

JUNIOR BYLAWS 2025

1 Introduction

- 1.1 Failure of any team's management to follow any of the procedures set out in these Bylaws, particularly playing an unauthorised player or failing to have the necessary Squad List available for examination by opposing team's management before matches, will result in that team being deemed to have defaulted any game where such omissions occur.
- 1.2 Regardless of which weight and/or age scale is adopted for Counties Manukau Junior Rugby, all grades are to ensure adherence to the rules. This is to be done from the start of the season and with the full support of the Junior Club Leaders Group (JCLG) to Counties Manukau Rugby Football Union (CMRFU). This is to include some form of positive identification for all players. The positive identification document for all players in the team shall be the Squad List, which shall include a photograph, certified age and weight information for each player in the squad. No other form of identification will be accepted or be put forward for acceptance by a team,
- 1.3 The Bylaws will be reviewed at the end of each season and updated to reflect any changes expected for the forthcoming season.
- 1.4 The JCLG will continually assess the Grading Structure and may, depending on feedback received from clubs or changes imposed by CMRFU and New Zealand Rugby Union, undertake a review of some or all aspects of the Grading Structure after the conclusion of the season. Any review of the Grading Structure will be at the discretion of the JCLG, who will notify clubs that a review of the Grading Structure will be taking place, confirm the scope of the review, and details the review process.
- 1.5 All people involved with junior rugby must display positive sideline behaviour at all times.

2 Key Dates

- 2.1 These Bylaws will be circulated to every club no later than 31st January.
- 2.2 The Junior Rugby Key Dates will be circulated to every club no later than 31st January.
- 2.3 Team entries for all grades must be confirmed by email to the CMRFU Administrator no later than 5 April.

3 Definitions

- 3.1 The following definitions apply to these Bylaws:

'age' means the age, in years, of a player on 1st April

'authorised' means a player who is eligible to play rugby after being registered, verified, and (where applicable) having received approval of any dispensation.

'CMRFU' means the Counties Manukau Rugby Football Union.

'dispensation' means a formal exemption from the Registration Coordinator for a player to play in a grade below what is stated in the Grading Structure.

'Competition Grade' means any grade in which teams are allocated points based on the results of games played during the season and are ranked based on points allocated throughout the season for eligibility to

take part in semi-finals and finals.

'Dispensation Committee' means the members of the JRC responsible for approving or rejecting requests for dispensations.

'CMRFU Administrator' means the nominated CMRFU representative responsible for creating the schedule of games each season.

'JCLG' means the Junior Club Leaders Group, made up of representatives from all junior clubs in the Counties Manukau Rugby Union.

'grade' means the age group that teams are allocated to play in, based on the school year that team's players are in.

'Grading Structure' means the structure for allocating players to an age grade based on school year, date of birth and weight limits.

'JRC' means the Junior Rugby Committee.

'Junior Rugby Committee' means the executive board of club representatives responsible for managing the JCLG and administering junior club rugby in Counties Manukau.

'pool' means a group of teams drawn to play against each other during the season, based on their similar levels of capability, as outlined in clause 6.2.

'registered' means a player whose registration is entered into the NZR database.

'Registration Day' means the day (or days) notified by the JRC to all clubs that a formal registration and weigh-in will be conducted for pre-registered Year 3 to Year 8 players.

'Squad List' means a list of all players in a team including name, photo, date of birth, and weight.

'verified' means a player in Year 7 or Year 8 who has had their weight and date of birth checked by a member of the JRC.

'weight' means the weight, in kilograms, of a player recorded on a Registration Day.

4 Junior Rugby Committee Terms of Reference

Junior Rugby Committee - Terms of Reference

- 4.1 The Junior Rugby Committee is established by the Junior Club Leaders Group (JCLG). The Committee plays a very important role in overseeing management of junior club rugby.
- 4.2 Counties Manukau Rugby Football Union (CMRFU) supports diversity and inclusion to ensure the community they represent is contributing to governance and involvement at all levels of the game. This means that the JCLG must ensure they encourage and consider appointments to the Junior Rugby Committee of males, females, gender diverse individuals and mana whenua.
- 4.3 The Junior Rugby Committee shall comprise seven people, always ensuring the people appointed are most qualified to make decisions on junior club rugby. The Junior Rugby Committee will comprise the following:
 - a) Chair
 - b) Registration Coordinator
 - c) Bylaw Coordinator
 - d) Disputes Officer
 - e) Game Management Coordinator
 - f) CMRFU Head of Community Rugby
 - g) CMRFU Administrator

- 4.4 The role of the Junior Rugby Committee is:
- a) To formulate and implement bylaw matters, conduct meetings, competition bylaws, future direction, development, and other strategies that will support, promote, and advance junior rugby.
 - b) To administer junior rugby in the Counties Manukau Region.
 - c) To make, alter, amend, and revoke by-laws relating to the junior club rugby competitions and ensure amendments are notified to members.
 - d) To consider any breaches, complaints or issues related to CMRFU Junior bylaws (i.e.: players, conduct of matches, results of matches/competitions).
 - e) To apply the discretion afforded it through the JRC Terms of Reference by determining sanctions and penalties as it sees fit upon considering the circumstances of each matter before it.
 - f) In agreement with the Junior Club Leaders Group, develop and adhere to a regular schedule and effective process of engagement and consultation, related to determining club competitions and related bylaws.
 - g) To approve colours to be worn by clubs, ensuring the colours worn by a club are not the same as colours worn by another club.
 - h) To make, alter or revoke standing orders for the conduct of its meetings.
- 4.5 Each member is required to attend no less than 80% of scheduled meetings and miss no more than two meetings in succession unless leave has been sought and approved by the Junior Rugby Committee. The Junior Rugby Committee has the ability to accept online attendance. Attendance which falls outside the minimum will be reported at the next scheduled Junior Club Leaders Group meeting.

Junior Club Leaders Group – Terms of Reference

- 4.6 The Junior Club Leaders Group comprises leaders of each of the affiliated clubs and is an important conduit between the CMRFU Board, Junior Rugby Committee (JRC), CMRFU staff and all club volunteers and committees.
- 4.7 The Junior Club Leaders Group will meet the first Wednesday of each month, with all clubs entitled to attend with up to two representatives of their choosing. This will be a time to share information, get feedback, answer questions, and listen to club representatives.
- 4.8 At their first meeting following the Annual General Meeting, the Junior Club Leaders Group will elect a chair. In the event of a tie between two candidates during voting, the election will be decided by a single coin toss conducted by the CMRFU Head of Community Rugby. If a tie occurs between three candidates, a preferential ballot will be used until one candidate achieves a clear majority.
- 4.9 The quorum for Junior Club Leaders Group meetings is 50% plus 1 of affiliated clubs present in person or linked in electronically.
- 4.10 CMRFU and the Junior Club Leaders Group support diversity and inclusion to ensure the community they represent is contributing to governance and involvement at all levels of the junior game.
- 4.11 The role of the Junior Club Leaders Group is:
- a) To elect five persons to be on the Junior Rugby Committee:

- Chair
- Registration Coordinator
- Bylaws Coordinator
- Disputes Officer
- Game Management Coordinator

b) Standing orders on voting procedure:

- Each club is entitled to one vote.
- The Junior Rugby Committee Members have full voting rights upon election.

4.11.1 Procedure at the AGM:

- Record apologies.
- Confirmation of minutes of the previous AGM.
- Chair's report.
- Financial report.
- Election of members on the JRC.
- Remits results.
- Confirm affiliation fees.
- General Business.

4.12 CMRFU to advise the CLG of the two community rugby representatives to sit on the JRC (November meeting). CMRFU to determine these annually.

4.13 To engage with and provide feedback, recommendations, and requests to the Junior Rugby Committee on any matters relating to junior rugby within the district impacting on the clubs.

4.14 To collaborate and share information and resources where this will lead to a better outcome for rugby within the district.

4.15 Timeline

Chair	Elected annually at AGM.
Registration Coordinator	Elected annually at AGM.
Bylaws Coordinator	Elected annually at AGM.
Disputes Officer	Elected annually at AGM.
Game Management Coordinator	Elected annually at AGM.
Junior Rugby Committee	Comprises seven people; five elected by the Club Leaders Group, two additional CMRFU Staff (CMRFU Head of Community Rugby and administrator)
Junior Club Leaders Group Meetings	Meet first Wednesday of each month. CMRFU Administrator will call for agenda items seven days prior to the meetings.
Junior Rugby Committee Meetings	Meetings as determined by the JRC.
Voting	To be appointed, must achieve more than 50% of the vote at the Annual General Meeting. One delegate may exercise votes for a nominated absentee club leader.
General Meetings	<u>AGM</u> <ul style="list-style-type: none"> • Held in November. • Notice of date to members 28 days prior to AGM. • Remits to the Bylaws received last Wednesday in September. • Notice of Business to be conducted 18 days prior to AGM. • Quorum = 15 members entitled to vote <u>SGM</u>. • May be requested by 9 members representing 3 clubs. • Must be convened within 21 days of receiving request. • Notice to members 7 days prior to meeting

Junior Club Leaders Group	<ul style="list-style-type: none"> • Leaders from each of the affiliated clubs. • Attend monthly meetings as set by the JRC. • Represents the club at JCLG meetings including having voting rights. • Informs their Club of important events/details from the JCLG meetings. • To be the pivotal communication point between the Junior Club and other Clubs in the Counties Manukau region
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5 Junior Rugby Committee Roles

Junior Rugby Committee	Five members are appointed by the Club Leaders Group at the AGM
Chair	<ul style="list-style-type: none"> • Manages JRC & JCLG meetings. • Oversee direction and governance of JRC & JCLG. • Leads the AGM. • Ensure that planning and budgeting are conducted to deliver the greatest benefit to members.
Registration Coordinator	<ul style="list-style-type: none"> • Oversees registration processes, aligning with the bylaws and grading structure. • Manages Dispensation requests and outcomes. • Control registration system.
Bylaw Coordinator	<ul style="list-style-type: none"> • Answers any questions relating to the bylaws. • Conduct end of season review. • Drives changes to the bylaws.
Disputes Officer	<ul style="list-style-type: none"> • Reports to the JRC on any breaches of the junior bylaws. • Working alongside the union to determine the process on disciplinary matters.
Game Management Coordinator	<ul style="list-style-type: none"> • The link between the club and teams within the grades. • Support teams in all matters both on and off the field.
CMRFU Head of Community Rugby	<ul style="list-style-type: none"> • Ensure that the strategic direction aligns with the objectives of CMRFU. • Reports on all matters relating to junior rugby from New Zealand Rugby (NZR). • Oversees the NZR compulsory courses and other requirements for junior rugby.
CMRFU Administrator	<ul style="list-style-type: none"> • Requests and distributes agenda items prior meetings. • Record/distributes meeting minutes. • Regularly reviews email account and responds to emails. • Competition management. • Composes/distributes and collects competition team entries.

6 Registration

- 6.1 Team Entry Registrations must be received by the CMRFU Administrator by the first week in April.
- 6.2 Clubs will enter team in the following pools in their respective grades – Year 3, 4, 5, 6.
- Courage (red) - Teams that have played together for a number of seasons and/or play with high capability and confidence.
 - Connected (white) - Teams that have been together for a season or 2, have developed their basic skills, and are building their capability and confidence.
 - Work Hard (black) - Teams that are relatively new or still forming and working on developing rugby basics.
- 6.3 Competition Grade teams will be placed in pools at the discretion of the JRC.
- 6.4 Clubs are required to “pre-register” players on the Rugby Xplorer online database prior to Registration Day.

- 6.5 Clubs are required to record players weight, verify date of birth, and verify school year no later than 31st March.
- 6.6 Each player will be officially weighed-in once at a Registration Day. Once a player has been officially weighed, that is the weight for the season, no re-weighing after games or at a later date.

Year 7 to Year 8

- 6.7 A Registration Day (or days) is to be conducted by JRC to officially record the age and weight of all pre-registered Year 7 and Year 8 players.

Year 3 to Year 6

- 6.8 Registration Days shall be conducted by clubs to officially record the age and weight of all pre-registered Year 3 to Year 6 player.
- 6.9 Registration Days for Year 3 to Year 6 teams must be attended by a member of the JRC so the ages and weights can be verified,

Year 1 to Year 2

- 6.10 Registration Days shall be conducted by clubs to officially record the age and weight of all pre-registered Year 1 and Year 2 players.

7 Eligibility

- 7.1 Players may not play in matches until such time as they are officially authorised.
- 7.2 Once a player is authorised that player qualifies to play within the specified grade for the entire season and no growth allowance will be necessary.
- 7.3 JCLG may hold multiple Registration Days or offer late weigh-ins to allow late registered players to be authorised. These dates will be defined in the "Key Dates" released prior to the season start.
- 7.4 Once a player of any age or weight has participated in three games in any one grade, that player is ineligible to play in any lower grade.
- 7.5 Coaches may report any players thought to be ineligible to the convener of the Flying Squad/Registration Coordinator. Coaches have no power to stop a player from another team playing. Suspect players are to be reported to the Registration Coordinator for follow up checks to be made.
- 7.6 Clubs must pay all team fees prior to the end of June. If team fees are still unpaid on 31July then no teams will be accepted from that club for the following year until the fees are paid in full and that club will have no voting rights at the end of the season.
- 7.7 To be eligible to play in Competition Grade semi-finals or finals for a particular team, a player must be registered and authorised, for that team, and have played a minimum of four (4) scheduled games prior to the semi-finals. Any player who registers and is authorised after that time is not eligible to play in a semi-final or final.
- 7.8 Every registered player is eligible to play in finals of competition grades provided they meet the criteria above.
- 7.9 If a competition grade team forfeits more than two (2) games that team is not eligible to play in semi-final or final.
- 7.10 Any Club team playing unregistered players shall forfeit the match and any points and/or bonus points gained. The non-offending team will be deemed to have won the game 30-0 and will be granted the win points plus a bonus point for the match (i.e. 5 competition points).

8 Dispensations

8.1 Dispensations may be granted by the Dispensation Committee for players who meet the following criteria:

- a) extenuating circumstances, including medical reasons, that would demonstrably impact the player's safety if they were to play in their correct grade with documentation to support the request;
- b) the player's club does not have a team in that player's correct grade that they are eligible for;
- c) they weigh less than the dispensation weight limits below:

Year	Dispensation Weight Limits
Y3	26kgs
Y4	30kgs
Y5	34kgs
Y6	38kgs
Y7	42kgs

- 8.2 All dispensation requests must be submitted in writing, using the approved form, with a full explanation and compelling reason why the dispensation is being requested, and be sent to the Registration Coordinator as soon as possible after a player registers.
- 8.3 All dispensation applications will be assessed by the Dispensation Committee against the criteria outlined in Bylaw 8.1, within 3 working days from receipt of a dispensation request, unless further information is required for a decision to be made.
- 8.4 Dispensation requests submitted during the season must be submitted to the Registration Coordinator as soon as possible, but no later than 4:00pm three (3) working days before any scheduled match for which the dispensation shall apply, to provide enough time for the Dispensation Committee to make a decision before the next scheduled game.
- 8.5 Dispensation decisions will be communicated to club Registrars only. The Dispensation Committee will not communicate directly with anyone other than club Registrars.
- 8.6 An updated summary of dispensation decisions will be provided to club Registrars throughout the season and prior to each playing weekend.
- 8.7 Players seeking dispensations are not authorised to play until a decision had been confirmed by the Dispensation Committee to their club Registrar.
- 8.8 All teams with dispensations must identify their dispensed players to the opposition prior to the commencement of games.
- 8.9 All teams with dispensations must field those players as directed by the Dispensation Committee and ensure they field no more than 2 dispensed players at a time.
- 8.10 Year 8 teams may have up to 4 players of age over 80kg listed on the Squad List available to play in a single game but only 2 of those players may be on the field at the same time.
- 8.11 All teams who have players with specific dispensation rules must adhere to those rules at all times.
- 8.12 If players or teams eligible to play down a grade as the result of receiving a dispensation are dominating the grade, restrictions will be placed on the player or team at the discretion of the Dispensation Committee.

Legacy Grading Exemption (LGE)

- 8.13 An application for Legacy Grading Exemption (LGE) may be requested for any player returning to play in the current season, who was provided an exemption in 2024.
- 8.14 Players who are Year 9 and aged 12 on 1st April, and meet the grading structure criteria, can play in the Year 8 grade.

Transfers

- 8.15 Players permanently transferring from one club to another during the season must have the prior permission from the transferring club.
- 8.16 Players permanently transferring from one team to another, within the same club, must receive prior permission from the Registration Coordinator. Players may only transfer between teams in the same grade and once moved must remain in that team for the rest of the season.

9 Squad Lists

- 9.1 A Squad List for each team will be created in the Rugby Xplorer database and must accurately record the following information through the Rugby Match Day App:
- a) Team identity, opposing team, date, and venue as per the draw on the Rugby Match Day App.
 - b) Each player's name and registration number.
 - c) Jersey number for that day (Y6, Y7 and Y8 grades only), noting:
 - i. Jersey numbers must not be duplicated within a playing squad as players are assigned to a position on the Rugby Match Day App and the jersey number signifies that the player played on the day; and
 - ii. Jersey numbers may not be swapped between the 22 players on the Squad List during a game.
- 9.2 Team management of any team in Year 3 grade or above must carry their official Squad List to all games and only those players listed as authorised are eligible to play.
- 9.3 Squad lists must be made available to opposition coaches or managers at all games for inspection. It is the responsibility of the host club coach/manager to meet with the opposing team and exchange Squad Lists.
- 9.4 Checking Squad Lists is to take place on the field of play 15-30 minutes prior to the game starting and is compulsory for Year 3 to Year 8 grades. It is not required for Year 1 and Year 2 grades.
- 9.5 Squad Lists must be produced when requested by a representative of JRC or an opposing team official for any reason at any time during the season.
- 9.6 Failing to have the necessary Squad List available for examination by opposing team management as per item 9.3 before matches will result in the offending team defaulting the game.

10 Game Management

Referees and Event Managers

- 10.1 Each club shall appoint suitable referees to each nominated field of play. Suitable referees should have completed, or be in the process of completing, the NZRU Associate Referees course, or have completed the Small Blacks coaching course. Due to the basic philosophy of the Associate Referee structure, it must be accepted that at present some of these referees may not be independent of a team's management or players. In competition grades the referee cannot be a coach or manager of the teams playing.
- 10.2 Each team is to provide an Event Manager for their game. Half field teams must have one and full field teams must have two Event Managers. A high vis vest is to be worn to enable them to be easily identified.

Competition Grade

- 10.3 In Year 7 & 8 grade teams management and reserve players must stand behind the dead ball line (with their team playing in the direction towards them) for the duration of the game. 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.
- 10.4 Teams must change ends at half time.
- 10.5 One person may be stationed on the sideline, but it can't be the coach, manager, or a reserve, but can be a medic or water carrier. This side-line person must identify themselves to the referee prior to kick off.
- 10.6 Players who have been sinbinned must stand with their team behind the dead ball line.
- 10.7 Team managers must meet with the opposition to verify the score at the end of the match and clearly record/submit the result and identify the winning side (if applicable)

Score Blow-Outs

- 10.8 If the score in a game has blown-out so that one team is ahead by 50+ points (35+ points if playing 15-a-side) at halftime, then both coaches must meet and agree the game has finished as a contest (Competition Grade teams should end the game in the Rugby Match Day app), and to implement one, or multiple options listed below to balance the 2nd half of the game, and have discretion to add further strategies if in agreement:
- a) Nominate only two players that can score a try, preferably players who haven't or don't score many tries.
 - b) Substitute dominant players.
 - c) The leading team doesn't contest the ruck.
 - d) Instead of kick offs to restart play, the losing team is to tap and go from halfway.
 - e) The losing team is permitted to have flankers and a fullback
- 10.9 Coaches shall report to their club President the strategies agreed to and the impact they had on evening up the game.

General

- 10.10 Relevant information regarding any sinbins or sending's off, concussions and serious injuries (i.e. an injury that requires a player to receive professional medical attention) must be emailed to CMRFU Administrator within 48 hours from completion of each game with players, club, grade, and name.

11 Competition Grades

Competition Format

- 11.1 Competition Grades shall consist of as many rounds of games as determined by the CMRFU Administrator and KRC
- 11.2 Semi-finals shall be played between the top four teams in each pool (e.g. Semi-Final 1: team 1 v team 4, Semi-Final 2: team 2 v team3). Semi-Finals will be played at 1 and 2 ranked clubs in each pool, with the winners of each Semi-Final to meet in the final for each pool.
- 11.3 In the event of two teams ending up on the same points in the competition table, the winning team from the Competition Grade game/s played between them will decide which team is ranked higher. If the teams drew, or played each other twice and won one game each, then it shall come down to the points for and against difference to decide the ranking. If still equal, then it shall come down to the toss of a coin to decide the ranking.
- 11.4 Semi-finals are to be played the weekend following completion of the final round of games. Any catch-up games are to be played during the week before semi-finals weekend.
- 11.5 Competition Grade semi-final and final game locations and timings shall be confirmed by the JRC.

Referees

- 11.6 For all Competition Grade semi-final and final games referees shall be appointed by the Counties Manukau Rugby Referees Association, with the priority being Year 8 grade games.

Points Allocation

- 11.7 Points shall be allocated on a per team basis as follows: 4 for a win, 2 for a draw, 1 for being within 7 points, and 1 for scoring four or more tries.
- 11.8 In the event of a team forfeiting or defaulting a match, a score of 30-0 against the forfeiting/defaulting team shall be entered on the score sheet and the non-forfeiting or non- defaulting opponents shall be awarded the 4-win points plus a bonus point making a total of 5 points.

12 Disciplinary Proceedings for Junior Rugby

- 12.1 All disciplinary matters must be passed onto the CMRFU Disciplinary Committee for resolution in accordance with the procedures specified by the NZRU Rules for Disciplinary Hearings, within 48 hours at the completion of the match played
- 12.2 Any player ordered off or sin-binned must be recorded on the Squad List (Note: red and yellow card can only be issued by referees appointed to referee a game by the Counties Manukau Rugby Referees Association.
- 12.3 Any player ordered off or sin-binned by a club referee, may be replaced immediately. Players ordered off cannot return to the game. Players sin-binned may return to the game after 10 minutes.
- 12.4 Referees and/or Assistant Referees must submit a written report on the standard form within 48 hours of the completion of the match.
- 12.5 Any player ordered off shall be automatically suspended from all rugby until their club conducts a disciplinary review and he/she has personally appeared before the Disciplinary Committee and completed the penalty imposed (if any).

- 12.6 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 CMRFU Disciplinary Committee.
- 12.7 Each club is to appoint a Judicial Representative and any matters requiring judicial involvement are to be directed to that person.
- 12.8 Each club's Judicial Representative must also ensure any matters requiring judicial involvement are sent to the Disputes Officer.

13 Complaints

- 13.1 Any team that believes that their opposing team has breached these Bylaws during a game should raise this with their club's JCLG Delegate, who will contact the opposing club's JCLG Delegate within 48 hours of the alleged breach occurring.
- 13.2 In the event club representatives are unable to resolve an issue raised under clause 13.1 within 96 hours of the issue being raised then the team who raised the alleged breach may raise a complaint with the Disputes Officer.

14 Rules

- 14.1 A complete set of these rules shall be circulated to every club no later than end of January each year.
- 14.2 Remits to change these rules must be received by the CMRFU Administrator by 5.00pm on the last Wednesday in September. The CMRFU Administrator will then circulate remits to all clubs prior to the October JCLG meeting for voting.
- 14.3 Votes must be submitted in writing by clubs, authorised by each club's President, and be received by the CMRFU Administrator no later than the last Wednesday in October.
- 14.4 Results of any votes will be tabled to the CMRFU Board to ratify and published at JCLG AGM in November.
- 14.5 No other changes may be made to these Bylaws unless a Special Remits Meeting is called.

15 Basic Points of Law

- 15.1 JCLG will operate all school Year 8 or 13-age grades and below, subject to the rules in the Small Blacks to All Blacks Development Model put out by the New Zealand Rugby Union.
- 15.2 JCLG will operate the following substitution rule in all grades:
- a) **All players must play a minimum of half a game (this is to include at least two full quarters).**
 - b) Rolling substitutions are not permitted.
 - c) Substitutions may be made during a designated break of a quarter or a half, when the referee will allow and signal a substitution break. This break should be no longer than one minute and will indicate the end of the current and beginning of a new quarter. This substitution break is solely for the purpose of making substitutions, coaches are not permitted to use this break to provide coaching advice to players/teams. Substituting players at quarter break must be agreed by both teams and referees in advance of the game starting.
 - d) Non-injury substitutions can only take place at half time or quarter time breaks.

- e) If, due to a minor injury, a player leaves the field during a quarter, and is cleared to later continue playing, then this player may only return at a designated substitution break, or at halftime.

15.3 Maximum players allowed per playing squad per game are to be:

- a) 22 for 15 a-side teams (as per NZRU Domestic Safety Law Variations);
- b) 22 for 12 a-side teams;
- c) 20 for 10-a-side teams;
- d) 16 for 8-a-side teams; and
- e) 14 for 7-a-side teams.

16 The Season

- 16.1 The playing season will start on a date agreed by the CMRFU Administrator and the JRC, after considering the dates of the Easter and school holidays.
- 16.2 The playing season will finish on a date agreed by the JRC and the CMRFU Administrator.
- 16.3 No rugby games will be played over King's Birthday and Matariki Weekends.

17 Cancellations & Defaults

- 17.1 Cancellations will be notified by 4.00pm on Fridays. Any team wishing to cancel a game after 4.00pm on Friday must contact the opposition team management to arrange a cancellation or rescheduling of the game.
- 17.2 Competition Grade games shall not be cancelled, unless for reasons of player safety. 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 7 day period from the cancellation that suits both teams. It is also that team's responsibility to notify the referees of the change as soon as possible. The CMRFU Administrator must also be notified of the change of day/time/venue so they can check for any game clashes. If no agreement can be reached the team that requested the cancellation will be assigned a default loss.
- 17.3 If a team must default a game, it is that team's responsibility to notify the opposition and the referees as soon as possible.
- 17.4 The CMRFU Administrator must also be advised of a default by the defaulting team, and the team being defaulted must still send through a Squad List noting the default.

18 Coaching

- 18.1 All coaches, including assistant coaches, must attend the compulsory NZRU accredited Small Blacks coaching course facilitated by CMRFU annually. Failure to attend the appropriate course will result in that coach's team being withdrawn from the draw. This is an NZRU requirement.

19 Consequences of Breaching the Bylaws

- 19.1 Breaches of these Bylaws will result in penalties for the offending club, including (but not limited to) issue of a formal warning, \$250 fine or competition points deduction, to be decided at the discretion of the JRC.