

**Bay of Plenty
Secondary
Schools
2020
Handbook**

SECONDARY SCHOOL CONTACTS

CHAIRPERSON

Carleen James

School: 07 349 5940

Email: cjames@whhs.school.nz

DEPUTY CHAIRPERSON

Tuahu Waretini-Thomas

Phone: 07 575 3096

Email: tuahuw@mmc.school.nz

DRAW STEWARD

BOP Rugby Union SKED Competition Platform

Contact: Pat Rae pat@boprugby.co.nz

AQUINAS COLLEGE

Ange McManaway

Phone: 07 543 2400

Email: AMcManaway@aquinas.school.nz

BETHLEHEM COLLEGE

Andy Bartrum

Phone: 07 576 6769

Email: Andrew.Bartrum@beth.school.nz

EDGECUMBE COLLEGE

Lisa Robinson

Phone: 07 304 8211

Email: LRT@edgecumbecollegeschoolnz.onmicrosoft.com

JOHN PAUL COLLEGE

Tim Hounsell

Phone: 07 347 8795

Email: tim.hounsell@jpc.school.nz

KATIKATI COLLEGE

Angus Donald

33 Beach Rd, Katikati

Phone: 07 549 0434

Email: adonald@katikaticollege.school.nz

MOUNT MAUNGANUI COLLEGE

Tuahu Waretini-Thomas

Phone: 07 575 3096

Email: tuahuw@mmc.school.nz

MURUPARA AREA SCHOOL

Tanetiki Takuira (Sports Co-ordinator)
84 Pine Dr, Murupara
Phone: 07 366 5601
Email: ttakuira@mas.school.nz

OPOTIKI COLLEGE

Sophie Takamore (Sports Co-ordinator)
St Johns St, Opotiki
Phone: 07 315 7022
Email: stakamore@opotikicol.school.nz

OTUMOETAI COLLEGE

Paul Braddock
105 Windsor Rd, Bellevue, Tauranga
Phone: 07 576 2316
Email: pbraddock@otc.school.nz

PAPAMOA COLLEGE

Nick Leask
151 Doncaster Dr, Papamoa
Phone 07-542 0676
Email: nleask@papamoacollege.school.nz

REPOROA COLLEGE

Kirsten Fairley
Massey Rd, Reporoa
Phone: 07 333 8117 ext 2
Email: kfairley@reporoa.school.nz

ROTORUA BOYS HIGH SCHOOL

Deon Muir Co Director
Ngarimu Simpkins Co Director
Pukuatua St, Rotorua
Phone: 07 348 6169
Email: dmuir@rbhs.school.nz
Email: nsimpkins@rbhs.school.nz

ROTORUA GIRLS HIGH SCHOOL

Caroline Katu
251 Old Taupo Rd, Rotorua
Phone 07 348 0156
Email: ckatu@rghs.school.nz

ROTORUA LAKES HIGH SCHOOL

Glenda Curtis
Porikapa Rd, Te Ngae, Rotorua
Phone: 07 345 6124
Email: curtisl@rotorualakes.school.nz

TARAWERA College

Quintis Pieterse

120 River Road, Kawerau

Phone: 07 323 8143

Email: quintis.pieterse@tarawera.school.nz

TAUHARA COLLEGE

Iain Mutch

Invergarry Rd, Tauhara, Taupo

Phone: 07 378 9304

Email: mt@tauhara.school.nz

TAUPO NUI-A-TIA COLLEGE

Simone Stewart

Spa Rd, Taupo

Phone: 07 376 1100

Email: sportscoordinator@taupocollege.ac.nz

TONGARIRO HIGH SCHOOL

Duane Pearce

Waipapa Rd, Turangi

Phone: 07 386 8684

Email: duane.pearce@mail.com

TAURANGA BOYS COLLEGE

Rodger McBrydie

Cameron Rd, Tauranga

Phone: 07 5784029

Email: r.mcbrydie@tbc.school.nz

TAURANGA GIRLS COLLEGE

Claire Richardson

Cameron Rd, Tauranga

Phone: 07 578 8114 ext 748

Email: crichardson@tgc.school.nz

TE PUKE HIGH SCHOOL

Simon Lockwood

Tui St, Te Puke

Phone: 07 573 9769 ext 480

Email: simon.lockwood@tepuke.school.nz

TE WHAREKURA O MAUAO

Tiana Ngawati

1 Westmorland Rise, Bethlehem, Tauranga

Phone: 07 579 3820

Email: tiana@mauao.school.nz

TE WHAREKURA O RUATOKI

Hinekura Riini

Mission Rd, Ruatoki

Phone: 07 312 9156

Email: acc@ruatoki.school.nz

Tolaga Bay Area School & Kahukuranui

Sam Hughes

Resolution Street

TOLAGA BAY 4077

EAST COAST

06 862 6765

020 4153 3443

Deputy Principal

Email: samuelh@uawa.ac.nz

TRIDENT HIGH SCHOOL

Brett Wharewera

Arawa Rd, Whakatane

Phone: 07 308 8159

Email: bwharewera@trident.school.co.nz

WESTERN HEIGHTS HIGH SCHOOL

Carleen James

70 Old Quarry Rd, Western Heights, Rotorua

PO Box 642, Phone: 07 349 5940 ext 704

Email: cjames@whhs.school.nz

WHAKATANE HIGH SCHOOL

Ben Sexton

Goulstone Rd, Whakatane

Phone: 07 308 8251

benjamin.sexton@staff.whs.co.nz

BAY OF PLENTY SECONDARY SCHOOLS
2020 Bay of Plenty Secondary Schools Rugby
Compliance Rules & Guidelines
(PLEASE NOTE: Current Rules are available on the website)

1. PLAYER/COACH/TEAM ELIGIBILITY

1.1 Player Eligibility

Players must be enrolled at the school they play for and former secondary school students with written approval from the School Principal and having signed the Schools code of conduct agreeing to be bound by Schools and

“Players must be under 18 years of age on 1 January in the year of the competition. However, teams may include a maximum of 2 currently enrolled school student players only who shall be under 19 years of age on 1 January in the year of the competition.”

1.2 Player registration

ALL NZRU registrations MUST be completed in “Sporty” or the NZRFU National database before the competition round starts. Registrations must be visible to BOPRU staff on the business day before playing. Schools must use the on-line registration system “Sporty” to register their players. New players joining mid-season will also need to complete the process.

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to loss of competition points or the issuing of a formal warning.

1.3 Coach Registration

It is a NZRFU requirement that all coaches attend a Rugby Smart Coaching course prior to the competition start. Attending this course means a coach is registered and is able to coach rugby. It is also a great opportunity to develop and up-skill.

Teams without two (2) registered coaches (15-a-side teams) one (1) registered coach (7-a-side and 10-a-side teams) will be advised in writing through the Teacher in charge, of the requirement for registered coaches for the team to be able to play in the competition. Teams may not be able to gain competition points until the required number of coaches have completed an approved Rugby Smart Coaching course.

1.4 U13 & U19 Players

New Zealand Rugby provides the framework that govern the age bands that our players should play their rugby in.

The two relevant policies are:

- [Age Bands for Age Grade Rugby Policy](#)
- [Dispensations Policy](#)

In summary, these policies set out the three cases (Best Case, Acceptable Case and Exceptional Circumstance Case) that our players should be playing rugby in.

Should a player wish to play in an Exceptional Circumstance Case, there's a stringent process that needs to be adhered to. See the above policies and the [Age Band Exceptional Circumstances Case Assessment Form](#) for further information.

Junior Clubs have priority to U13 players who attend secondary school. If an U13 player wants to play for their school, an application must be made. The form can be found on the BOPRU website. www.boprugby.co.nz/school-rugby. The player must be released from the Junior Club and have approval from the BOPSS Executive Committee.

(If a player is under 13 as at January 1st)

Secondary School players under 55kg may with the school's approval and with the written approval of the local junior rugby committee be permitted to play U13 Club rugby. U13 Club players outside any junior committee weight banding may play for a secondary school U14 team only and must have the approval of the school principal.

U19 School Players

An U19 player can choose to play for a club. If they want to play for their school, a dispensation application must be made. The form can be found on the BOPRU website. www.boprugby.co.nz/school-rugby and have approval from the BOPSS Executive Committee.

Boys who are 18 years old (under 19) on 1 January in the year of the competition CAN NOT play in a game that involves a player that is 14 years old (under 15).

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to loss of competition points or a written warning is issued to the team.

1.5 Dispensations to play down an age grade

Dispensation to play down an age-grade may be granted if a player meets all of the following criteria:

- Maximum dispensated players will be determined by total number of players per team. Over age players cannot displace an age eligible player and must be approved by the principal and TIC
- U65 kg for players playing down into U14 and U70 kg for U15. Players may be weighed by a BOPRU official.
- No dispensations for a team if their season squad size is 22 or more. Teams can have 1 dispensated player if they have 21 in their squad.
- The dispensated player cannot have played at any representative level in any "oval ball" sporting code e.g. Australian rules, touch rugby, league, Union by way of example only.

Teams with a dispensated player must comply with and acknowledge the following conditions under which their dispensated player will participate in the competition:

- A dispensated player will only play half a game when the team has more than 15 players.
- The BOP Rugby Union will determine any dispensated player skills and experience by observation at any time during the season.
- Dispensated players may be viewed at any time without notification during the season by the BOP Rugby Union.

- The Union may review a player's dispensation and may amend or revoke the dispensation at any stage through the season with notice in writing to the Teacher in charge who will have 24 hours to respond to the Unions intention to revoke or amend a player's dispensation.

An application must be made to dispense a player. The form can be found on the BOPRU website. www.boprugby.co.nz/school-rugby and can only be submitted by the Teacher in Charge of Rugby once approved by the School principal.

Upon approval, teams must present a BOPRU letter to the opposition coach prior to kick-off. Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to loss of competition points or the issuing of a written warning to the team.

1.6 Players shifting between teams

A player may play up a Cup Competition to assist with numbers but not across (e.g. schools who have 2 or more teams in the same Cup) or down. Once a player has played up more than three (3) games in the competition round, they may not play 'back down.' Random checks will be completed on a selection of team sheets each week.

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to loss of competition points or the issuing of a written warning to the team.

1.7 Playing for a Rugby Club

All Secondary School Students must play for the school they attend (unless they are Under 13 or 19 as at 1st January). Where the school cannot provide a suitable level of rugby for the student they may apply for a dispensation to play club rugby. This dispensation must be signed off by the BOPSS Executive Committee and their School Principal.

Light Weight U14 players under 55kg may be dispensed to play club rugby. Each case will be decided on the individual circumstance and in consultation with club & school.

1.8 Players leaving school during the playing season

If a player is enrolled and attending in a school at the start of term 2, they are eligible to play for that school for the entirety of the season on receipt by the BOPRU a letter from the school principal advising the player was enrolled and attending at the start of term 2.

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to loss of competition points or the issuing of a written warning to the team.

1.9 Schools combining to form teams

Schools can combine, on the basis that it is good for the game. However, approval is required from the schools involved being the TIC, School Principal and the Secondary School Executive Committee. This approval is to ensure that the combination team does not see players pushed out of teams to

accommodate others and to ensure that the intention is for the good of the game and not to gain a competitive advantage.

2.0 MATCH DAY PROTOCOL

2.1 Ground set up & facilities

The rules relating to the ground set up, technical zones and permitted personnel allowed inside the roped area of a playing field (referred to in the Laws of the Game of Rugby as the Playing Enclosure) or inside the technical zones are set out in the Bay of Plenty Rugby Union's Senior Competition Rules section 5.D, "GROUND AND HOSTING REQUIREMENTS" and apply to all rugby games, Under 11 – Premier Mens and everything in between, including all visiting club and school teams from outside of the province and non Bay of Plenty Rugby competition games that take place in the province that have Bay of Plenty Rugby referees appointed to officiate them.

A copy can be found here: <https://www.boprugby.co.nz/downloads/BOPRU-COMPETITION-RULES.pdf>

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as to the issuing of a formal warning or the loss of future home games.

2.2 Pre-match ID process

Teams are required to carry and present to the opposition team a paper copy of all players Kamar photos or similar (on all school's databases), with DOB & names 20 minutes prior to kick off.

An electronic copy may be used for a player new to the team /school missed from the main team paper KMAR list

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that any competition points gained may be forfeited to the opposition in any match the team was non-compliant. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as too loss of competition points or the issuing of a written warning to the team. In the event that a team breeches this rule a second and subsequent time the school principal will be required to attend a meeting with the executive committee before the team can take the field again that season.

2.3 Team Sheet / Half Time for all Cups below 1st XV / Results protocol

The team sheet is the true and accurate record of the result, players and discipline issues.

Each Team provides a completed team sheet book and photo ID's to the opposition manager who completes their team's details. Clear, full names are required with jersey numbers matching the player's name are to be entered.

During the half time break for all grades below 1st XV. Managers are to note the players being substituted on their team sheet book and hand to the opposition to complete theirs. Please note that all reserves at the halftime break must take the field.

At end of the match the Referee and both teams must sign the team sheet to acknowledge the result, tries scored, yellow and red cards, the half time rule and other compliance rules have been adhered to.

The Winning team takes a photograph of the team sheet on your phone and emails it to pat@boprugby.co.nz

In the event of a draw, the home team should photograph the team sheet and email it in to pat@boprugby.co.nz

This needs to be done soon as practicable after the conclusion of the match. The deadline for team sheets being submitted is 24 hrs after the conclusion of the match.

Non-compliant teams will be advised in writing through their Teacher in charge that the team was non-compliant and that 1 competition point may be deducted. Non-compliant teams will have 24hrs to respond in writing before a final decision will be made as too loss of competition points or the issuing of a written warning.

1 additional point will be lost for each subsequent 24 hrs the results are late.

2.4 How many players a team can strip

A team can have a maximum of 22 players named on its team sheet.

Substitutions for Designated Premier Grade Competition will be managed in accordance with the normal substitution rules for any Bay of Plenty Rugby competition.

Substitutions for all remaining grades not a Designated Premier Grade Competition will be managed in accordance with the 2020 trial participation framework.

2.5 What is the minimum number of players

When a team participating in a competition that the Bay of Plenty Secondary Schools Executive have agreed that it be designated a Premier Grade Competition is unable to provide at least 15 players for a match (including the number of trained front rowers required by Law, that team shall forfeit the match and the opposition team will be deemed to have won the match and will receive the winning competition points (without any bonus points). The match may still be played in accordance with the Game On Provisions (without impact on the official match result or competition points).

When a team or teams participating in a competition that the Bay of Plenty Secondary Schools Executive has agreed is not a Designated Premier Grade Competition is or are unable to provide at least 15 players for a match (including at least 3 players who are trained to play in front row positions), but both teams have at least 12 players, the game will proceed in accordance with the specific Game On Provisions as agreed to by the Bay of Plenty Secondary Schools Executive, without any consequence to the match result.

These specific game On provisions include:

- Uncontested scrums
- Teams must have a minimum of 12 players
- No bonus points for four tries
- Teams play 20 min quarters with games being 80 mins in duration with all players to get game time
- Unlimited substitutions at stoppages
- Injured players must not return to play in that game.

Non-compliance will see the match defaulted but played under pre-arranged conditions.

2.6 How many players must be trained to play in the front-row

If a team in a Designated Premier Grade Competition nominates 15, 16, 17, 18, 19 or 20 players, it must have a minimum of 3 players trained to play in the front row positions.

If a team in a Designated Premier Grade Competition nominates 21 players, it must have a minimum of 4 players who are trained to play in front row positions.

If a team in a Designated Premier Grade Competition nominates 22 players, it must have a minimum of 5 players who are trained to play in front row positions.

When a team or teams participating in a competition that is not a Designated Premier Grade Competition is or are unable to provide sufficient players who are trained to play in front row positions for a match in accordance, the match will proceed with Uncontested Scrums in accordance with the specific "Game On Provisions, without any consequence to the match result.

Non-compliance will see the match defaulted but played under pre-arranged conditions. E.g. non-contested scrums.

2.7 Minimum playing time

In line with the trial participation framework teams that play in grades not a Designated Premier Grade Competition play 20 min quarters with games being 80 mins in duration with all players to get game time.

In a Designated Premier Grade Competition All players at all levels of rugby below Secondary School 1st XV grades (Division 1, 2 & 3) must play a minimum of half a game each match. This is aligned with Domestic Law Variations (new 2020). Please note that it is the responsibility of management and coaches to enforce this law.

Non-compliance will be managed in accordance with the NZRFU Policy for the half game rule being a formal letter to the school informing them that any further breach will result in disciplinary action. Second offence will result in a disciplinary hearing with a starting point of a one week stand down from coaching for the offending coach.

Non-compliant schools will be advised in writing through their Teacher in charge. Non-compliant schools will have 24hrs to respond in writing before a final decision will be made as to the issuing of a formal letter.

2.8 Match Duration

Matches for Designated Premier Grade Competition consist of 70 mins made up of 2 halves of 35 mins. Half time is 5 minutes in length.

In line with the trial participation framework matches consist of 4 x 20 minute quarters.

2.9 Haka protocol

If a team wishes to perform a haka, then they are required to advise the opposition and referee prior to kick off and in sufficient time to allow for the kick off to be completed at the assigned time. Any team performing a haka must do so from behind their own 10m line for the duration of the haka. The Opposition team must also remain behind their own 10m line for the duration of their opponent's haka. The first team to cross their 10m line will be deemed to be the offending team.

Non-compliance will see the referee start the game with a Penalty to the non-offending team at the place of infringement being the offending teams 10m line.

2.10 After Match Protocol

For 1st XV Cups Bill Hill and Sam Cane it is expected that the host team will provide an After Match function. This will usually consist of a light meal, beverages and speeches by relevant parties (e.g. captains).

2.11 Jersey Clashes

In the event that teams have a jersey clash, the home team should wear an alternative jersey.

2.12 Competition Points

Win: 4 Points, Draw:2 Points, **Default: 4 Points**, One bonus point for a loss of 7 points or less.

Points gained to date shall determine a team's position in the Points Table. If points are level on the Table then the higher team shall be determined by the following: Points differential eg for and against between the level teams. Who beat who during the round robin.

2.13 Kick off times

From the appointed time for kick off teams have: Five minutes for local teams to be on the field before a no match is declared by the referee on that team OR Fifteen minutes for a visiting team to be on the field before a default match is declared by the referee.

Any games called off by the referee or postponed, the BOP Secondary Schools Executive committee will deal with the outcome, i.e. replay, points allocation. Teams affected will be notified in writing of the outcome and will have 24 hours to respond in writing before a final decision is made by the executive committee.

3.0 DISCIPLINE / JUDICIAL

Please refer to the Bay of Plenty Rugby Handbook for all information around the BOPRU disciplinary process.

3.1 Citings

Bay of Plenty Rugby aims to create a "Positive Rugby Environment" at all levels of the game, for all our participants whether they be a player, coach, referee, administrator or spectator. The 2015-2017 Strategic Plan requires us to strengthen the community game by the retention and attraction of players, coaches and referees and in order to do that we all must ensure that we provide a positive rugby environment for that growth to take place.

To do that we need to educate all of our stakeholders on what is and isn't acceptable behaviour whilst participating or observing our great game. We also need to provide a method for our stakeholders to notify us of behaviour that doesn't fit within the framework of, "Positive Rugby".

A web page titled, "Positive Sporting Environment" (<https://www.boprugby.co.nz/coaches--referees/positive-rugby-environment/>) provides some information on what does good behaviour look like, what can people do about and how to report "poor behaviour".

If a team or spectator wishes to 'cite' poor behaviour, they will be required to write a recount of events, stating relevant names and/or player numbers. It is advised to ask other witnesses to write an independent recount to add credibility. There is a "Poor Behaviour" Reporting form at the bottom of the above mentioned webpage.

4.0 REFEREES

4.1 Referees Appointments

A formal appointment will be made where ever possible. However, all teams should be prepared to nominate a representative to complete formal training and be available to referee home games. The Union is continually running Referee trainings & courses.

Contact the Community Volunteers Development Manager Cam Russell at cam@boprugby.co.nz

If there is no referee appointed, then it is up to the home team to supply a

1. Registered Referee
2. Associate Referee
3. Rugby Smart accredited coach to ref. Both coaches can ref a half each if both parties agree. In this instance scrums will be uncontested and no cards can be issued. If any discipline issues arise, then players can be replaced via the support of the relevant coach.

Referee appointments are displayed on the Bay of Plenty Rugby Draws page www.sporty.co.nz/bopdraws

Associate referees can be used by a registered ref as an assistant referee during secondary school games.

For all one off fixtures, pre-season matches and any games that fall outside of Bay of Plenty Secondary School Rugby competitions, a formal referee request is required.

<https://www.boprugby.co.nz/referees/request/>

There are strict timeframes for requests for referees. 7 days notice for one off or pre-season matches and 30 days notice for any tournament.

4.2 Defaults / Changes in Fixtures

Once the draw is completed and confirmed, changes can only be made on the following conditions. (Note that change to kick off times may occur due to field restrictions weather conditions at late notice)

- a) You obtain permission from the opposition team of your proposed change.
- b) Any change you make is done at least seven (7) clear days from the date the change is advised to the Bay of Plenty Rugby union and the date that the fixture is to be changed to.
- c) Schools can decline a request, meaning it must be played as per the draw, otherwise a default is recorded.
- d) Once consent has been obtained and you can meet the seven days clear notice, simply notify the Bay of Plenty Rugby Union by completing the Fixture Change form.

<https://www.boprugby.co.nz/fixture-change/>

- e) If a school provides seven (7) clear days notice, schools no longer have to source their own referee.

- f) If an agreement cannot be reached between the team seeking the change and the opposition and the game cannot be played, then a DEFAULT is recorded and the original team is required to notify the draws steward (pat@boprugby.co.nz) so that the competition table can be altered and any appointed referee can be re-deployed.

5.0 COMPETITION

COVID-19 has put pay to any thought of a normal 2020 secondary school season. The table below sets out the various divisions of competition, the cup on offer for each grade, the competition philosophy underpinning each grade and the teams that have been entered into that grade.

1st XV Bill Hill Cup & Te Kani Shield (10 weeks) Division 1		
<ul style="list-style-type: none"> Highest ranked NZSSC team is BOP top 4 representative Top ranked Co-ed to play in the Maniapoto Cup Challenge series All current laws and handbook rules apply 	<ul style="list-style-type: none"> 25/7: pre-season hit out 1/8: 7-week round robin, home and away, 1 team has a bye. 19/9: Semi-finals 1v4,2v3, 5v6 play-off match, 7th no game 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> John Paul College 1st XV Katikati College 1st XV Mount Maunganui College 1st XV Rotorua Boys High School 3rd XV Te Taumata 1st XV Western Heights High School 1st XV Trident High School 1st XV
1st XV Sam Cane Cup (10 weeks) Division 2		
<ul style="list-style-type: none"> All current laws and handbook rules apply 	<ul style="list-style-type: none"> 25/7: pre-season hit out 1/8: 7-week round robin, home and away, 1 team has a bye. 19/9: Semi-finals 1v4,2v3, 5v6 play-off match, 7th no game 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> Otumoetai/Bethlehem 1st XV Papamoa College 1st XV Tauranga Boys College 3rd XV Tauranga Boys College U16 Blue Tauranga Boys College 4th XV Te Puke High School 1st XV Whakatane High School 1st XV
1st XV Aidan Ross Cup (10 weeks) Division 3		
<ul style="list-style-type: none"> Retention & Development is the priority 20 min quarters 80 min game time all players must get game time Unlimited subs at stoppages in play permitted No Minimum squad requirements No bonus point for four tries Scheduled games to meet participant needs Recommended train once play once All domestic rules apply 	<ul style="list-style-type: none"> 4 teams competing, 3 x EBOP teams and 1 from East Coast 1st 2 week's pre-season hit outs (25/7 & 1/8) 2 x 3-week round robin 8/8-12/9 19/9: Semi Final 1v4, 2v3 26/9: Final 2 x winners RIS or at venue as otherwise agreed 	<ol style="list-style-type: none"> Opotiki College 1st XV Tarawera College 1st XV Trident High School 2nd XV Uawa 1st XV (Tologa Bay)

U16 Mike Delany Cup (10 weeks) Friday after school

<ul style="list-style-type: none"> Retention & Development is the priority 20 min quarters 80 min game time all players must get game time Unlimited subs at stoppages in play permitted No Minimum squad requirements No bonus point for four tries Scheduled games to meet participant needs Recommended train once play once All domestic rules apply 	<ul style="list-style-type: none"> 2 x 5 round robin home and away competitions (10 weeks straight) 1 team will have a bye each week of each round. No semis or finals. Winner is top of the table after 10 weeks play! 	<ol style="list-style-type: none"> John Paul College U16 Mount Maunganui College U16 Tauranga Boys College U16 White Te Taumata 1st XV Western Heights High School U16
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U15 Hika Reid Cup (10 weeks) Premiership

<ul style="list-style-type: none"> Winning is the priority Minimum squad 22 registered prior to start of the grading with 5 front row players identified. 35 min halves Half Game Rule Applies Scheduled Saturday games All domestic rules apply 	<ul style="list-style-type: none"> 25/7: pre-season hit out 1/8: 7-week round robin, home and away, 1 team has a bye. 19/9: Semi-finals 1v4,2v3, 5v6 play-off match, 7th no game 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> Mount Maunganui College U15 Rotorua Boys High School U15 Navy Rotorua Boys High School U15 Red Tauranga Boys College U15 Blue Tauranga Boys College U15 Gold Tauranga Boys College U15 White Trident High School U15
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U15 Tony Marrow Cup (7 weeks) Championship

<ul style="list-style-type: none"> Retention & participation is the priority Teams can compete with 12 players and opposition must match numbers (Let them play) No bonus point for four tries No Minimum squad requirements 20 min quarters 80 min game time all players must get game time Unlimited subs at stoppages in play permitted, injured players may not return to play. Uncontested scrums if no opposition front row available on the day 	<ul style="list-style-type: none"> 25/7: pre-season hit out 1/8: 7-week round robin, home and away, 1 team has a bye. 19/9: Semi-finals 1v4,2v3, 5v6 play-off match, 7th no game 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> Otumoetai/Bethlehem U15 Papamoa College U15 Rotorua Boys High School U15 White Tauranga Boys College U15 Stripes Te Puke High School U14/U15 Te Taumata U15 Whakatane High School U15
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<ul style="list-style-type: none"> • Scheduled games to meet participant needs • Recommended train once play once • All other domestic rules apply • Top two ranked teams play cup final 		
U14 Nathan Harris Cup (10 weeks) Premiership		
<ul style="list-style-type: none"> • Winning is the priority • Minimum squad 22 registered prior to start of the grading with 5 front row players identified. • 35 min halves • Half game rule applies Scheduled Saturday games • All domestic rules apply 	<ul style="list-style-type: none"> • 25/7: pre-season hit out • 1/8: 7-week round robin, home and away. • 19/9: Semi-finals 1v4,2v3, 5v6, 7v8 play-off match. • 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> 1. Rotorua Boys High School U14 Navy 2. Rotorua Boys High School U14 Red 3. Rotorua Boys High School U14 White 4. Tauranga Boys College U14 Blue 5. Tauranga Boys College U14 Gold 6. Tauranga Boys College U14 White 7. Tauranga Boys College U14 Black 8. Western Heights High School U14
U14 Chris Grinter Cup (10 weeks) Championship		
<ul style="list-style-type: none"> • Retention & participation is the priority • Teams can compete with 12 players and opposition must match numbers (Let them play) • No bonus point for four tries • No Minimum squad requirements • 20 min quarters 80 min game time all players must get game time • Unlimited subs at stoppages in play permitted, injured players may not return to play. • Uncontested scrums if no opposition front row available on the day • Scheduled games to meet participant needs • Recommended train once play once • All other domestic rules apply 	<ul style="list-style-type: none"> • 25/7: pre-season hit out • 1/8: 7-week round robin, home and away. • 19/9: Semi-finals 1v4,2v3, 5v6, 7v8 play-off match. • 26/9: 1v4 & 2v3 winners progress to finals day 	<ol style="list-style-type: none"> 1. John Paul College U14 2. Katikati College U14 3. Mount Maunganui College U14 4. Opotiki College U14 5. Otumoetai/Bethlehem U14 6. Rotorua Boys High School U14 Black 7. Te Taumata U14 8. Trident High School U14

5.3 Finals

See above for the format of any semi-finals and finals.

All players who participate in a final match must have played THREE games for that team.

Dispensation requests can be made in writing to the executive committee. Team sheets must be submitted no later than midday on the Wednesday prior to the match. No player may participate in cup finals unless approved by the Secondary Schools Executive.

5.4 Finals (All Cup Competitions 26 Sept at Rotorua International Stadium)

Top two placed teams from each cup will play finals except the U16 Boys division. Rankings for these teams will be based on the competition table. All other teams will have the opportunity to play at finals day in accordance with the 2020 trial participation framework

All players who participate in a final match must have played THREE games for that team. Dispensation requests can be made in writing to the executive committee. Team sheets must be submitted no later than midday on the Wednesday prior to the match

5.5 Te Kani Shield

The Te Kani Shield is like the Ranfurly shield for the BOPSS competition, although it is played for at both home and away games. If the challenger beats the holder, the Shield should be presented immediately after the game. It will be played for in all games of the Dick Little John Round 1, it stays with the holder at the end of round robin play during the competition round and is not contested for in the finals.

5.6 Draws/Results

This information will appear on the sporty website www.sporty.co.nz/bopdraws

All Teachers' in Charge of Rugby will have the information.

5.7 Special Fixture Requests

If your school / team require a special request in regards to the draw, please contact the Draw Steward prior to the season. Such circumstances involve mid-week matches for traditional fixtures, and a home match on school ball day (These must be notified before the final draw is published.)

5.8 Competition Points Table

4 points for a win
2 points for a draw
1 point for losing by 7 points or less

5.9 Seeding following Round-robin

Following Round Robin Play, teams will be ranked based on (in this order):

Competition points

Number of wins

Number of draws

Points Differential – Points 'for' minus points 'against.'

The winner of the match already played between the teams.

Most Tries

Toss of a coin

5.10 Play-off Games – In the event of a draw

If at the end of full-time the match is drawn, there will be no extra-time played. The match will be decided on (in this order):

1. Who scored the most tries
2. Who scored the first try
3. Who scored the first points
4. Who finished higher on the competition table*

* For play-off games between Rotorua Boys High School 1st XV and Tauranga Boys College 1st XV, the Super 8 competition table will apply in the event of a 0-0 draw.

5.11 National Top 4 Competition

The winner of the post-Super 8 match played between Rotorua Boys High School and Tauranga Boys College will earn the right to represent Bay of Plenty.

All Co-educational schools can contest the Top 4 competition. The decision to contest the Top 4 competition must be made at the start of term 2. They will play the winner of RBHS and TBC.

5.12 National Co-educational Competition

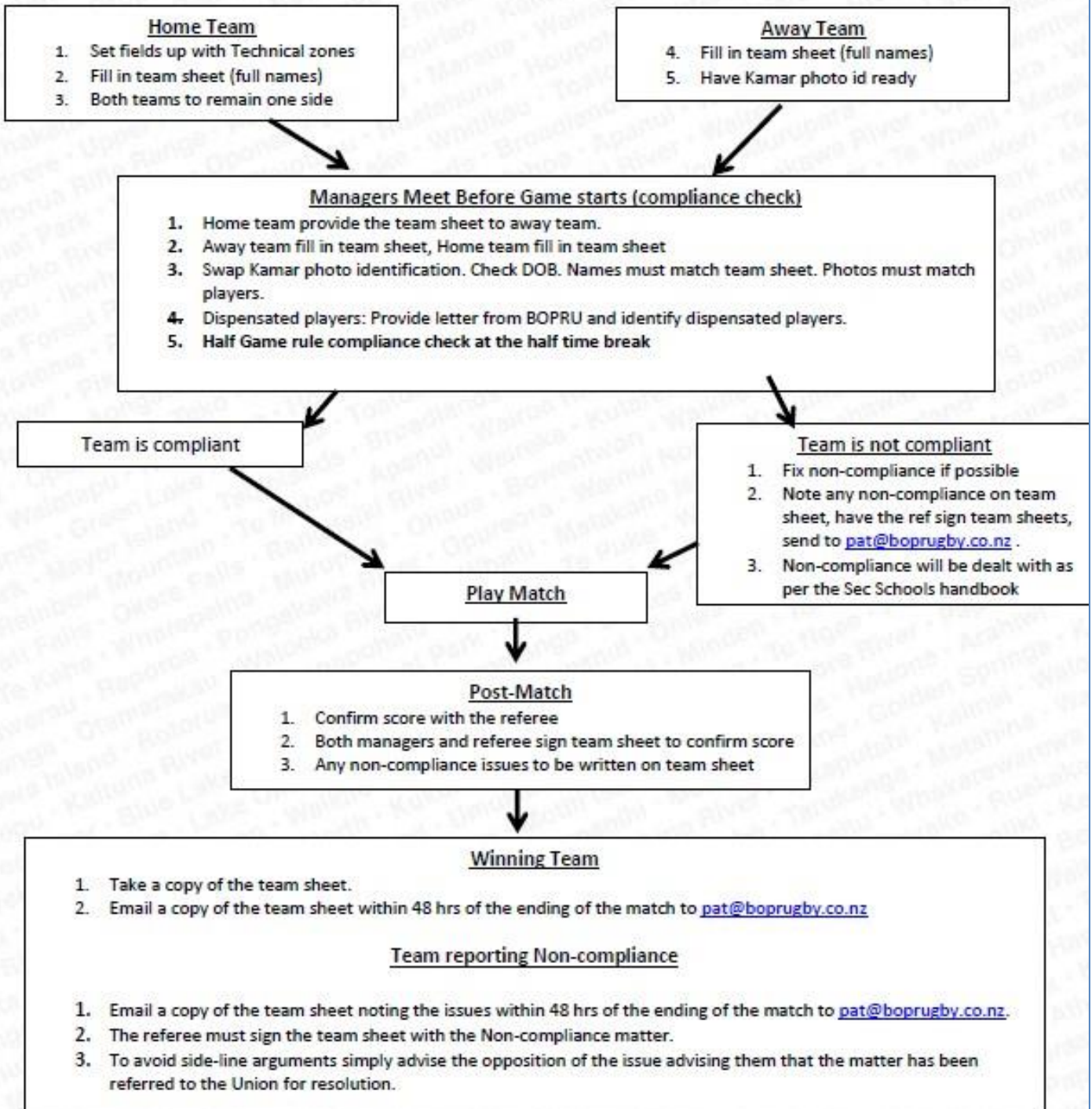
The highest ranked Co-educational school following the Bill Hill Cup Final will progress through to represent BOP. This is usually the winner of the Bill Hill Cup.

6.0 REPRESENTATIVE RUGBY

Due to Covid-19, there will be no secondary school Bay of Plenty Rugby representative programme in 2020.



Bay of Plenty Secondary Schools Rugby Match day Compliance Guidelines for coaches / managers



High Performance Centre, 52 Miro Street, Mount Maunganui

P: 07 574 2037 F: 07 574 2046 W: www.boprugby.co.nz



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BETHLEHEM COACHLINES

BOP Rugby – Code of Responsibility – “Improving the Environment in which the game is played”

A Code of Responsibility has been adopted by the Bay of Plenty Rugby Union. Schools are to ensure they understand the code and the components applicable to College rugby and are required to sign and return a copy of this Code as part of the team registration process.

All Schools are required to sign the BOP Rugby Code of Responsibility. A full copy of the code can be found on the BOP Rugby website (www.boprugby.co.nz).

A major part of the code is to ensure schools home matches are hosted to the expected standard. A critical person in hosting the game is the Home Team Manager, who ensures the following;

- Visiting teams and match officials are met.
- Team and referee changing rooms are open.
- Provision of locks and keys for changing rooms.
- All grounds have barriers/safety ropes/safety padding in place.
- Policing of all people to ensure they remain behind the safety ropes, other than 3 team officials wearing bibs and the Touch Judge
- Ensure all coaches, assistant coaches, managers and players stay in the team allocated areas (refer to the field setup plan) while game is in progress.
- Any sideline abuse of referees, or unruly behaviour is immediately addressed and offenders appropriately dealt.
- Emergency access to playing fields