

NEW ZEALAND JUNIOR KIWI LEAGUE FESTIVAL CHRISTCHURCH



NGĀPUNA WAI SPORTS HUB
FRIDAY 26TH - SUNDAY 28TH AUGUST



For more information contact
carla@globalgames.co.nz

GRADES: U10 | U11 | U12





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E ngā mana, e ngā reo, tēnā koutou katoa.

On behalf of every junior player from here and around the world that has been a part of the Global Games, our host region of Christchurch, Canterbury Rugby League and all our Global Games whanau, we reach out and extend a big welcome to the teams who will be a part of the Kiwi Junior League Festival 2022

Since our establishment over 35,000 young people from across Aotearoa-New Zealand and around the Globe have helped shape the Global Games movement, coming together on a platform on friendship and adventure playing the sports they love in some of the most beautiful regions our country has to offer.

The core ethos of the Global Games is to give all junior players the opportunity to participate against clubs and teams from around the country and the world, on a foundation of sportsmanship, enjoyment and friendship; all the while creating lifelong memories with their mates on tour.

Thank you to all the teams that have supported our Kaupapa to date and helped us deliver so many world class experiences for our young people, who we believe are our greatest asset. It's the teams who attend that set the culture of the events, we are simply the facilitators and take our direction from those who enter.

friendship | whakahoanga





enjoyment | hākinakina

A positive experience for all children attending: This is our primary objective at our events and we always put their interests ahead of our own.

At our events there is a framework in place that ensures that regardless of skill level, team enjoyment is secured and experiences maximized throughout. Every team will play throughout the whole weekend being matched against teams of equal ability.



sustainability | toitū

Global Games uses practical tools and methodology based on the three dimensions of sustainable development: social, environmental and economic.

We understand and care that the “great time we have had today” can leave an aftermath of problems for tomorrow. Global Games is working towards waste free events by 2025.



sportsmanship | whanonga tapatahi

Sportsmanship is at the heart of our festivals. Prior to each Global Games event, teams attending are buddied up with another team from out of their region and are put in touch with each other before the big weekend. They are encouraged to meet up over the festival and support each other when they are not playing.

Another initiative Global Games has developed is a world class points system in place for good and bad sportsmanship. This has helped see a huge reduction in side-line tension and created a more vibrant atmosphere at our events. Teams will often stay in touch and will meet up again long after the last pass has been made.



empowerment | whakamana

We empower young people in a unified and inspiring way regardless of their sporting abilities or backgrounds. There are numerous stories from clubs attending the Global Games on the positive impact the experience has on their young people and the level of development they take away from travelling out from their home regions, many for the first time while getting the chance to interact with other cultures.



Ngā Puna Wai Sports Hub

Augustine Drive, Wigram, Christchurch 8025

[📍 Get Directions](#)

Ngā Puna Wai Sports Hub is Christchurch’s premier outdoor sports facility that combines community playing fields and recreation opportunities with international standard sports facilities.

It is home of Canterbury Rugby League with Christchurch’s premier sand-carpet rugby league pitches. With field lighting and covered spectator seating for more than 550 people our junior rugby league players will have plenty to enjoy. The rugby league fields officially opened on 23 February 2019.



Ngā Puna Wai Sports Hub



Ensuring the safety of all players and supporters is a cornerstone for us. This means both on and off the field/court and traveling out of home regions. Many of the kids for the very first time.

Each of our events have a robust health and safety plan, which are independently audited to ensure all of our events are as safe as possible and any and risks are minimised.

We follow all guidelines around ACC injury prevention and each sports code policy around warming up and down. For an extra level of protection every team is required to bring a qualified first aider with them along with having their own first aid kit for the team. Each event does have a designated medical team to provide professional medical assistance during our festivals, however first aiders save a lot of time evaluating if the medical team is required if an injury or accident occurs.

A big focus area for us is Head injuries and concussion, which can be serious for a young person and requires proper management. If one of our officials suspects a player has been concussed they will be removed immediately to be assessed and stood down from the remainder of the event.

We work with and communicate loudly to teams, coaches, managers and parents to ensure no player's health is put at risk in any game.

Global Games works with Blerter, one of the world's leading safety platforms. Blerter gives us the tools we need to create a safer, more flexible environment for all.



It is a handy way for all team managers to stay in touch with event management directly. It also helps us to centralize operations by allowing us to coordinate safety processes and broadcast important messages and updates throughout the weekend.

All team manager's must download the app on their phone so that they can receive important messages in the lead-up and at the festival. Team managers will receive login details leading up to the festival. At the team managers meeting, our friendly staff will show the managers through the app. So no need to worry about jumping into the deep end with it!

**smoke and alcohol free
auahi kore waipiro kore**

NO SMOKING
VAPING
ALCOHOL



A key area of the Global Games is giving young people the chance to connect with new teams that they would not normally have the chance to play and meet. We have forested this in a number of ways to great success.

We started the tradition that teams at the Global Games exchange a small gift/memento with the opposition after each match and for the players to meet beyond the game. Gift/mementos in the past have been caps, pins, t-shirts, playing jerseys, plaques or something that symbolises their home region.

One of the great success of our events has been the buddy team system. Each team that enters the Global Games has a buddy team for the weekend from a different region/country. We put buddy teams in touch with each other before the event and encourage them to meet up and support each other during the weekend. Many buddy teams share a meal, and there has been great stores of clubs and teams making long lasting friendships long after the event has finished.

Teams normally give a gift to their buddy team also, something a little extra. It's up to each team, it does not have to be anything big just a little something the kids can put in the club/school when they return home.





Though there are no championships, finals or grade winners at the Global Games, we certainly don't hold back on prizes and awards. The major award (team of the festival) goes to the team that has showcases great effort, team work, sportsmanship throughout the full weekend. Winning teams in the past have won a weekend in Queenstown or Taupō, via our partner Haka Tours. Having an awards like this for teams to aim for, helps ensure a very positive event. We also award individual awards and other team awards listed below.

Individual Awards

MVP Player: MVP player points come from the 'Game Sheets' from opposition teams

Best & Fairest Player: Best & Fairest points come from the 'Game Sheets' from opposition teams

Management of the Festival: Management of the Festival points come from the 'Game Sheets' (Management) & Referee scorecards

Team Awards

Best & Fairest Team: Best & Fairest Team points come from the Game Sheets (Team Sportsmanship) & Referee Scorecard

People's choice team award: Voted by teams in each grade: Management will be given a form at start of the festival to vote and explain their choice for this award and then hand it in to the Event HQ on the last morning. One nomination per team

The Global Games Team of the Festival: The winning team will be selected based off our points system, the MVP & B&F results as well as a Global Games Selector - who will be observing teams throughout the festival



Over the last four years, we have been working with Haka Sports Tours. They have not only helped with moving our national and international teams to take part in the Global Games events but also have given us insight and knowledge into one of the most successful organisations in NZ (Recently awarded New Zealand Tourism Awards Supreme Winner and were named NZ's Best Emerging Business). We have learnt so much from the team at Haka and feel we can only keep improving with them on the team.

Teams travelling between islands or from overseas are in very good hands. During our partnership, we have not had a single report of a bad experience or anything going majorly wrong. Not only are they the best at what they do, they care and bring a level of passion that matches our drive to deliver the best junior events in the world.

Visiting teams will stay in Christchurch in all types of accommodation, from camp grounds and backpackers to top hotels. Teams will have the opportunity to engage with Haka taking the stress out of arrangements, or maybe well positioned to arrange their own travel requirements. This is up to each team to make that call..

Challenging Young People To Grow On And Off The Field



Global Games has set a goal of being running waste free events by 2025. What does that mean? A Zero Waste Event is one where careful consideration is given to the products used on site and where these end up post event. By 2025 all of packing and products will need to be able to be composted or avoided altogether, we work in with vendors and request teams bring non disposable plates, cups and cutlery. Teams would be required to monitor their own waste and if any, take home with them. This ambitious approach encourages us at Global Games to design an event that generates far less waste for each and every year leading up to 2025, and/or the right kind of waste for reuse. It also involves educating clubs and teams raising environmental awareness about waste production and disposal.

There is already NO Trolley bins at our events- only a Recycling & Waste Tent where its either clean recycling or Rubbish, no mixing.

Global Games has already had our major events independently audited by <https://www.getinstep.org> to measure our total carbon footprint. This set the foundation for building a better and cleaner events and ensuring we take a hard/closer look at what we are doing.





age grades

All players must be registered to a Rugby League Club and NZRL. All players must be within the age restriction as of 1st January 2022.

10s = Born in 2012 or after

11s = Born in 2011 or after

12s = Born in 2010 or after

key dates

1ST FEBRUARY

Registrations open for 2022 event *[link here](#)*

1ST JUNE

Club blurb/logo/team photo due

1ST JULY

Full Entry Fees due

Team Sheets due

Equipment Hire Packages due

26TH AUGUST

Event Starts

1ST FEBRUARY

2023 Registrations Open



To register your team into the NZKJLF please CLICK HERE!

<https://form.jotform.com/212842936332860>

Every club needs to complete an Online Club Expression of Interest Simply fill in the General Contact Details, grades you are wishing to enter and whether or not your team would like to receive more information about travel and accommodation packages from Haka Sports Tours.

Once you have registered your team(s) our event management team will be in touch and will then either confirm that a spot is available for your team(s) in the draw or whether they will be put on the wait-list.

The sooner you apply, the more likely it will be that we will have a place for your team in the draw.



entry fee

The cost of entry to NZJRF festival is \$35/player with proceeds raised to support grass roots junior rugby league. **Due 1st July.**

deposit

A deposit of \$150 per team is due within a month of event management confirming your place in the draw to confirm your spot. **Due 1 month after being accepted into draw.**

The deposit comes off the teams entry fee and is not an extra cost. Due to demand for places, the deposit is to show us you're committed to attending.

team sheets (due 1st July)

All teams attending are required to complete team sheets via our online form. We require every player's full Name and D.O.B.

Team sheets must be completed at the **start of the season** and no later than **1st July 2022** so please ensure you register all your players with NZRL via your club before this date. Bringing the due date forward is to avoid managers making up teams for the NZKLF.

Teams are only allowed 3 player changes to the team sheet (due to injury, family circumstances etc) once initially submitted.

* If you don't know who is in your team and available to tour by this date, **you cannot enter.** We suggest you aim for 2023.

A link to the team sheet will be emailed to managers once your team has been accepted into the draw.



Rulings for 10s & 11s

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	80 x 48 metres
No. of Players on Field	Maximum 11; Minimum 8 Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match.
6 Tackles	6 tackles per set.
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Periods of Play	2 x 20-minute halves.
Intervals	5 minutes
Minimum Playing Time per Player	Each player should play a minimum of one unbroken half (20 minutes of the match).
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing one full 20-minute half of the match.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	1 marker allowed. Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run or throws a dummy.
Passing from P.T.B.	Two passes to retain possession unless designated first receiver or dummy half gets tackled. (see First Receiver and Dummy Half Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur.
First Receiver Role	The designated 'First Receiver' can run, score and be tackled without a handover occurring if wearing the authorised FR ID gear. At halftime, the 'FR' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Dummy-half Role	The designated 'Dummy Half' can, from the dummy-half position only; run, score and be tackled without a handover occurring if wearing the authorised DH ID gear. At halftime, the 'DH' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 20-minute half will start with a tap from the centre of halfway. The defending side to retire 5 metres.
Restarts of Play After Points Scored	Non-scoring team to restart play with a tap from the centre of half way Defending team to retire 5 metres from all tap restarts.
Goal Line Drop-out	Ball made dead by defending team. Ball must travel 10 metres forward.
Ball Going Dead	If the ball is made dead by attacking team the opposition will be given a place tap 20 metres from the try line in the centre of the field. If the ball made dead in a team's own in-goal a goal line drop out will occur.



Rulings for 10s & 11s

Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.
Goal Kicks	Only after the try has been scored. 10s: Place kick or drop kick in front of the goal posts. This must be taken by the try scorer. 11s: Conversions or place kicks are taken from where the try is scored. If the try is scored near either sideline, the kicker brings the conversion into the closest scrum line. This must be taken by the try scorer.
Change of Possession Occurs After -	After the 6th tackle. Knock on or forward pass. Acting dummy half or first receiver runs with the ball and is tackled before scoring without wearing the designated ID gear. Player in possession runs into or is tackled into touch. Ball carrier is held up over opponent's goal line after the 5th tackle. 'Bombs' or attempted field goals change over where kick took place.
Kicking In general play	Allowed but no bombs or field goals. Ball must travel further in distance than it does in height.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up. If a player in possession is held up on the 6th tackle, the opposition will P.T.B. 10 metres out, centre field and the tackle count is zero.
Stripping of the Ball	No stripping or stealing of the ball in a tackle.



Rulings for 12s

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	100 x 68 metres (Full Field)
No. of Players on Field	Maximum 13; Minimum 11. Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match.
6 Tackles	6 tackles per set.
Periods of Play	2 x 20-minute halves.
Intervals	5 minute half-time.
Minimum Playing Time per Player	Each player should play a minimum total of one half (20 minutes of the match).
Injury Time	No time off for injury
Interchanges	A player may be replaced if interchanged by the coach.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	Two markers allowed. Team not in possession must retire 7 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run or throws a dummy.
Passing from P.T.B.	Two passes to retain possession unless designated first receivers or dummy half gets tackled. (see First Receiver and Dummy Half Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur.
First Receiver Role (x2)	The designated 'First Receivers' can run, score and be tackled without a handover occurring if wearing the authorised FR ID gear. The 'FR' ID gear is advised to be swapped to a new player at each half, however this is not compulsory in the 12s Grade
Dummy-half Role	The designated 'Dummy Half' can, from the dummy-half position only; run, score and be tackled without a handover occurring if wearing the authorised DH ID gear. The 'DH' ID gear is advised to be swapped over at halftime to give more players an opportunity to play dummy half, however this is not compulsory 12s Grade.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 20-minute half will start with a place kick. The non-kicking side to retire 10 metres. The ball to travel 10 metres forward before either side touches the ball.
Restarts of Play After Points Scored	Non-scoring team to restart play with a place kick from the centre of half way
Goal Line Drop-out	Ball made dead by defending team. Ball must travel 10 metres forward.
Ball Going Dead	If the ball is made dead by attacking team the opposition will be given a place tap 20 metres from the try line in the centre of the field. If the ball made dead in a team's own in-goal a goal line drop out will occur.



Rulings for 12s

Ball into Touch – Commencement of each period of play	From a kick-off the ball is required to travel 10 metres forward, if it lands in the field of play and then enters touch, the receiving side will P.T.B 10 metres in field opposite where the ball entered touch, with a zero tackle.
Goal Kicks	Conversions or place kicks are taken from where the try is scored. If the try is scored near either sideline, the kicker brings the conversion into the closest scrum line. This must be taken by the try scorer.
Kicking In general play	Allowed but no bombs or field goals. Ball must travel further in distance than it does in height.
Change of Possession Occurs After -	After the 6th tackle. Knock on or forward pass. Acting dummy half or first receiver runs with the ball and is tackled before scoring without wearing the designated ID gear. Ball carrier is held up over opponent's goal line after the 5th tackle. 'Bombs' or attempted field goals change over where kick took place.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up. If a player in possession is held up on the 6th tackle, the opposition will P.T.B.10 metres out, in line of where the player was tackled unless that distance is shorter than 10m to the sideline, therefore the ball will be brought in to the 10m line and 10 metres from touch, tackle count is zero.
Scrum Occur if -	Player in possession runs into or is tackled into touch. Infringements by both sides except on last tackle. Following an infringement involving the referee, touch judge or spectator (team last in possession feeds the scrum).
Number in Scrum	6 players
Scrum Formation Refer Safe Play Code	All players, except the hooker to keep both feet on the ground. No pushing, pulling or rotating. Ball to go into tunnel, i.e. in front of the foremost feet of the loose head front row forwards. Only the hookers may strike for the ball.
Scrum Set Down	Scrum are set where the infringement occurs but no less than 10 metres from the goal line. All scrums are to be set on the 20-metre scrum line unless infringement is made within the middle of the two 20-metre scrum lines, this will result in a scrum where the infringement occurred.
Ball from Scrum	There must be at least one pass from the scrum to retain possession
Stripping of the Ball	No stripping or stealing of the ball in a tackle



format

Kids ultimately play rugby league to have fun, and yes we all love to win and there is nothing wrong with wanting to do well and being competitive, but it should not be at all costs, or at a child's enjoyment and development.

There are no knock out and finals matches. Teams will still play seeding games before being regrouped with teams of similar ability, but instead of knock out matches you will play round robin again – This will mean teams won't get knocked out and get the same amount of games as everyone else.

Each pool will have 4 – 5 teams and games will be 15 mins each half. Where possible we will do our best to keep teams from the same union apart, ensuring teams play as many new teams as possible. For more information about game timings please refer to our the rulings above.

Each team will roughly have 5-6 games over the festival.

score blowout

In the event that scores become one sided, (more than 30 points lead) both coaches must meet at half time with the referee to find a solution for a more enjoyable game for both sets of players.

There are no extra/bonus points for teams who beat other teams by big scores, so once the game is won, make it fun. There is no longer any finals or championships. It's a festival.

game sheet

See attached in this email the Game Sheet Word document.

It would be a great idea to print off a number of these before you arrive at the festival and have them ready with your team names already on it. It is very important that when you selected the MVP and B&F players that you have the name of the player not the number!

Please know that both teams need to have this correct for their individual players and overall team to receive these points!





Festival Schedule

An update will be emailed out to all managers with all timings for each event, but below is a basic outline of schedule to help with your planning.

Please know that these may be subject to change leading up to the festival. If this occurs we will let all teams know ASAP.

Friday | Paraire

Friday 25th August

3:00pm..... Teams can register and collect their event packs

6:00pm Compulsory Managers Meeting for all teams

Saturday | Hātarei

Saturday 26th August

7:30am: Grounds open & Teams can start packing in

8:00am All teams must be on site

8:30am..... Opening Ceremony commences

8:30am..... First game

5:30pm..... Games conclude

Sunday | Rātapu

Sunday 27th August

8:30am..... First Game

2:15pm..... Games conclude

3:30 - 4:30pm..... Prize giving





meals/food | hoko kai

There will be a good range of vendor food trucks consisting of a variety of food and beverages to keep you all energized during games. Eftpos is available at most vendors. We encourage players and supporters to bring water bottles as there will also be a free water station at the festival.



media exposure | pāho

Please know that there will be media on site and there will be film and camera footage taken at the event. By attending, everyone agrees that these images and videos may be used in promotional materials and possibly in the media.



weather | matapae huarere

Please make sure that you bring appropriate gear for all conditions from hot sunshine to rain and snow. August can be a funny month for weather, and over the last ten years we have experienced it all.



smoke free | auahi kore

The NZJRF is a smoke and alcohol free event- make your supporters aware of this! The Ngā Puna Wai Sports Hub is a smoke free venue determined by Christchurch City Council.

If you need to smoke, please go outside the grounds. Please don't be alarmed if our crew tells you not to smoke or drink. We are trying to make this a healthy environment for all the kids!



equipment hire | taputapu

Hire packages will be available in the new year and will include items such as...

- Marquees
- Trestle tables
- Chairs
- BBQ & Gas Bottle

Packages will be sent out to teams closer to the event with a link to be able to purchase. These bookings are required by the **1st July**.



To engage the junior players more prior to the event we have come up with a few competitions to get players pumped for the upcoming festival. Prizes for these 3 competitions will be announced at the prizegiving on Sunday.

Club Blurb/Logo/Team Photos

We would love to know more about the background and history of your rugby league club and/or team and what makes it unique and special within your community. So we ask all teams attending to please send us a blurb about your club along with your clubs logo and or a photo of your team coming to our festival! Please know this is just one blurb per club not per team. Please email these to carla@globalgames.co.nz before the 1st of June.

The most likes on a club blurb will receive a \$500 Rugby League Kit.

Team Photo Competition

This year we are wanting teams to send through their best buddy team photo over the weekend. It could be at the event, in and around Taupō or an action shot. Team photos will be marked on creativity/ action/ excitement and could be individual or team photos.

Please send these through during the festival to carla@globalgames.co.nz

The team with the best photo during the festival will become the front photo of the festival booklet for 2023!

Team Flag

We invite all clubs and teams to take part in our flag and banner competition. These are similar to what you would see at the opening ceremonies of international events that countries walk in to the arenas with, except your welcome to have any designs on your flag or banner you like. Teams are encouraged to bring them throughout the festival including registration, the opening ceremony, games and the closing ceremony. This competition allows players to get creative before the festival kicks off!

The team with the best team flag will win a voucher for their team.

Each year there are issues with teams withdrawing from the festival at the 11th hour. Teams withdrawing late have a flow on effect for all teams in that draw. Most teams are travelling a long way via bus or plane to attend the festival and they do get upset when they are robbed of games, withdrawing late is not a good look for your club. Remember you and your team(s) have made a commitment to attend when confirmed in the draw.

Please note: If you must withdraw, please let us know as soon as possible, but no less than a month before the festival. The logistics around organizing the next team on the wait-list are massive. It is only fair that they be given the maximum amount of time to prepare.

