

Tryzone Handbook 2014 Under 14 Under 65 KG Division



Introduction

The outcome for this division is to retain player numbers and accommodate players making the jump from Intermediate school to Secondary School (year 8 to year 9).

We are targeting the smaller player that loves the game and wants to participate but is reluctant because of the jump from Under 13 to under 15. For those players that are capable, confident and physically able we encourage them to compete in the under 15 grade.

1 . Outcomes

- 1.1 Provide an equitable environment for year 8 and 9 players that are under 14 from the 1st May and under 65 kg from round 1 14th May.
- 1.2 Retain and build player numbers in Secondary Schools in the Wanganui Region.
- 1.3 Have a minimum of 5 teams enter.
- 1.4 Provide associate referees for each game.
- 1.5 Promote regularly on Facebook and Wanganui Rugby web page.

2. Competition Dates

- 2.1 14th, 21st, 28th May, 4th, 11th, 18th, 25th June, 2nd, 23rd, 30th, July, 6th, August
- 2.2 Finals Day 16th August at Cooks Garden.

3. Registration process

- 3.1 All players must complete a NZR Union Junior Player registration form.
- 3.2 Forms must be in to the union via fax email or hardcopy by the 13th May.
- 3.3 On the players registration form their weight must be identified and will be confirmed at a weigh in on the 1st round of competition. Once weight is confirmed player will not have to go through this process again. As weight will differ from each week, we only require the player to be under 65 kg from the 14th May. 64.9 kg is acceptable, 65kg is not.
- 3.4 Maximum of 15 players per team.

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- 3.5 A team sheet must be completed each week. *(This is to identify Most Improved points and Identify players with registration forms)*

3.6 There is no registration cost.

4. Competition Format

4.1 Round Robin competition with the top two teams on the points table qualifying for the Finals day at Cooks Garden on the 16th August.

4.2 Teams that have not qualified for the finals day will not play on the 16th August. Last qualifying round is the 6th August.

5. Points System

5.1. Points are allocated as follows:

2 points for a win, 1 point for a draw, 0 points for a loss

5.2 In the unlikely event that a team defaults / cancels a game in the Competition round series of games, the opposing team will be allocated the maximum 2 points for that fixture.

5.3 If a team cannot field 10 players the game must go ahead with what they have. Coaches agree on numbers on the field. Team that has Ten to start with is awarded points.

5.4 A team sheet must be sent in by Thursday noon with results and a 3,2,1 points system for most Improved Players each week.

6. Determining the winner

6.1. The team who has gained the most number of competition points, at the completion of all competition round series of games for each division, will be determined the winner.

6.2 If, after the completion of the championship round series of games, teams are even on championship points, then the winner will be decided in the following order / sequence:

- a. Points for and against – best point's differential.
- b. Most tries scored.
- c. The winner of the game between the teams during the single round of competition game
- d. Toss of the coin (to be carried out by the Chairman of the Wanganui 14 – 19 Age Grade Rugby Committee along with the Captains & Rugby Coordinators /Coach of the respective teams.)

7. Competition Venue

7.1 Cooks Garden will host all fixtures unless you have been allocated an away game with a rural school. In the Spirit of the game we ask all metro teams to travel to each rural team once. This is likely to be Taihape and Marton. Once entries are finalized we will allocate fixture and venues.

7.2 All Metro games will be played at Cooks Garden.

- Keep spectators back, allow players to play.

- Use of lights if needed.
- Exclusive venue.
- Availability of changing rooms and toilets.
- Spectator friendly.
- Music.

8. Game Rules and Regulations

- Ten-a-side
- Must wear mouth guard
- 5 forwards / 5 backs
- Uncontested scrums
- Any number in lineout and don't have to match, lifting is acceptable. Cannot bind at shorts.
- 20 minutes each way
- Try is worth 5 points if scored in red zone, 3 points if scored in green zone
- No conversions or penalty shots at goal (don't require posts at all)
- No penalties, all free-kicks, but must tap and go. Repeated infringing leads to automatic TRY ZONE 3 pointer.
- All other normal Domestic Safety Variation Laws



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