



Eastern Junior Touch

Location

Rawhiti Domain and Thomson Park: Rawhiti Domain (off Marine Parade). Rawhiti Domain will be the location of the competition because of its central location to many of the local schools in the community. The New Brighton Rugby Club will also be used for its toilet facilities.

Six fields will be set up for the games. Three located on Rawhiti Domain lower fields bottom and three on Thomson Park.

Module Details

Junior touch will be held Monday nights 4pm- 6.20pm at Rawhiti Domain.

The module will be split into two separate competitions, the Term 4 2021 and Term 1 2022 season.

The Term 4 season will run for eight weeks starting Monday 18th October 2021 with finals on 13th December (excluding Labour Day 29th October).

The Term 1 season will start back in February 2022 (date TBC) and finish late March. Teams can 'roll over' teams to the 2022 season.

Subscriptions

Subscriptions are \$150 per team for each competition or \$280 for both. Payment is expected within four weeks of competition starting or points will be deducted. Cash will not be accepted; teams can pay by direct debit.

Eastern Community Sport and Recreation Incorporated – Account number: 12-3483-0011284-00

Please include your team name in the reference column.

Referees

Coaches of teams are expected to referee each game. Referee and coaching courses are available online at the Touch NZ site and are easy to follow:

<https://www.touchnz.co.nz/coach-touch/coaching-courses-1>

<https://www.touchnz.co.nz/tnzfoundationrefereecourse>

Registration

Registrations will be completed online. This link will be available on the ECSRI website



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<http://www.easterncommunity.co.nz/programme/eastern-junior-touch/>

TEAM MANAGER REGISTRATION: After you have signed up you will be sent a link to your teams registration form. Please make sure the managers details are put in as “Contact 1” as this is who will get sent the team registration form to fill out.

- Registrations closed for Term 4.
- Teams who want to rollover need to let us know for Term 1 2022

Grades

Term 4 competition

Year 0/2 – Coaches to referee (play on half a regular field)

Year 3/4 – Coaches to referee

Year 5/6 – Coaches to referee

Year 7/8 – Coaches to referee

Term 1 competition

The grades will be changed to reflect the year groups of children as they advance in the new year of school.

Year 2/3 - Coaches to referee (play on half a regular field)

Year 4/5 - Coaches to referee

Year 6/7 - Coaches to referee

Year 8/9 - Coaches to referee – (subject to numbers)

Year 10/11 - Coaches to referee – (subject to numbers)

Timetable

4pm- 4.30pm → Year 0/2 or 2/3

4.40pm- 5.10pm → Year 3/4 or 4/5

5.20pm – 5.50pm → Year 5/6 or 6/7 & Year 7/8

5.45pm- 6.15pm → 8/9 and Year 9/10* (*depending on registrations)

Hooter will sound at the game start time, the changeover time and at the conclusion of each match. Teams to keep their own time, starting and finishing at allocated times 15 minute halves (in case hooter cannot be heard on all fields).



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NB - There is no half time this season

Match Points

Match points will be allocated as follows:

Win =3 Draw=2 Loss= 1 Default/Forfeit=0

In an event of a default or forfeit the non-offending team will be awarded a win.

Please note: Semi-final games - no drop offs. The first touchdown in the game wins.

Eligibility of Players

Module Organisers rely on coaches to provide the correct school year of players. If the school year is challenged, the onus is on the player to produce proof of school year. The Module Organisers reserve the right to approach schools to confirm that the player school year level provided is correct. Teams that play a game with any player(s) not in the correct grade will forfeit the game.

Score Cards

Both teams are to sign a score card and return that card to the information area at the conclusion of your match. Any game with a score card not handed in will be deemed a draw.

Coach Updates

Weather

Coaches will be updated via email by 1pm on Mondays if the module is going to be cancelled for the evening. All parents will be able to receive the information via the ECSR Facebook page.

Draw

The weekly draw and points table will be emailed to coaches on a weekly basis (please ensure coaches have given their correct details to kate@easterncommunity.co.nz) and will also be available on the webpage <http://www.easterncommunity.co.nz/programme/eastern-junior-touch/>



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Module Rules

ECSR follows the touch New Zealand rules, but has made some modifications for the lower grades.

Dummy Half Rules

Year 1-2: The dummy half must pass. Once the Dummy Half passes, the defence can then rush up after the PASS (not when the Dummy Half touches the ball)

Year 3-4: The Dummy Half can pass or run, and the defence rushes when it's clear the Dummy Half has decided to run or pass (ie, not necessarily on the touch of the ball)

Year 5-6 onwards: The Dummy Half can pass or run, the defence rushes upon the Dummy Half **TOUCHING** the ball.

1. Scoring:

A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one (1) point (see rule 16 for exceptions). The Dummy Half is not permitted to score touchdowns.

2. Substitution Box:

Substitute players must remain in their Substitution Box. Teams may interchange players at any time. Substitute players going on to the field may not leave the substitution box until the player being replaced has come off and reached the substitution box.

3. Possession of the Ball:

A Change of possession shall occur when:

- The ball is dropped to ground.
- The Dummy Half is touched while in possession.
- The sixth (6th) Touch occurs.
- The Dummy Half places the ball on or over the score line.
- A roll call is performed incorrectly.
- A tap is performed incorrectly.
- The player in possession steps on or over the boundary of the field of play.

At a change of possession play is restarted with a roll ball.

4. Passing:

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

5. The Tap:

The Tap is taken by placing the ball on the ground at the mark, releasing the ball from both hands, tapping the ball with either foot a distance of not more than one (1) metre and picking up the ball cleanly. Any player from the attacking team may take the tap.

6. The Penalty:

When a player/team is penalised the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten (10) metres from the mark until the ball



has been tapped.

Play restarts with a tap when the following infringements occur:

- Forward Pass.
- Touch and Pass.
- Performing a roll ball prior to a touch being made.
- Performing a roll ball off the mark.
- Using more than the minimum force to affect a touch.
- Claiming a touch when the touch was not affected.
- Defenders offside at the roll ball (7 metres).
- Defenders offside at the Tap (10 metres).
- Incorrect substitution
- Falsely claiming a touch
- Using more than the minimum force to make a touch
- Misconduct
- Playing more than the allowable number of players
- Deliberately delaying play
- Obstruction

7. Rollball:

A method of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one (1) metre. Players must not delay performing the roll ball. The player who performs the roll ball is not permitted to pick the ball up.

8. The Touch:

Players from both teams are permitted to affect the touch. A touch is contact with any part of the body, ball, clothing or hair. Minimum force is to be used at all times when affecting a touch. The team in possession is entitled to six (6) touches.

9. Touch and Pass:

A player is not to pass the ball after a touch has been made.

10. The Dummy Half:

The Dummy Half is the person who picks up the ball after a team-mate has performed a roll ball.

12. Sideline:

If the player with the ball touches or crosses the side-line s/he is deemed to be out of play and a change of possession occurs. Play restarts with a roll ball seven (7) metres in from where the player went out. If a touch is made before the player goes out, the touch counts.

13. Obstruction:

Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.



14. The Field of Play

The field is 70 metres long (score line to score line) and 50 metres wide. Substitution boxes measuring 20 metres in length are situated on each side of the field at halfway. The Touchdown Zone is the area beyond the score line. (half of this size is played on for Year 1 and 2.)

15. Team Composition:

A team may consist of up to 14 players. A maximum of six (6) players are permitted on the field at any one time. A minimum of four (4) players per team are required for the match to be played.

16. Mixed Teams:

There is no set ratio of boys and girls that have to be on the field or in the team. However, if a team does have three or more girls on the field at one time and a girl scores a try it is worth 2 points.

17. The Toss:

The captain winning the toss shall receive possession of the ball, a choice of direction and choice of substitution box for the first half. The team that loses the toss shall recommence play after the half time break. The Coaches shall supervise the toss.

18. Duration:

A match shall be approximately (15) minutes each way with no half time.

19. Extra Time:

When a match is drawn and a single winner is required (Finals), the match is stopped, teams drop off one (1) player each and extra time is played. Teams drop off a player every two (2) minutes until down to three (3) players. The first team to score a Touchdown in extra time wins the match, once both teams have had possession.

20. Player Attire:

All team members must be correctly attired in team uniforms ie. Same coloured shirts, shorts & socks. Bare feet, spikes and footwear with screw in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.

21. The Referee:

The Referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The Referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the Referee. Referees can either be provided by RCSI or by each team as agreed by the two coaches before the match.

22. Foul Play will NOT be tolerated:

Any foul play (the Referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.

