

CRL JUNIOR WORKSHOP

Tuesday 16th October 2018

Wilding Lounge, 113 Woodham Road, Linwood 8062



AGENDA - CRL

- 1. Introductions
- 2. Good Sports Presentation
- 3. Girl's Development
- 4. New Mini-Mod Competition format
- 5. 2018 Season Review
- 6. Confirmed Grades for 2019
- 7. 2019 Calendar
- 8. 12 & 14 Years – Kick off times in relation to rugby
- 9. Ashburton Mini/Mod teams
- 10. Club raised agenda items
- 11. Junior By Laws

Duane Fyfe (CRL)

Jacob Cameron (NZRL)

Kylie O'Loughlin (CRL)

Jacob Cameron (NZRL)

Tracy Fleet (CRL)



Subject	Old Rules	New Rules
Size of Field U9 Yrs. Only in exceptional circumstance	68 x 30 metres. For physically bigger teams U9 – 68 x 40m. But, both teams must agree otherwise regulation field to be used.	40M x 20M
No. of Players on Field	Maximum 8; Minimum 6. Teams must have equal playing numbers on the field (the referee can direct a player be replaced)	6
Coaches	As a guide coaches may be present on the field to assist their young players in the following circumstances: <ul style="list-style-type: none"> • All year for under 6's • The first half of the season for Under 7's 	Game Leaders <ul style="list-style-type: none"> • Does not have to be the coach on the field, can be another parent. • One Game Leader from each team referees • Game Leaders are allowed to be on the field.
Tackles	The game is of 4 tackles	6
Intervals	3 minutes between periods	2 minutes between periods
Minimum Playing Time per Player	Each player to play a minimum of one unbroken period of 10 minutes	Coaches must do their best to ensure all players get a minimum of 2/3 thirds of playing time per game.
Passing from P.t.B	2 or more passes to retain possession	1 pass to retain possession
Passing within 20m of own Goal Line	One pass only. The acting half-back must pass the ball for the team to retain possession, or run and score (hard yards)	No longer applies
Zero Tackle Count No count at first tackle if	<ul style="list-style-type: none"> • A player fields a kick from (1) the start of play; (2) restart of play; (3) a penalty kick • A player (1) picks up the ball dropped by an opponent; (2) intercepts a pass; (3) gains possession after the ball has been deliberately touched by an opponent 	No longer applies

NZRL MINI FOOTY – 6&7 YEARS



Subject	Old Rules	New Rules
Starts of Play Commencement of each period of play Restarts of Play After Points Scored Goal Line Drop-out 20 Metre Tap	<ul style="list-style-type: none"> • The non-kicking side to retire 5 metres • The ball to travel 5 metres forward before either side touches the ball <p>In all following instances the non-kicking team is to retire 5 metres</p> <ul style="list-style-type: none"> • Non-scoring team to restart play with a place-tap kick from the centre of half way • Ball made dead by defending team. Ball must travel 5 metres forward • Ball made dead by opposition. Restart with a tap kick at the centre of the 20 metre line 	<ul style="list-style-type: none"> • The Team who wins the toss taps the ball from half way on the first and third periods. Opposition will tap off in the 2nd period. • 5m tap restart for non-scoring teams • No general play kicking or drop kicking, which removes goal line drop out and 20m tap.
Ball into Touch – From Starts & Restarts	When the ball is required to travel 5 metres forward and it lands in the field of play and then enters touch, the kicking side will P.t.B 10 metres in field opposite where the ball entered touch, with a zero tackle	No longer applies
Change of Possession Occurs after –	<ul style="list-style-type: none"> • The 4th tackle • Knock-on or forward pass • Acting half-back or 1st receiver runs with the ball and is tackled before scoring (refer Passing within 20 metres of own Goal Line – ‘hard yards’) • Player in possession runs into or is tackled into touch 	<p>CHANCE RULE</p> <ul style="list-style-type: none"> • Forward pass, running or forced into touch, knock on counts as a tackle. • No Hard Yards

NZRL MINI FOOTY – 6&7 YEARS



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No. of Players on Field	Maximum 8; Minimum 6. Teams must have equal playing numbers on the field (the referee can direct a player be replaced)	8
Coaches	As a guide coaches may be present on the field to assist their young players in the following circumstances: <ul style="list-style-type: none"> • All year for under 6's • The first half of the season for Under 7's 	No longer applies
Tackles	The game is of 4 tackles	6
Intervals	3 minutes between periods	2 minutes between periods
Minimum Playing Time per Player	Each player to play a minimum of one unbroken period of 10 minutes	Coaches must do their best to ensure all players get a minimum of 2/3 thirds of playing time per game.
Play the Ball (P.t.B) Team not in possession	<ul style="list-style-type: none"> • No markers allowed • Team not in position must retire 5 metres from the P.t.B. and, • Cannot advance unless the acting halfback runs or the ball has been passed and is in the hands of the first receiver 	<ul style="list-style-type: none"> • 1 defensive marker
Passing from P.t.B	2 or more passes to retain possession	2 passes to retain possession
Passing within 20m of own Goal Line	One pass only. The acting half-back must pass the ball for the team to retain possession, or run and score (hard yards)	No longer applies
Zero Tackle Count No count at first tackle if	<ul style="list-style-type: none"> • A player fields a kick from (1) the start of play; (2) restart of play; (3) a penalty kick • A player (1) picks up the ball dropped by an opponent; (2) intercepts a pass; (3) gains possession after the ball has been deliberately touched by an opponent 	No longer applies

NZRL MINI FOOTY — 8&9 YEARS



Subject	Old Rules	New Rules
Starts of Play Commencement of each period of play Restarts of Play After Points Scored Goal Line Drop-out 20 Metre Tap	<ul style="list-style-type: none"> • The non-kicking side to retire 5 metres • The ball to travel 5 metres forward before either side touches the ball <p>In all following instances the non-kicking team is to retire 5 metres</p> <ul style="list-style-type: none"> • Non-scoring team to restart play with a place-tap kick from the centre of half way • Ball made dead by defending team. Ball must travel 5 metres forward • Ball made dead by opposition. Restart with a tap kick at the centre of the 20 metre line 	<ul style="list-style-type: none"> • The Team who wins the toss taps the ball from half way on the first and third periods. Opposition will tap off in the 2nd period. • Tap Re-start at halfway for the non-scoring team. • No general play kicking or drop kicking, which removes goal line drop out and 20m tap.
Ball into Touch – From Starts & Restarts	When the ball is required to travel 5 metres forward and it lands in the field of play and then enters touch, the kicking side will P.t.B 10 metres in field opposite where the ball entered touch, with a zero tackle	No Longer applies
Change of Possession Occurs after –	<ul style="list-style-type: none"> • The 4th tackle knock-on or forward pass • Acting half-back or 1st receiver runs with the ball and is tackled before scoring (refer Passing within 20 metres of own Goal Line – ‘hard yards’) • Player in possession runs into or is tackled into touch 	<ul style="list-style-type: none"> • The 6th tackle

NZRL MINI FOOTY — 8&9 YEARS



SEASON REVIEW

- What went well this season?

- What didn't go so well this season?



	2018 registered players	2018 grades	Potential teams (average team) based on players registered	Actual teams
Pre-mini	55			
5's	101	Nursery	14	14
6's	117	6's	12	11
7's	130	7's	13	11
8's	141	8's	14	11
9's	141	9's	14	11
10's	149	10's	11	11
11's	105	11's	8	5
12's	102	12's	8	6
13's	50		3	
14's	71	14's	5	5
15's	41			
16's	66	16's	4	4
17's	58			
18's	74	18's	4	5

CONFIRMED GRADES FOR 2019

- What grades do we need for 2019.
- Agenda items raised by Hornby at the AGM.
- 9 Years and above playing under the same rules as 2018 raised by Hornby at the AGM
- Choosing a champion grade and back filling grades via targeted recruitment from there. (Hornby)



CALENDAR

- 2019 season – **18** weekends from 1st weekend in April – 3rd August Junior Grand finals day & prizegiving.
- Queens Birthday Saturday 1st June – No rugby league scheduled. (17 playing weeks)
- Easter weekend falls Friday 19th April – Monday 22nd April – middle of April School holidays. Do we play on the middle weekend? (16 playing weeks)
- 2 week finals played over 27th July and 3rd August (14/15 Round robin weeks)
- April 6 & 13 are grade formation weekends, allowing Clubs to add or remove teams to any grade without it impacting on ladders for competitive grades. (12/13 round robin weeks)



CALENDAR

April 2019

April 2019							May 2019						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7	6	7	8	9	10	11	12
8	9	10	11	12	13	14	13	14	15	16	17	18	19
15	16	17	18	19	20	21	20	21	22	23	24	25	26
22	23	24	25	26	27	28	27	28	29	30	31		
29	30												

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
1 Apr	2	3	4	5	6 week 1 - Formation round	7
8	9	10	11	12	13 Term 1 School Holidays week 2 - Formation Round	14
15	16	17	18	19	20	21
Term 1 School Holidays						
				Good Friday	Should we play Easter weekend?	Easter Sunday
22	23	24	25	26	27	28
Term 1 School Holidays						
Should we play Easter weeker Easter Monday			Anzac Day		week 3	
29	30	1 May	2	3	4	5



CALENDAR

May 2019

May 2019							June 2019						
Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4							1
5	6	7	8	9	10	11	2	3	4	5	6	7	8
12	13	14	15	16	17	18	9	10	11	12	13	14	15
19	20	21	22	23	24	25	16	17	18	19	20	21	22
26	27	28	29	30	31		23	24	25	26	27	28	29
							30						

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
28 Apr	29	30	1 May	2	3	4 week 4
5	6	7	8	9	10	11 week 5
12	13	14	15	16	17	18 week 6
19	20	21	22	23	24	25 week 7
26	27	28	29	30	31	1 Jun



CALENDAR

June 2019

June 2019							July 2019						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
					1	2	1	2	3	4	5	6	7
3	4	5	6	7	8	9	8	9	10	11	12	13	14
10	11	12	13	14	15	16	15	16	17	18	19	20	21
17	18	19	20	21	22	23	22	23	24	25	26	27	28
24	25	26	27	28	29	30	29	30	31				

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
27 May	28	29	30	31	1 Jun Queen Birthday weekend	2
3 Queen Birthday weekend Queens Birthday	4	5	6	7	8 week 8	9
10	11	12	13	14	15 week 9	16
17	18	19	20	21	22 week 10	23
24	25	26	27	28	29 week 11	30



CALENDAR

July 2019

July 2019							August 2019						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7	5	6	7	1	2	3	4
8	9	10	11	12	13	14	12	13	14	15	16	17	18
15	16	17	18	19	20	21	19	20	21	22	23	24	25
22	23	24	25	26	27	28	26	27	28	29	30	31	
29	30	31											

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
1 Jul	2	3	4	5	6	7
Term 2 School Holidays						Potential 15/17's tournament
8	9	10	11	12	13	14
Term 2 School Holidays						Alternative 15/17's tournament
15	16	17	18	19	20	21
Term 2 School Holidays						week 14
22	23	24	25	26	27	28
Alternative 15/17's tournament						Junior Semi finals weekend
Alternative 15/17's tournament						week 15
29	30	31	1 Aug	2	3	4



August 2019

August 2019							September 2019						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
5	6	7	8	9	10	11	2	3	4	5	6	7	8
12	13	14	15	16	17	18	9	10	11	12	13	14	15
19	20	21	22	23	24	25	16	17	18	19	20	21	22
26	27	28	29	30	31		23	24	25	26	27	28	29
							30						

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
29 Jul	30	31	1 Aug	2	3 Junior Grand Finals weekend and prizegiving immediately following grand finals week 16	4
5	6	7	8	9	10 week 17	11
12	13	14	15	16	17 week 18	18
19	20	21	22	23	24 week 19	25
26	27	28	29	30	31 week 20	1 Sep

JUNIOR GRAND FINALS & PRIZE GIVING 3RD AUGUST



12 & 14 YEARS – KICK OFF TIMES

▪ 12 Years

- 2015 – 4 teams (Canty Park)
- 2016 – 6 teams (Canty Park)
- 2017 – 6 teams (Canty Park)
- 2018 - 6 teams mixed (Clubs)

▪ 14 Years

- 2015 – 5 teams – 11am (Canty Park)
- 2016 – 4 teams - mostly 10am (Clubs)
- 2017 – 4 teams - 11.30am (Clubs)
- 2018 – 5 teams - mixed (Clubs)

- Discussed with Canterbury Rugby and they feel that we need to ask the players what their preference is.
- Canterbury Rugby are considering moving outside of the Saturday space for the 14-18 Years grades, most likely Fridays.
- CRL and CRFU have agreed to meet and discuss in October.



CLUB AGENDA ITEMS

- Inclusion of Ashburton in the Mini/Mod grades 8s and 10s – where can games be played to minimise travel for all teams?
- ~~Competitive finals formats & home team advantage (Linwood)~~
- Referees 14 Years and above (Linwood) – to be discussed further on.
- 16s and 18s grade at Nga Puna Wai for 2019, playing day and time (Linwood)
- ~~Girls Development from 12 years~~
- ~~Proposal for mid week games for 14s due to competition with Rugby (Linwood)~~

Notes

- Included under By Laws

- Covered by presentation & CRL agenda item



JUNIOR BY LAWS – WHAT DO WE NEED?

- Adding clarity around the 5 games to qualify for finals and that it needs to be reflected on LeagueNet in order to qualify, in order to create greater transparency between Clubs and teams. (Linwood)
- Add finals format for juniors 1 v 4 & 2 v 3 winners progress to Grand final, losers play off for 3/4th place.
- Home team advantage for junior finals (Linwood)
- Team cards for grades Nursery – 12 Years played at Canterbury Park are handed into the Park Manager, a photo can be taken for Club administrators.



JUNIOR BY LAWS DRAFTS FOR DISCUSSION

- **New Section** Junior specific competition rules
- **New** Junior Grades offered by CRL shall be: *To be determined from Junior workshop*
- **New** The number of grades provided for each year shall be determined by the number of team entries received from clubs and affiliates. A competition requires a minimum number of four (4) teams for a competition grade to go ahead.
- **Amended** Where a Club enters two (2) or more teams into any competitive grade (i.e. 9 Years and above), the teams will be treated as separate identities and no interchange of players between the teams will be permitted. *(Is this still relevant for junior grades, if the Club has the player depth why not?)*
- **New** Once a player has played 5 games in a grade above the age grade they qualify for based on their biological age, they must then stay in the higher age grade for the remainder of the season.
- Matches requiring “Extra-Time”
- If the competition requires that any match must end in a result, then extra time shall be played to determine a winner as follows:
 - Immediately following the end of normal time, the referee shall toss a coin to decide which team shall restart two x 5 minute halves to be played for the full 10 minutes.
 - At the end of 10 mins extra time if both teams are drawn on points a further period will be played until the first team scores, known as golden point to the following maximum number of minutes relevant to their respective age group.
 - 9-12's – maximum playing time 60 mins
 - 13/14's – maximum playing time 70 mins
 - 15/16's – maximum playing time 80 mins
 - 17/18's – maximum playing time 90 mins
 - Should the match still be drawn at the maximum playing time, the winner shall be the team that scored the first points in normal time of the match.
- **New** For all junior matches where a referee has not been appointed, it will be the responsibility of both teams to referee the match 50/50



JUNIOR REFEREE STRATEGY

- What strategy would Clubs like to see us develop in relation to educating Coaches, Managers, Players & Parents in relation to the rules for Junior Rugby league grades.



GENERAL BUSINESS

