

EAST COAST RUGBY FOOTBALL UNION



CLUB REGULATIONS 2016

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1. General Provisions

1. These regulations shall apply to all players in all competitions within the ECRFU region.
2. The control and management of all competitions shall be vested by the ECRFU Board. The Board has discretion to manage the ECRFU and competitions in a manner that is consistent with the objectives of the ECRFU and the NZRU.
3. The Board may request, from time to time, that Clubs assist with the running of any facet of rugby on the East Coast, such as refereeing JAB.
4. Non-competitive matches and matches against teams from outside the Union are under the jurisdiction of the ECRFU and its disciplinary rules. The ECRFU must be notified in writing before such matches can take place.
5. No team, other than a ECRFU representative team, may play in a match or competition outside the ECRFU boundaries without the permission of the ECRFU Board

2. Grades

1. The Board shall decide the number of grades each year.
2. Secretaries of Clubs shall be required to notify the ECRFU in writing regarding team entries in the various grades within the time specified by the Management Committee.
3. The final composition of grades shall be at the discretion of the ECRFU board.
4. The Board shall have the power to accept further entries during the season if, in its opinion, it is expedient to do so.

5. The ECRFU Board will have the power to increase or reduce the number of grades and to form, or discontinue, sections in any grade whenever the occasion arises.
6. Where grades refer to age limits, eligibility will be determined as at 1 January in each year.
7. The Board may require proof of age with registration of a player or at any other time during the season.
8. Any club desiring dispensation for players over any age limit, wishing to play in a competition, must request dispensation in writing from the Board. Dispensation will be subject to an observation by two of the Board appointees.
9. No Club may have more than one team in the Senior Grade.

3. Registrations and Transfers

1. Coaches-It is an NZRU directive that all coaches and others with a role in coaching, must attend a Rugby Smart course annually. It is the responsibility of each club to ensure every coach in the club has attended the Rugby Smart course before the beginning of each season.
2. No team who's Coaches have not attended the Rugby smart course, is able to participate in the competition.
3. Players- All players playing for an affiliated club or school in the ECRFU must complete a NZRU registration form each season. The players club is responsible for sending the completed form to the ECRFU prior to the players being permitted to play in the competition.
4. Additional registrations must be received by the ECRFU by 5pm on the Friday prior to the next competition game, before the player will be deemed to be registered and eligible to play for the club or school.
 - a) A player is deemed to be a member of a Club once he has played one 15 aside game for that Club in the main Club competition.
 - b) A player wishing to transfer from one East Coast affiliated club to another East Coast affiliated Club must:

- i. Obtain a written clearance, on the prescribed form, from the club they were last registered with.
 - ii. Have completed the transfer and be received by the ECRFU by 5pm on the Friday prior to next competition game, before the player will be deemed to be transferred and eligible to play for the new club.

- c) A request for written clearance or transfer form must be dealt with by an East Coast affiliated club within 5 days. A written clearance must not be withheld by that club unless a player is in arrears for subscription from the current or previous year. Any further debts cannot be used as justification in withholding a written clearance. A club may be fined \$250 + GST for breaching this rule.

- d) Players will not be allowed to transfer from an East Coast affiliated Club to another East Coast affiliated Club after 1st June.

- e) Any players arriving in the East Coast from elsewhere in New Zealand must reside in the province for seven days before being eligible to play.

- f) Any player arriving in the East Coast from outside New Zealand must comply with IRB as well as ECRFU transfer regulations.

- g) A player is exempt from the transfer regulations where:
 - i. He has not played any rugby for a club for a full year
 - ii. He is attending a tertiary institute outside the province
 - iii. He is performing military services

- h) It is the responsibility of the Club to ensure the players have complied with the transfer regulations.

- 5. If any Club or school is found to be in breach of the Registration and Transfer regulations, the following procedure shall apply:
 - a) The offending Club or school shall forfeit any points gained and the opposing Club is to be credited with the five competition points; and/or

- b) A fine to be determined by the Board may be imposed on the offending Club, up to a maximum of \$1000 plus GST (if payable). (For most offences a fine in the vicinity of \$500 will be appropriate).
- c) If both Clubs are found to be in breach, the match result shall be cancelled. Fines may be imposed by the Board up to a maximum of \$1000 + GST (if payable). (For most breaches a fine in the vicinity of \$500 per club will be appropriate).

4. Player Eligibility

- 1. A player being duly registered and otherwise complying with these and all relevant Regulations shall be at liberty to play in the competitions in any team entered by their Club in any grade at the discretion of his Club.
- 2. No school pupil may play for a Club unless he has written permission from his caregiver.
- 3. To be eligible to participate in playoff matches (semis and final), players must have played or been present and appeared on a team sheet in a minimum of three (3) competition games in that competition.
- 4. No person currently suspended by ECRFU or NZRU and its affiliate unions may take part in any match or officiate in any capacity under the jurisdiction of the ECRFU.
- 5. If any Club or school is found to be in breach of player eligibility regulations the following procedure shall apply:
 - a) The offending Club or School shall forfeit any points gained and the opposing club is to be credited with five competition point; and/or
 - b) A fine to be determined by the Board may be imposed on the offending Club, up to a maximum of \$1000 plus GST (if payable). (For most offences a fine in the vicinity of \$500 will be appropriate).

- c) If both Clubs are found to be in breach, the match result shall be cancelled. Fines may be imposed by the Board up to a maximum of \$1000 + GST (if payable). (For most breaches a fine in the vicinity of \$500 per club will be appropriate); and/or
- d) The player in breach will be suspended for up to 22 days.

5. Representative Players

1. No player may play for his Club where he has been selected to play in a representative match unless:
 - a) He has been released by the Coach of the representative team;
or
 - b) He declared his unavailability for the representative team at the time he was initially selected.

If this regulation is breached:

- a) The responsible Club may be fined. (Generally a fine of \$250 + GST (if payable) will be appropriate. However the Management Committee has the discretion to impose fines of up to \$1000 + GST for these breaches) and/or
 - b) Competition points will be deducted from the responsible Club; and/or
 - c) The player in breach may be suspended for up to 22 days.
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2. No player may play for a representative team of lower precedence where they have been selected for a representative team of higher precedence, unless they have been released by the selector of the team of higher precedence. The order of precedence is as follows
 - Heartlands
 - Heartland U19
 - Horouta – East Coast Maori Men/Colts/Wahine
 - Development Team
 - Secondary Schools
 - U18
 - U16
 - U13

6. Fixtures

1. The ECRFU will publish a draw outlining all fixtures. Fixtures may be changed at the discretion of the Board.
2. Any team having to default a match must notify the opposing team, the Referees' Association and the Board by 7pm the Friday before the game is scheduled to take place. A fine of \$250 + GST will be charged to any team that fails to comply with this rule unless there are exceptional circumstances.
3. Where a team has less than 15 players (including 3 front rowers) available at the scheduled time for kick off, the team will default the match due to insufficient numbers.
4. A defaulting team shall forfeit the match and the opposing team will be awarded maximum five competition points and a score line of 28-0 given as result.
5. Any team defaulting two matches in succession or three matches at intervals may be withdrawn from the competition. This rule does not apply to school teams, during holidays or when engaged in inter-school fixtures.
6. In the event of a team being withdrawn from any competition during any round, results, points and point's differential statistics will be adjusted as though the team concerned didn't exist. If ECRFU are using the conference points system, the points will remain.
7. The referee shall have the power to call off a game where he or she decides the ground is unfit to play on or bad conduct.
8. Where the game is called off due to bad conduct the management of both teams and the referee will be required to attend the next meeting of the disciplinary committee. Both teams will be suspended from all play until an appropriate penalty has been decided.
9. Any match abandoned for any reason shall be reported immediately to the Executive Officer. This responsibility lies with the Referee, if present or the

Home Team. After considering the facts the Judiciary Committee may decide that:

- a) The Score at the time of the abandonment shall stand; or
- b) The match shall be rescheduled to another date.

7. Team Sheets

1. Every competing team shall, at the completion of every match, hand to the Referee an official ECRFU Team sheet to be signed off, in such form as the Board may from time to time require, listing legibly the players for that team participating in the match.
2. If any team fails to comply with (1) above, the Referee shall report the facts to the Judiciary Committee who may deem that the match be forfeited. If both teams in a match fail to comply with (1) above the Board may decide that neither team shall be awarded competition points.
3. Team Managers are responsible for sending in team sheets to ECRFU administration office by **10am Monday** following the game, listing players, result and all point scorers for their team.
4. All team sheets are to be written or printed legibly and contain the initials and surname of each player.
5. If any team is found to be playing a player who is not listed on the team sheets, or plays a player under an assumed or false name, one or more of the following sanctions will apply.
 - a) The offending club may forfeit any points gained – the opposing Club may be credited with five competition points.
 - b) A fine may be imposed on the offending Club.
 - c) If both clubs are found to be in breach, the match result shall be cancelled. Fines may be imposed.
 - d) The Player in question shall be suspended for 3 weeks.

8. Referees

1. Referees for matches will be appointed by the East Coast Referees association in consultation with the REO.
2. Referees must notify results by Sunday 9am the following day to the ECRFU administration office, which must include score, amount of tries scored and any cards given.
3. Referees must sign the official team sheets after each game.
4. Referees must submit a referee report to the ECRFU administration office by 3pm Monday for all Red Cards issued.
5. Referees to use the 2016 Referee Game Priorities as Guidelines.
6. Serious injury reports to be submitted by the Referee and players Coach by 10am Monday following the game.
7. All clubs must abide by the ECRFU Anti Referee abuse protocols.

9. Competition Points

1. Competition points are to be awarded as follows

Win	4
Draw	2
Loss by 7 points or less	1

Team scores 4 tries or more 1
Win by default 5

2. A teams accumulated points shall govern that team's position on the competition table. In the case of a tie on the competition table, the deciding factors shall be:
 - a) The winner of the most recent match if only two teams are tied
 - b) If the match was a draw or if three or more teams are tied, the team with the best points for and against differential will place higher.

10. Play-off Format

1. The top four teams will participate in matches to find the finalists.

Semi Final A 1 vs 4
Semi Final B 2 vs 3

Final Winner Semi A vs Winner Semi B

In all playoff games the team with the highest position on the competition table will have home ground advantage.

2. The playoff format for all other grades will be decided on at the discretion of the ECRFU and that decision will be notified to all relevant clubs by the ECRFU.

11. Ties in Playoff Matches

Where teams are tied at the end of a playoff match, the winners will be determined as follows:

- a) At full time there shall be a further 10 minutes each way with a five minute break between halves(extra time), the team with the highest score at the end of extra time wins.
- b) If after extra time the scores are still tied, a further 5 minutes each way will be played with a minute break in between. (Sudden Death).

- c) During sudden death if any points are scored, or the ball is touched down, or made dead by the defending team, the game will end immediately and the scoring team or team which did not touch the ball down or make the ball dead while defending wins.
- d) If after extra time the scores are still tied, the team that scored the highest number of tries during the match wins.
- e) If the game is still tied the team winning the match in the last round robin match between each other wins.
- f) If that match was a draw, the team with the best point's differential from round robin play wins.
- g) If teams are still tied (in a semi) a coin toss will decide winner. If teams are still tied (in a final) the title will be shared.

12. Playing Equipment/Strip

1. Each team shall provide a match ball in good playing order
2. All teams shall play in their registered colours and the referee may order off the field any player not wearing registered colours.

13. Protests

1. Any club may bring a dispute or protest to the Judiciary Committee.
2. Where a cause for protest is known before a match, the opposing team should be notified by an official of the protesting team and if the complaint is remedied, no further action will be taken.
3. If the opposing team is unwilling or unable to remedy the complaint, then the game should be played "Under Protest".
4. Where the cause for protest is discovered during or after the game a protest shall be made, within 48 hours of the completion of the match, by forwarding a written statement, on the clubs letterhead, setting out the breach complained of and the name of the Club, player or persons complained against, to the ECRFU Executive Officer.
5. The Judiciary committee will make the necessary enquiries into the matters placed before it and advise its decision to the party or parties concerned.
6. A fee of \$250 + GST will be charged for protests from all Clubs. This fee will be retained if the protest is considered to be frivolous.

14. Disciplinary Procedures

1. The NZRU Rules for Disciplinary Hearings (“Black Book”) and the ECRFU Disciplinary Procedures are the basis for the rules and procedures of disciplinary matters. The ECRFU Judicial Practice diagram is attached to assist clubs with the process.
2. The NZRU desires to eliminate misconduct as far practicable from the game and it is considered that this can be most effectively dealt with at Club level. Therefore all Clubs are urged to establish a Disciplinary Committee or appoint a Disciplinary Co-ordinator who will encourage the practice of fair play within their Club and ensure they are aware of the disciplinary procedures outlined in the Black Book.
3. The ECRFU have adopted the judicial process as outlined in the Black Book.
 - a) Ordering off procedure Rules 5-22
 - b) Sin Bin procedure Rules 41-48
 - c) Misconduct on or off the playing field Rules 37-40
 - d) Complaints Rules 23-30
 - e) Appeals Rules 51-68

15. Appeals

1. Any player or person who wishes to appeal a decision of the Judiciary Committee must do so in writing to the ECRFU within 72 hours of the date of the written notice imposed. A fee of \$500 + GST will be charged for appeals from any player or club. This fee will be retained if the appeal is considered to be frivolous.

16. Disputes

1. Any dispute over the interpretation of the regulations or rulings will be referred to the ECRFU for resolution.

17. Sponsorship

1. With the approval of the Board, Clubs may incorporate the name of one sponsor in their team name.
2. Club sponsorship must be in accordance with IRB regulations.

18. Responsibility for Crowd Control

1. Where a match is being officiated by members of the hosting Team, the following standards apply.
 - a) Where barriers (ropes) are erected they must be at least 5 metres from the touchline.
 - b) Clubs or schools are responsible for the behaviour of their supporters and team management
 - c) Ground Officials are to make themselves known to the referee before the beginning of the match.
 - d) Ground Officials are to make themselves available to the referee should there be any difficulties.
 - e) The referee has the right to stop the game if there are crowd difficulties until order is restored.
 - f) Officials appointed by the ECRFU, a Club, or a school, have the right to report individuals responsible for crowd difficulties.
 - g) Reserves and coaches do not have a right to stand within the barriers, although the Referee may allow them to do so.

19. Miscellaneous

1. Anything not covered by these Regulations shall be at the sole discretion of the Board and governing Rules and Regulations of the ECRFU.
2. The Board shall issue any further instructions from time to time necessary. These instructions shall form an integral part of these Regulations.