

WINTER TOURNAMENT

DATE: Thursday 22 August 2019. Postponement 27/29 August.

ENTRIES CLOSE: 5pm Thursday 8 August.

No late entries will be accepted. Please ensure your zone has organised their event well before this date. Entries will only be accepted from Zone Secretaries, or their nominated person, on the online entry system.

START TIME: Reporting Time is 10.30am for an 11am sharp start

FINISH TIME: Approximately 3pm - Buses should arrive and depart at a time to allow teams to compete in and complete finals games (see draw).

VENUE: North and South Hagley Park. Junior Football- English Park artificial turfs, Cranford Street. A decision about which surface hockey will play on will be decided later.

STAFFING: All teams entered **must** provide an adult or senior secondary school pupil who is willing and capable of refereeing. Teams will be defaulted on the day should this requirement not be observed, and a fine will apply (as per page 7).

GRADE CO-ORDINATOR: Each event will require a Grade Co-ordinator whose job it will be to run events on the day i.e. hand out referees cards, write up results, calculate teams for semis and finals and return information to the Sports Director. **This person is not available to referee or coach.** This job requires two people at each venue (one may be a student) and zones will be asked to provide people for the job. There are nine grades. This person must attend a pre tournament briefing on **Friday 16 August-4pm.**

Zones will be responsible for the following sports:

East	Senior Hockey/Junior Football	South East	Junior Hockey
South	Junior A Netball	South West	Junior B Netball
Independent	Senior Netball	West	Senior Football
North	Junior Rugby	North West	Senior Rugby

GRADES & ENTRY CONDITIONS:

Senior - Years 7 & 8

Junior - Years 5 & 6

Netball

(Senior: 7-aside)

(Junior: 6-aside)

Senior 1,2 or 3 entries per zone

Junior 1, 2 or 3 entries per zone

A Grade - Winner of zone tournament

B Grade - Second and/or third at zone tournament

Rugby

(10-aside)

Senior 1,2 or 3 entries per zone

Junior 1 entry per zone.

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Football
(5-aside)

Senior 1,2 or 3 entries per zone
Junior 1 entry per zone

Hockey
(6-aside)

Senior 1,2 or 3 entries per zone
Junior 1 entry per zone

No. of entries allowed	Hockey, Rugby & Football		Netball	
	Senior	Junior	Senior	Junior
4 smallest zones Ellesmere, Kowai, Hurunui, Malvern	1	1	1	1
4 largest zones East, North, South West, North West	3	1	3	3
All other zones (10)	2	1	2	2

GENERAL INFORMATION

1. Each school must provide an adult or secondary school pupil who is willing and able to referee a game to a satisfactory standard.
2. Each team must have a clearly identifiable uniform i.e. be wearing shirts and make an attempt to have the same shorts/skirts and socks for all players.
3. Each team must provide a match ball and cones for football, hockey and rugby.
4. **All games are 5 minutes each way with NO half-time break. Half time is a quick change of ends. Teams will be penalised with a loss by default if they are perceived to be time wasting. There is to be no extension of time for each 5minute half (including rugby – no completion of phases of play can occur as time does not allow this).**
5. Scoring for section play - all sports:
Points will be awarded on the basis of 5 for a win, 2 for a draw and 0 for a loss.
6. Finals - The play-offs for each section of the tournament will be decided according to the number of entries in the grade and will be detailed as part of each grade's draw.
7. Schools should provide their own ice and first aid kit. Co-ordinators must have a cellphone for use in case of severe injury.
8. **Section play-off rules.** See rules under sports specific information. Finals may have joint winners.

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9. Single gender schools may combine with another single gender school of the opposite gender to make a mixed gender team. If a school is unable to furnish a team because of lack of numbers they are able to join with another school/schools from the same zone that are in a similar situation to enter a team in the zone winter tournament. If this team was to win at this level they are eligible to be sent to Primary Sports Canterbury Winter Tournament. Zones will need to consider who and how the coaching of the team will happen if this is the choice.
10. Invitation teams are not eligible to play in finals or win any grades.
11. Where possible, neutral referees/umpires will be used for finals.
12. No injury time, unless a player needs to be removed from the court/field.

RUGBY

TACKLE TENS WILL BE PLAYED

	YEAR 5/6	YEAR 7/8	Comments
Numbers on Field	10		
Players	Can be both boys and girls in a team 5 forwards & 5 backs		
Field Size	½ field		
Try	5 points		
Conversion	2 points Conversions taken from in front of the posts either drop goal or punt.		
Ball Size	3	4	
Substitutions	<p style="text-align: center;">Rolling substitutions are not permitted.</p> <p>Substitutions may be made at half time or approximately half way through each half when the referee will allow and signals a substitution break. This break should be no longer than one minute and will indicate the end of the current, and beginning of a new quarter. This substitution break is solely for the purpose of making substitutions; coaches are not permitted to use this break to provide coaching advice to players/teams.</p> <p style="text-align: center;">Non-injury substitutions can only take place at half time or these quarter time breaks.</p>		
Kick-Off	Punt or drop-kick by the scoring side. Kick offs to be rotated through the players	Drop-kick by the non-scoring team.	
Tackle	Normal rules apply. Correct technique and safety are paramount. Tackles must be below the arm pit level.		
Fending	No fending to the head, face or neck regions		
Scrums	5 players involved. Non contested, no pushing or wheeling.		

	Team that throws the ball into the scrum wins ball.
Lineout	No lifting in lineouts
Penalty	Tap & Pass No penalty kicks at goal
Kicking	Encourage running and passing
Length of Game	2 x 20 minutes
Coaches	All coaches involved must have completed an NZ Rugby Small Blacks applicable to the level of rugby they will be coaching. This must be done before they can coach or referee.
Spirit of the Game	The spirit of fair play and sportsmanship is to be actively encouraged by everyone involved in the game, including coaches, parents and supporters. The score is important, but the game itself is more important. One sided games – game should be stopped when one side has a lead of 55 points. The score at this stage becomes the official result. However, the game can continue to be played and coaches should agree on how to generate a more even contest e.g. swapping players. Refer to instructions in Small Black coaching manual to manage.

HOCKEY

PLAYERS: 6 aside – mixed grade. Unlimited players per team with reserves allowed to interchange freely throughout the game. There must be at least 2 girls on the field at any one time. Single-gender boys' schools may combine with a single-gender girls' school. Teams comprising all girls, or less boys may enter this competition. There shall be 2 forwards, 2 halves, 2 backs with no goalies or kicking backs.

FIELD SIZE: Years 5 & 6- One quarter of a standard hockey field playing across the field.
Years 7 & 8- One third of a standard hockey field playing across the field.

FIELD MARKING: Teams must supply cones to mark the following.

- the sidelines and goal lines
- centre line on field
- standard (3.66m) goals at centre of goal lines
- scoring circles 9m radius – marked on sideline
- free hit marks on the sideline goal lines 9m from each back line.

EQUIPMENT: Players must wear mouthguards and shinpads.

STICK SIZE: Players should be discouraged from using sticks longer than their hip height - 32" long sticks are recommended.

UMPIRING: Two umpires are recommended but by mutual agreement one umpire may suffice.

COACHING: Coaching from the sideline is permitted provided it is friendly and positive. Negative coaching and criticism of players by coaches, umpires or spectators must not be allowed.

RULE CHANGES: The rules of the game of Hockey shall apply except that:

1. Lifting the ball above knee height or a ball that is dangerous regardless of height will be penalised under dangerous play provisions.
2. When a free hit is taken no other player may be within three metres of the ball.

3. The obstruction rule (deliberate use of the body to push another player off the ball) will be penalised by awarding a free hit to the opposing team.
4. Feet: this will be penalised only when the ball is deliberately kicked or blocked. When a shot at goal has been deliberately blocked or stopped with the feet a goal is awarded.
5. There will be **NO** penalty corners. Infringements will be awarded with a free hit 9metres from the backline when the infringement occurs close to the goal.
6. For a deliberate breach within a player's defensive half a free hit to the attackers 9 metres from the backline when the infringement occurs close to the goal.
7. When the ball goes over the backline – if last touched by an attacking player, then the free hit is taken by the defending team, in line with where the ball crossed the backline, but at the 9 metre mark. If last touched by a defensive player, then the free hit is taken by the attacking team, in line with where the ball crossed the backline, also at the 9 metre mark.
8. There is an auto pass rule at this age level, but the ball must be stopped before the auto pass is carried out.

If teams are tied for places within sections or in quarter or semi-finals the following shall be carried out to determine places:

1. The number of wins
2. The result of the game where those teams played each other.
3. The number of goals each team scored (only if all sections have the same number of teams in them).
4. Goal differential (difference between goals scored for and goals scored against).
5. A coin will be tossed.

NETBALL

PLAYERS: Teams can be mixed. If they are, no more than 3 boys to be on court at any one time and one in each court area – ie one in the defence circle, one in the attack circle and one in the midcourt area.

EQUIPMENT: All teams must wear regulation bibs ie positions named.
Both teams to provide a match ball- size 4 for Year 5&6, size 5 for Years 7 & 8.
Please remind players: No jewellery, no taped earrings, no cycle pants, short nails, correct footwear.

RESULTS: If teams are tied on points for places in the sections, positions will be decided on goal ratio - ie the total number of goals scored divided by the total number of goals scored against. If teams are tied in quarter or semi-finals the game will continue without stopping until one team has a two goal advantage, to determine the winner. Finals may have joint winners.

RULES: International rules apply.
Years 7 & 8 - 7 aside

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Years 5&6 - 6 aside. Years 5 & 6 netball will be played using Future Ferns netball height goal rings. See basic rules below for 6 aside.

Players:

1. Teams shall have a maximum of 10 players (8 is preferable).
2. Mixed teams-maximum of 2 males on court at any one time.
3. 6 players on court at any one time: 2 x centres, 2 x defence, 2 x attack (the bibs shall have A, C and D).
4. Substitutions – rolling subs and also at intervals and stoppages.
5. Players participation time – **minimum** of half the total time played throughout the whole tournament.
6. Players to rotate to ensure equal opportunities in all positions.

Playing/Defending the ball:

1. Players are encouraged to pass or shoot within 5 seconds.
2. Defending the ball – enforce 1metre distance to allow player space to pass.

Centre Pass:

1. Team captains use paper, scissors, rock to determine which team has the first pass.
2. After a goal is scored the non scoring team shall have the centre pass.
3. One Centre in possession of the ball shall stand wholly within the Centre circle and the opposing Centre standing within the Centre third. The other two Centres stand on the sideline in the Centre third. These two Centres may enter the game can enter the court once the first pass has been made and they can enter anywhere they like.
4. The Centres in each team take alternative centre passes.

Scoring: Shots at goal may be taken from anywhere within the team's goal circle by the 2 attacks.

Throw In Players take turns - eg if it is a defence throw-in in the goal third – one defender throws in and then the other defender takes the next throw in.

FOOTBALL (5-aside)

PLAYERS: Teams may be mixed. There is no requirement regarding the number of any one gender. Unlimited squads, of which 5 shall play at any one time. Rolling substitutions (let the referee know).

EQUIPMENT: -Size 4 ball.

-Shinpads are compulsory.

-Players are strongly advised to wear mouthguards.

-Goals: Senior football - Each school shall provide one set of goal posts/poles (1.8 metres). It is the schools responsibility to bring these to the tournament and set up. Goals shall be 3 metres wide. Each school shall be responsible for the supply and set up of cones (enough for 1 field).

UNIFORM: Players not involved in the game must wear a top or jersey over their team shirt so as not to confuse teams on the field or the referee.

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- FIELD SIZE:** All games are played either on:
- A junior field played across each half, 2 pitches (see diagram below).
 - An intermediate field divided into 4 pitches or
 - A senior field divided into 6 pitches.
- 5 aside pitches should be marked out in three thirds, by cones on the outside of the sidelines.

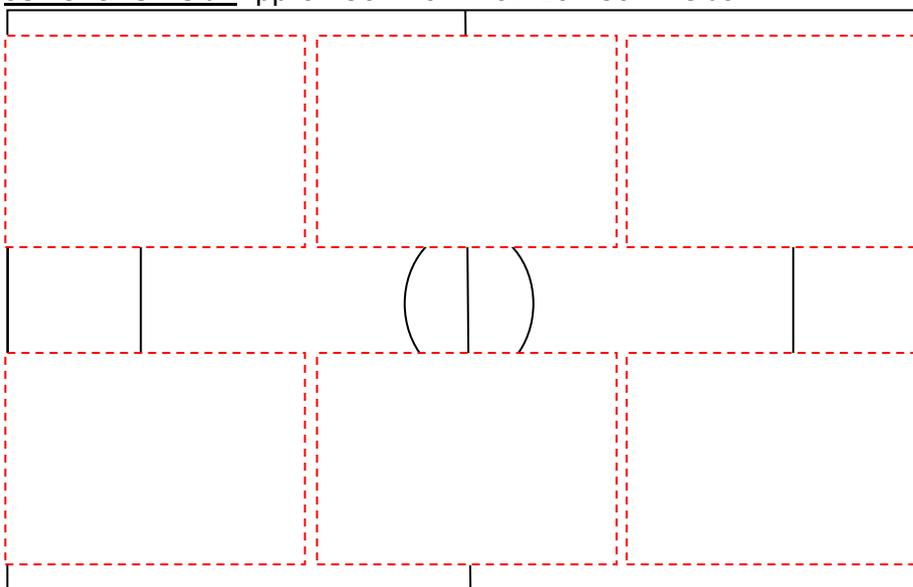
RESULTS: If teams are tied for places in pool play, a score differential will decide places, i.e. the difference between total goals scored and total goals scored conceded. A positive number is obtained if the teams scored more than has scored against them, and a negative number if there are more scored against the teams than what they score. If teams are still tied the result of the game played between the teams involved will determine the winner.

If teams are tied in quarter or semi-finals the team with the most corners in that game will determine the winner. If this is a draw, then the score differential of all games played previously will apply. **Finals may have joint winners.**

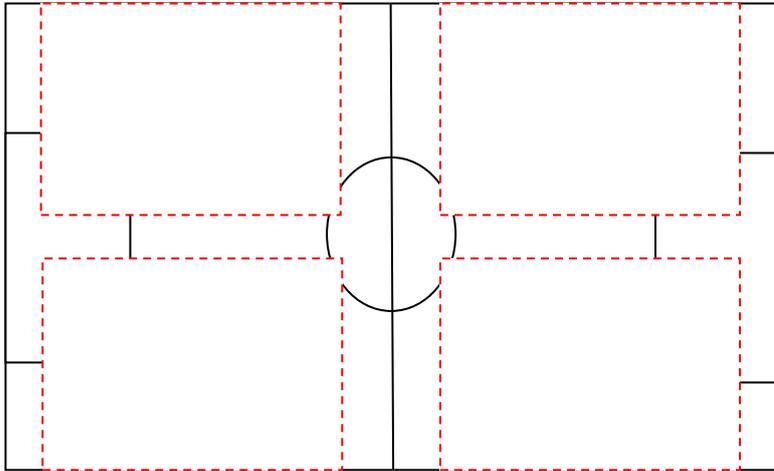
RULES: All the normal rules of football shall apply except for the following:

1. No offside
2. There are no goalies in 5 aside.
3. No corners to be taken because of the time factor. Referees shall keep count of corners in case of a draw. Play shall re-start with a goal kick.
4. Goal kicks to be taken from goal-line, level with the goal
5. In the event of a draw the team with the most corners is awarded an extra goal (e.g 1-1 draw. Team A have been awarded 4 corners, team B have been awarded 2. **Team A wins 2-1**). This will determine a winner for each game with the emphasis on scoring goals. That is, there are no draws.
6. A player can only score once they are in the final third of the pitch.

Senior Size Field: Approx 90 x 70m = Six 20 x 30m fields



Intermediate Size Field: Approx 70 x 50m = Four 20 x 30m fields



Junior Size Field: Approx 50 x 30m = Two 20 x 30m fields

