with lifting and supporting allowed.
15.5. If no associate referee is available, no contested scrums and no lifting and supporting in lineouts allowed.
15.6. Conversion kicks are to be taken in line where the try was scored and within 60 seconds.
15.7. Kick off and penalty are as per normal rules and kicking is allowed during the game.
15.8. 1st XV Boys and 2nd XV will operate under NZR DSLV substitution rules.

15.9. Game is played with a Size 5 ball and all players must wear rugby boots.
15.10. All other laws will be played in accordance with the NZR Domestic Safety Law Variations

16. **Team Jerseys**

All playing jerseys must be numbered according to generally accepted Rugby practice as follows (ref IRB Regulation 15.1)

1	Loosehead Prop	9	Halfback
2	Hooker	10	First 5/8
3	Tighthead Prop	11	Left Wing
4	Lock	12	Second 5/8
5	Lock	13	Centre
6	Blindside Flanker	14	Right Wing
7	Openside Flanker	15	Fullback
8	No 8		

Replacement Front Row players are to be numbered 16, 17, with other replacements players numbered 18 – 22 with Forwards numbered before Backs.
Team sheets must identify and match the number of jersey that each player is wearing.

17. **Representation**

a. CMRFU Chiefs 1st XV Champion will qualify for Chiefs Top 4.
b. Condor Sevens – a regional qualifying tournament will be held to determine the CM representatives at the NZ Condor Sevens.
    i. Heartland PU Schools will have the ability to enter one NPC qualifier only.
    ii. There are 2 allocated spots for the Boys and 2 allocated spots for the girls.
c. The 'Order of Precedence' for CMRFU representative teams is:
    i. National Secondary Schools (boys and girls)
    ii. CM Under 18
    iii. CM Under 16

18. **Secondary School Executive Committee - Powers and Duties:**

18.1. The role of the Secondary School Delegates is to administer Secondary School rugby in the District; and carry out delegated responsibilities.
18.2. The Secondary School Delegates shall appoint on an annual basis prior to the commencement of the Secondary School season, an Executive Committee consisting of the following members: Chair, and three School delegate members of the Secondary School Delegates, the CMRFU Secondary School Manager. The Executive Committee are delegated the following powers and functions on behalf of the Secondary School Delegates. These delegates are as follows: **Matt Megaw (CMRFU) Shaun Atamu (CMRFU) Ani Taua (Tuakau College) Brandon Roberts (Waiuku College), Shey Eva (Pukekohe High School)**

a. To consider any breaches, complaints or issues related to sections 3 to 10 within the CMRFU Secondary School by-laws (i.e.: registrations, transfers, eligibility, dispensation and exemptions, competition format, team sheets, defaults, and conduct of matches).
b. To apply the discretion afforded it through section 17 of the CMRFU Constitution by determining sanctions and penalties as it sees fit upon considering the circumstances of each matter before it.
c. Any sanction or penalty less than that stipulated within any by-law shall require the Executive Committee to show in their decision that there were extenuating circumstances or appropriate mitigation.
d. The Executive shall provide a written decision regarding each matter heard to the CMRFU for circulation to all members of the CMRFU Secondary Delegates.
e. It is noted that any school has the right to appeal any decision of the Executive by way of the Appeals Committee as per CMRFU by-law 6.2.3.

Secondary School Delegate Members:

SECONDARY SCHOOLS

Alfriston College
James Cook High School
Manurewa High School
Onewhero Area School
Papakura High School
Pukekohe High School
Rosehill College
St Ignatius of Loyola Catholic
Strathallan College
Te Kauwhata College
TIPENE – St Stephens School
Tuakau College
Waiuku College
Wesley College

Appendix A
CMRFU Youth Rugby Structure 2026

All ages are AS AT 1 April 2026

AGE	CMRFU Competition – Secondary Schools Grades	DSLV Law 3.1.4 Substitution and Half Game Law
2011 (Under 15)	Year 9 & 10 (Girls)	Rolling Substitution Law Applies
2012 (Under 14)	Year 9 (Boys)	Half Game Law Applies
2011 (Under 15)	Year 10 (Boys)	Half Game Law Applies
2007 (Under 18)	2nd XV Boys	Substitution Law Applies
2007 (Under 18)	Girls XVs	Substitution Law Applies
2007 (Under 19)	1st XV Boys	Substitution Law Applies

Appendix B
CMRFU Event Management Policy
Principle
To ensure a safe environment for Players, Management, Referees and Spectators

Policy Statement
Schools have a responsibility to deliver a safe environment for all those participating either directly in the game or as a supporter at venues under their control. It is imperative that organisers of sporting events take all reasonable precautions towards preventing accidents and injuries. This includes the provision of event management, security including suitable roping of the playing enclosure, the provision of first aid and host responsibility to provide adequate facilities and after match functions.

Who the Policy Covers
The policy and procedure cover all games played at any school or school venue hosted by Secondary School within the CMRFU Boundary.
All relevant School personnel should be made aware of this policy.

Event Manager
Each school must appoint an Event Manager for each occasion they host rugby matches. Should there be no Event Manager appointed or available then the coach or manager of the 'home' team must adopt the Event Manager responsibilities.

Responsibilities of the Event Manager
- The Event Manager MUST wear an event managers jacket (high viz vest)
- Ensure team and referee changing rooms are open.
- Meet visiting teams and match officials.
- Ensure security and safety of the field.
- Ensure that any side-line abuse of referees or unruly behaviour is immediately addressed, and offenders are appropriately dealt with (in conjunction with other senior school officials)
- The Event Manager must be ***visible and mobile*.**

Field Preparation and Security
The School and Event Manager will ensure that fields are adequately roped to ensure the safety of players, match officials and spectator.

Fields
- Ensure that post pads are fitted, field flags are in position and ground markings are adequate.
- All fields to be roped off where barriers do not exist.
- Where a field has a barrier on one side only, the other side must be roped.
- Ropes should be 2m from the side-line and run the length of the playing area from dead ball line to dead ball line. This may mean that for schools which have adjacent fields viewing is not possible from between the fields.
- It is suggested that ropes are to be curved so all spectators can view the field in its entirety.
- Only Assistant Referees, Ball kids, Medical Staff, St Johns, and Reserve players moving to the end of the field to warm up, may be inside the barriers or ropes.

- The Event Manager checks the playing field is safe prior to the game (ie no glass, dog poo on the field).
- The Event Manager reports any maintenance issues to School Management.
- The Event Manager is responsible for keeping ALL spectators behind the ropes other than those persons referred to above.
- In the event of any spectator trouble, the security of the referee is paramount (the Event Manager and senior school members should assist in this matter).

Security of Changing Rooms & other areas

- The school is responsible for all activities that occur within their rugby setting on the day of the match (school rooms, changing rooms etc).
- The Event Manager is to ensure that all changing rooms have locks and keys provided to team management.

Match Day Protocol (as advised to Referees)

1. The game is not to commence unless barriers or ropes are in place 2m from the side-line.
2. Authorised persons permitted inside the ropes and on the side-line are: Referee, Assistant Referees, One Team Coach or Medic, Ball Kids, St Johns. These people must ensure that they leave one metre clear of the touch line for the Assistant Referees to have clear passage.
3. Team Management and reserve players must stand behind the dead ball line (with their team playing in the direction away from them) for the duration of the game. Teams must change ends at half time. One person may be stationed on the side-line – this can be the Coach or Medic (and cannot be one of the reserves). This side-line person must identify themselves to the referee prior to kick off. If the layout of the fields does not allow room for this at the end of the field, then there must be a designated area available. This applies to all grades and all teams. It is the responsibility of the Team Coaches and Managers to ensure that their team strictly complies with these requirements. Non authorised persons may only enter the playing area to:
    - Attend an injured player during stoppages (St Johns and team officials only)
    - To carry water to players during stoppages (team officials only)
    - At half time (team officials and reserves)
    - To provide a kicking tee or ball to players (team official or nominated assistant)
    - To perform touch judge duties in absence of an official touch judge (team official or as nominated by match referee)
4. The Referee has the right to STOP the game if:
    a. Anyone other than Assistant Referees, Ball Kids, Medical Staff, St Johns are in front of the barriers or ropes.
    b. Any referee abuse or general disorderly behaviour of spectators is not being addressed by the Event Manager.
    c. Any abusive/disruptive spectator or team member does not abide by any requests made of them by the Event Manager.
    d. Any player ordered from the field must immediately leave the playing enclosure and must shower and change before returning to general field area.
5. At the conclusion of the game Team Managers are complete and sign the team sheets, and hand to the referee. Team sheets are to be signed by the referee. In doing so, they declare the information to be true and correct.

Guidelines for Management of Referee Abuse and Sideline Behaviour

Any incident of referee abuse, disorderly behaviour or alcohol consumption by spectators or team members within the playing enclosure is to be addressed by the Event Manager. The Event Manager should seek the assistance and gain support of other school officials and/or match referee to ensure the enforcement of sanctions provided to the offending parties are complied with. The Event Manager should adopt the following process:

- Approach the offending parties to identify them.
- Request the offending parties to cease the behaviour concerned.
- If the offending parties fail to comply, advise them they may be asked to leave the playing enclosure.
- If the offending parties continue, re-warn them that if the behaviour concerned does not stopped, they **will** be asked to leave the playing enclosure.
- If they still fail to adhere and continue with the behaviour, request that the offending party leaves the ground. Also advise that the match will be halted until they leave the ground.
- If they fail to comply, call for assistance from other school officials and the match referee. Referee is to support the sanction.
- The referee is to stop the game until the offender leaves the ground.
- If non-compliance continues, the referee is to call the match off.

NOTE: At no times shall either the Event Manager, School Officials or Match Referee confront the offending parties physically.

Abuse Definitions

Abuse is defined as to attack with coarse, insulting, rude, threatening, or offensive language or behaviour.

Verbal Abuse is as follows:

- Any form of foul language
- Any form of threatening language
- Continual complaining or sledging.
- Personal insults
- Dissent by players

Physical Abuse is as follows:

- Pushing
- Bumping
- Spitting
- Kicking
- Punching
- Any form of attempt of above
- Any form of threatening behaviour

Reporting of Referee Abuse or Spectator Behaviour Incidents

On all occasions for any of the reasons outlined that:

- A spectator is ejected from the ground, or
- The match must be stopped, or
- The match must be called off.

Both the Event Manager and the Match Referee (if called upon to assist) shall forward a Match Incident Report and/or a Referee Abuse Form (as appropriate) to liam.sargent@steelers.co.nz within 48 hours of the match ending. The report must

detail a summary of the incidents and information regarding the identity of the offending person(s).

The Head of Community Rugby Manager will then initiate the appropriate enquiry in accordance with the Disciplinary Procedures as determined by the CMRFU Judiciary Committee.

Appendix C
Code of Conduct

Code of Conduct

PLAYER CODE OF BEHAVIOUR

- Play for enjoyment.
- Play hard but fair.
- Play by the laws of the game.
- Be committed to your team. Attend all practices and matches.
- Never argue with the referee. Control your temper at all times.
- Work equally hard for yourself and your team.
- Be a good sport. Applaud all good play whether by your team or your opponent.
- Remember the goals of the game are to have fun, improve your skills and feel good.

COACH CODE OF BEHAVIOUR

- Positively reinforce the actions of the players.
- Lead by example.
- Be honest with yourself and players.
- Create an enjoyable environment in which to play the game.
- Develop team respect for referees.
- Give all players the opportunity to participate in the game.
- Insist on fair play and discipline.
- Be reasonable on the demand on players' time, energy, and enthusiasm.
- Display and encourage sportsmanship, treat everyone with respect

SPECTATOR / PARENT CODE OF BEHAVIOUR

- Cheer in a positive manner for both teams
- Respect the rules and the decisions of the referee
- Do not interfere with the play or competition
- Treat everyone with respect including other spectators, players, coaches, referee, event organisers and other officials
- Let players play their game, not your game.
- Praise efforts, not results.
- Display and encourage sportsmanship
- Set an example for the players