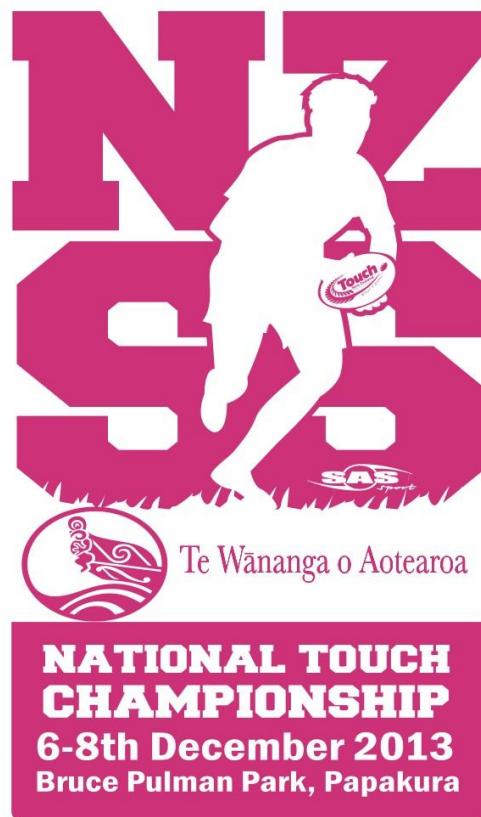




Te Wananga O Aotearoa Secondary Schools 2013 National Touch Championship



Bruce Pulman Park, Papakura
6th-8th December, 2013

TEAM MANAGERS INFORMATION PACKAGE

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WELCOME

On behalf of Touch New Zealand and the New Zealand Secondary Schools Sports Council, we would like to welcome you to Papakura / Counties Manukau for the 2013 New Zealand Secondary Schools National Touch Championship.

We especially would like to acknowledge your dedication to your school and the sport. We realise that a lot of effort has gone into getting your team to Papakura and appreciate your time and energy thus far.

We hope you have an enjoyable stay in Papakura/Counties Manukau and a memorable experience at this event and in the future.

OBJECTIVES OF THE EVENT

Touch New Zealand holds this event annually on the second weekend in December. It is the culmination of regional and zonal qualifying events held in February and March.

Sixty teams (twenty teams in each grade of Boys, Girls & Mixed) qualify to showcase the best Touch talent from the Secondary School sector on a national stage.

The event is sanctioned by the New Zealand Secondary Schools Sports Council and supported by Touch New Zealand sponsors Te Wananga O Aotearoa.

This is the second largest individual tournament on the Touch Calendar each year, and with each year the quality and development of the participants and the teams improves, which in turn shows the growth of the sport will continue to increase in years to come.

Touch New Zealand provides the best Referees available from around New Zealand, as well as its dedicated volunteer Tournament Panel to ensure that the quality of the tournament is maintained and to maximise the experience of all participants, Coaches & Managers.



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2013 TEAM QUALIFIERS

	<u>Boys Grade</u>	<u>Girls Grade</u>	<u>Mixed Grade</u>
ZONE ONE	Westlake	Rangitoto	Kaipara
	Kelston Boys	Mahurangi	Mahurangi
	Whangarei Boys	Rutherford	Massey
ZONE TWO	Kings College	Mt Albert Grammar	Alfriston
	St Kentigerns	St Kentigerns	Mt Albert Grammar
	Auckland Grammar	Sancta Maria	Mangere
ZONE THREE	Rotorua Boys	Hamilton Girls	St Peter's
	Hamilton Boys	Whakatane High	Opotiki
	Whakatane High	Paeroa College	Te Awamutu
ZONE FOUR	Hastings	New Plymouth Girls	Wanganui High
	St Patricks Silverstream	Wellington East Girls	Cullinane College (R)
	Palmerston North Boys	Palmerston North Girls	Tu Toa
ZONE FIVE	Nelson Boys	Christchurch Girls	Waimea
	Kings High School	Columba College (R)	St Andrews
	St Thomas Canterbury	Nelson Girls	Lincoln
	Christchurch Boys	Burnside	Trident (R)
Wild Card	St Peters	Botany Downs	Takapuna
	Tauranga Boys	Sacred Heart	MacLeans
	Vacant due to WD	Southland Girls	Morrinsville
	Shirley Boys	St Hildas	Kaiapoi

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PREVIOUS WINNERS

Year	Boys	Girls	Mixed
1994	Wanganui City College	B.O Island College	Burnside High
1995	Taumarunui High	Whangarei Girls	Awatapu High
1996	Kelston Boys	Mangere College	Nayland College
1997	Wanganui City College	Manurewa High	Queen Elizabeth College
1998	Kelston Boys	Auckland Girls	Aranui High
1999	Wanganui City College	Auckland Girls	Whakatane College
2000	Kelston Boys	Papakura High	Tangaroa College
2001	Forestview College	Palmerston Nth Girls	Whakatane College
2002	Kelston Boys	Papakura High	Tangaroa College
2003	Kelston Boys	Papakura High	Tangaroa College
2004	Kelston Boys	Papakura High	Tangaroa College
2005	Hamilton Boys	Papakura High	Queen Elizabeth College
2006	Aranui High School	Papakura High	Papakura High
2007	Rotorua Boys	Papakura High	Queen Elizabeth College
2008	Hamilton Boys High	Papanui High School	Opotiki College
2009	Hamilton Boys High	Papanui High School	Opotiki College
2010	Hamilton Boys High	Manurewa High School	St Peters College Cambridge
2011	Rotorua Boys High	Hamilton Girls	MacLeans College
2012	Hamilton Boys High	Mt Albert Grammar	St Andrews

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TOURNAMENT OFFICIALS & CONTACTS

Outlined below are the Touch New Zealand volunteers and staff who play an enormous role in the overall delivery of the tournament.

Provided below is the location and contact mobile numbers (where applicable) for these people who will remain contactable throughout the entire event.

For all questions, comments and general information we will have an Information Desk that will be located in the “Village” area on the grounds. The Information Desk should be the first point of call for all general enquiries. In the event the Information Desk is unattended, please refer to the Tournament Control Building.

NON-TOURNAMENT TOUCH NEW ZEALAND STAFF CONTACTS

TOUCH NZ JUNIOR DEVELOPMENT MANAGER

CONTACT MOBILE

LOCATION

Pam Hyde

(021) 286-8243

Tournament Control Building

Responsible for all matters relating to the team entries prior to the tournament.

Touch New Zealand Contact for NZ Secondary Schools Sports Council

MARKETING, COMMUNICATIONS, MERCHANDISING & SPONSORS LIASION

CONTACT MOBILE

LOCATION

Sarah Dance

(021) 286-8246

Merchandising Tent

Responsible for providing results and comments to the media, and website updates (including game reviews and photos). Also the merchandising area of the “Village” and liaison with tournament Sponsors

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TOURNAMENT STAFF & OFFICIALS

EVENT MANAGER

CONTACT MOBILE
LOCATION

Pam Hyde

(021) 286-8243
Tournament Control Building

Responsible for all matters relating to the fields, venue, event sub contractors, and Local City Council. Touch New Zealand Contact for all matters with tournament policies, online registration, team registration sheets and participation forms.

TOURNAMENT DIRECTOR

CONTACT
LOCATION

Ian Milne

Via Event Manager
Tournament Control Building

Responsible for managing all matters relating to tournament match control.
Including match time of all games, P.A. System and matters relating to scoreboard and notices.

TOURNAMENT PANEL

CONTACT
LOCATION

Louana Waenga

Guy Barton

Soyra Christie

Riane Barton

Via Tournament Director
Tournament Control Building

Responsible for all matters relating to tournament match control.
Including match time of all games, P.A. System and matters relating to scoreboard and notices.

JUDICIAL COMMITTEE CHAIRMAN

Touch New Zealand Appointment

Responsible to hearing judicial matters referred by the Tournament Director.

APPEALS COMMITTEE

Touch New Zealand Appointment

Responsible for all appeal matters.

COACHING ASSESSMENT STAFF

ELITE PLAYER DEVELOPMENT & COACHING MANAGER

CONTACT
LOCATION

Peter Walters

(021) 976-579
Tournament HQ



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REFEREE STAFF & OFFICIALS

REFEREES CO-ORDINATOR

CONTACT
LOCATION

Vanessa Smith

(021)
Referees Building

Responsible for the co-ordination and management of referees, in attendance at the tournament.

REFEREES PANEL

CONTACT
LOCATION

Darrin Sykes

Stu MacDonald

Tony Cooper

Andrew Timoti

Adrian Ruaiti

AJ Purnell

Via Referee Co-Ordinator
Referees Building

Responsible for the appointments and assessments of referees, in attendance at the tournament.

REFEREES MANAGERS

CONTACT
LOCATION

Vanessa Smith

Via Referee Co-Ordinator
Referees Building

Responsible for the management of referees, in attendance at the tournament

REFEREES PHYSIOTHERAPIST

CONTACT
LOCATION

Greg Knight

Via Referee Co-Ordinator
Referees Building

Responsible for medical and physiotherapy of referees

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IMPORTANT MEETINGS

OPENING TOURNAMENT BRIEFING

The Tour and Team managers meeting will be held on **Thursday 5th December 6:00pm** in the Team Sport Building (Ardmore Marist Rugby Clubrooms) at Bruce Pulman Park

Reminder: * Any outstanding payments at this time must be settled by cash or bank cheque – no other payment/credit will be accepted.

DAILY DRAW INFORMATION

At the conclusion of Day 1 & 2's play text messages will be sent to team managers to confirm your first round of games for the preceding day. Draws for Day 2 & 3 will be posted on the Touch NZ website, www.touchnz.co.nz - tournaments - Te Wananga O Aotearoa NZSS

FINALS SHOWCASE

In order to fully recognise and promote our Finals Showcase, we will require the assistance of Grand Final teams.

Following the Semi-Finals, Managers of the Grand Final Teams will be called to Tournament Control to review their Team Registration Form and confirm the players and Support Staff (this will include any players not participating due injury etc) and also pronunciation of participants names

The Grand Final Captains will be required for the coin toss fifteen (15) minutes prior to the game. Following this they can return to their team.

Grand Final Teams will be required to be ready and in the allocated area ten (10) minutes prior to the commencement of the game.

Teams will be announced onto the field approximately six (6) minutes prior to the commencement of the game

AWARDS PRESENTATIONS

The Awards presentations will commence immediately following the conclusion of the Boys Final.

The order of proceedings will be;

- Presentation of Girls Runners-up, Finals Referees & Girls Champions

The same order will follow for the Mixed Grade and then the Boys Grade



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TOURNAMENT PROGRAM

Thursday 5th December 2013

Teams arrive in Papakura/Auckland during the day

6.00pm Tournament Briefing will be held in the Team Sport Building (Ardmore Marist Rugby Clubrooms) at Bruce Pulman Park. Please bring managers packs

Friday 6th December 2013

8.45am Team Managers to assemble teams for opening ceremony

8.55am March past Begins

9.00am Opening Ceremony Commences

9.20am Official Opening of the Tournament, team Disperse

10.00am First games commence

5.20pm Last games commence

Saturday 7th December 2013

9.00am First games commence

6.20pm Last games commence

Sunday 8th December 2013

8.00am First games commence

12.30pm Major Finals Start

3.00pm Team managers assemble teams for the awards ceremony



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MANAGERS' INFORMATION AND REQUIREMENTS

TEAM COMPLIANCE

All teams must have completed online the team registration in full by 6.00pm Friday 29th November 2013

This information is used for eligibility purposes. All information is confidential.

To ensure ease of completion both the Tournament Participation Form and Team Registration Form will be provided as a PDF Form (meaning the information can be entered via computer).

All forms must be printed off after the entry of information and signed by the appropriate person (Players under 16 must have a Parent/Guardian sign their form)

As per the Touch New Zealand Tournament Rules, only up to sixteen players can be registered for any one team for the duration of the tournament.

It is the responsibility of the team manager to ensure all information is true and correct.

All participants (Players, Coaches, Managers & Support Staff) must complete the Tournament Participation Form.

This must include;

- Full Name
- Preferred Name (If different to Full First Name)
- Date of Birth
- Gender
- Full Address
- Email
- Contact Phone Numbers

The Final Team Registration Form must have;

- Playing Number
- Players Name
- Players Role (Captain, Vice-Captain, Co-Captain etc)
- Gender
- Coach, Manager and Other Support Staff Names and Contact Information
- Team Accommodation Details

The FINAL Team Registration Form and Tournament Participation Form, are to be handed in at the Managers meeting on the 5th December 2013

The FINAL Team Registration Form cannot be altered once it has been handed in at the Tournament Briefing.

Please ensure that all details are correct before handing this form in.

NO PLAYER OR OFFICIAL WILL BE ABLE TO PARTICIPATE UNTIL THE ABOVE DOCUMENTS HAVE BEEN SUBMITTED.

Teams will be contacted with any issues or outstanding paperwork, following collection of these forms



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TOUCH NEW ZEALAND POLICIES & PROCEDURES

Touch New Zealand policies specific to participation and conduct at tournaments must be adhered to and will be enforced during the tournament.

A copy of these policies will be provided with this Information Pack.

Any queries on these policies can be directed to the Touch New Zealand Tournament Manager, Pam Hyde, at pam@touchnz.co.nz, or (021) 286-8243

The policies referred to are;

- Touch New Zealand Code of Conduct
- Touch New Zealand Eligibility Policy
- Touch New Zealand Tournament Uniform Policy
- Touch New Zealand Use of Personal Information and Images Waiver
- Touch NZ Judiciary Disciplinary & Appeal Procedures

PLAYER ELIGIBILITY

This tournament is run under the New Zealand Secondary Schools Sports Council (NZSSC) policy and guidelines of National and Championship Secondary School events. Touch New Zealand is bound to abide by these policies and guidelines and by doing so provide a credible and fair sporting event for the secondary school students of New Zealand. Please ensure you make yourself familiar with this policy which is available from: http://www.nzsssc.org.nz/index.cfm/nzsssc_documents/constitution_of_nzsssc_inc

NZSSC Guidelines:

Student Eligibility –

- a) A student eligible to compete in National and Island secondary school events must:
 - 1 Be enrolled as a bona fide (year 9 or above) student at the school of representation and studying at least 80% of a programme that is part of the timetable provided by the school for at least four weeks immediately prior to the event
 - 2 Have a satisfactory attendance record at the school. The final decision will be at the Principal's discretion
 - 3 Be under 19 years of age at the first of January in the year of the competition.

In addition to the above NZSSC criteria participants must also comply with the Touch New Zealand Eligibility Policy, which does not allow members to participate in any Touch activity not sanctioned or affiliated with Touch New Zealand, or its member organisations. This specifically this means that teams and/or team members cannot participate in unaffiliated competitions or tournaments

AGE AND IDENTIFICATION REQUIREMENTS

Under the tournament rules, players will have to identify themselves and prove their age if challenged by the Tournament Director. Proof of age can be made by a drivers licence, a copy of the player's birth certificate or a passport. As per the NZSSC student eligibility guidelines (b) the school must authenticate a student's birth date.



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The Tournament Director and his subordinates are the only event staff who may ask for the proof of age and identification. If there is a query on an opposition player's age or identification, a protest must be placed in the normal manner.

USE OF PERSONAL IMAGES

All persons accept that by participating in this event, they may be photographed/filmed, and that these images may be used by Touch New Zealand for promotion of the sport. Touch New Zealand will not pass any image(s) onto a third party unless prior approval is sought.

Please be aware that we are using a venue of the Hamilton City Council and they may take and use these images.

If you do not wish Touch New Zealand to be able to use your image(s) or be filmed, you must notify Touch New Zealand in writing.

NON-PLAYING TEAM MEMBERS (15TH & 16TH PLAYER PROCESS)

Under the tournament rules, teams can register up to sixteen (16) playing members in their squad. Only fourteen (14) players can participate in each game.

The Team Manager (or their representative) must advise the referees of any individual(s) not participating in that particular game (either as 15th/16th player, or due to injury (or other circumstances).

Failure to comply with this may result in a forfeit.

The reason for notifying non-playing members outside of the 15th/16th player is for correct statistical information only (as the non-playing members are recorded in the game data which is available through the draws/Results package on the website)

COACHING POSITIONS AND COMMUNICATION

Team officials may issue verbal instructions to on field players from the substitution box, however if they leave the substitution box they can only observe the game and remain mute.

An official (coach, manager etc) may position themselves at the end of a field.

If they are at the end of the field, they must remain five (5) metres behind the dead ball line. Where a fence, spectator line or advertising signage prevents this, they must remain behind the fence or advertising signage.

Any official at the end of a playing field cannot issue any verbal or physical commands directly to the team they are observing, and can only communicate to the team or other team officials in the sub-box by either returning to the sub-box, or by use of electronic communication equipment.

During a match, only the team captain can communicate with a referee.

SCORE CARDS

The appointed referees will be responsible for supplying score cards and keeping the match score.



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At the completion of the game, referees must confer on the game score and present the score card to the team captain and/or team manager for signing. If there are any issues with the score, or the game in general it is advisable to NOT sign the scorecard and immediately advise the Tournament Director of the issue. The official score card will be returned by the referee to the referees manager or appointed official.

The referee's manager will lodge the official result with the Tournament Director. Once the score card has been handed in, the result is final.

COMPLAINTS - PROTESTS - APPEALS - DISCIPLINARY

Complaint, protest and appeal forms can be obtained from the Tournament Director.

Any player sent from the field of play must, with their team manager, present themselves at the Tournament Headquarters within **15 minutes** of the finish of the game in which the dismissal took place.

Disciplinary and appeal procedures will be held under the Touch New Zealand guidelines.

Results of protests, appeals and disciplinary action will be posted on the result board after all parties involved have been informed.

Protests against general referee decisions will not be considered.

DRAWS

The draft copy of Day 1 draw is included in this booklet, and will be available through the New Zealand Secondary Schools Touch Nationals website below:

www.touchnz.co.nz

tournaments

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The official final version of the draw will be available at the Tournament Briefing on the 5th December 2013 as noted below

FIELDS

There will be ten fields in use during the round-robin games, and play-off games, with grand finals games being played on the Finals Field.

The fields will be the standard size of seventy (70) metres long by fifty (50) metres wide, with twenty (20) metre sub-box will be located on each sideline running from the ten metre line on each side of half-way and a Five (5) Metre Touchdown Zone will be at each end of the field. Finals field will have a Seven (7) Metre Touchdown Zone

Team Warm-ups will be permitted on fields not in use (excluding the Finals Fields which is 'Out of Bounds' for the duration of the tournament).

This is subject to change, the Tournament Director will advise if the fields availability for use changes due to weather conditions or other circumstances



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SECURITY

The security of your tent area, and team gear, is your responsibility. Touch New Zealand will not be liable for any loss or damage to any of the school's equipment and or vehicles. Please ensure your tent is secure and tied down at the end of each day, and that your vehicles are locked at all times when you are at the park. **BE WARNED** events such as these attract thieves.

All lost and found property will be held at the tournament headquarters administration area.

RESTRICTED AREAS

The following areas are "Out of Bounds" for the duration of the Tournament, this includes Marquee erection, warm-ups and outside of tournament trainings;

- Any cricket blocks
- Main Finals Field

The buildings set aside for the Selectors and Referees are strictly out of bounds to all players, coaches and team officials.

Please do not spoil it by allowing your team members to frequent these restricted areas.

In addition to this Rule 23 of Touch NZ Tournaments will be enforced

PLAYING AND SURROUNDING ENVIRONMENT

At their sole discretion, The Match Referees, Referee Support Official, Touch NZ Advisory Panel Member or Touch NZ Tournament Officials have the right to instruct any person(s) to immediately leave the park and/or surrounding playing area should the conduct of the individual(s) considered to be threatening, abusive or bring the game into disrepute.

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TOURNAMENT SERVICES

Toilets	There are male and female toilets at the venue, if any toilets become blocked or are in an unsatisfactory state please advise the Event Manager.
Medical	Medical staff (St Johns) will be in attendance throughout the tournament to treat minor injuries. However teams must supply their own ice, strapping and injury prevention items.
Rubbish	Rubbish bins will be placed around the venue; teams are to ensure that the park is free of any rubbish at the completion of each days play.
Water	A 'Water-Horse' will available at the park for filling of drink containers etc
Fields	There will be ten (10) fields plus the Finals Field used at the tournament. A map showing the layout of the fields is on Page 8 of this document, and will be available at the managers meeting prior to the tournament commencing, and during the tournament displayed on the Results Noticeboard.
H.Q.	This will be located on the 2 nd floor in the Team Sport Building
Ice	We will have ice available for purchase onsite at the onsite catering truck.
Parking	There are several parking areas onsite, drivers are to be aware that the roadage is also a walkway to the warm up fields, please keep your speed to a minimum.
Tents	Tents may be erected, with the approval of the Events Manager, within the allocated area on the ground, if unsure contact the Events Manager. Any tents that have been approved to be erected will remain the responsibility of the school to maintain and secure. <i>Touch NZ reserves the right to remove or decline any team from erecting any tent or marquee.</i>
Phone	For general enquiries and emergencies, Tournament HQ can be contacted at (021) 286-8243
Food	There will be food available at the park throughout the tournament
Alcohol & Smoking	
Touch NZ is proudly committed to the principles of the smoke-free charter. Therefore this tournament is strictly smoking and alcohol free. It is the responsibility of the team manager to control the behaviour and presentation of the team throughout the tournament.	
Merchandise	There will be merchandise available for purchase at this tournament
Referees / Selectors	These areas are out of bounds to all personnel, unless on official business.

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MERCHANDISING & SPONSORS INFORMATION

TOUCH NZ - MERCHANDISING

Touch NZ Merchandising will be provided in the TNZ merchandise tent at the event.

TOUCH NEW ZEALAND SPONSORS

Official Touch New Zealand Sponsors:

SAS Clothing – TNZ Shop Merchandise



Te Wananga O Aotearoa – Onsite Promotion (TNZ Village)

Te Wananga o Aotearoa

Mai FM – Onsite Promotion + Music throughout the day (TNZ Village)



2 Degrees – Onsite Promotion – Specials for Touch NZ members (TNZ Village)



d3 – d3 strapping tape will be sold in the TNZ shop, with Onsite Promotion



Mitsibusihi – Onsite Promotion (TNZ Village)



Mitre – Ball Sponsor for 2013 - Sold in the TNZ merchandise tent.



Silver Fern Sport – TNZ Equipment – Sold in the TNZ merchandise tent.

Xblades – Xblades boots for sale onsite (TNZ Village)

Auckland Photography – Photos will be taken throughout the day
- available to purchase from the TNZ merchandise tent.

FOOD & DRINK VENDORS

Onsite Catering will be selling fast food, drinks and ice

Mobile Coffee will be selling hot and cold drinks

Mr Snowie – will be selling snow cones

ST. JOHN'S FIRST AID

We will again have the services of St. John's paramedics on-site. Please utilise their services whenever an injury occurs. This will assist Touch New Zealand in establishing a true indication of injuries sustained at the tournament. We do ask that any injuries are first assessed by the St. Johns medical staff first, before utilising any other medical support staff (such as physiotherapists, or non-qualified general first aid providers)



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TOUCH NEW ZEALAND TOURNAMENT RULES

1. RULES, POLICIES & PROCEDURES

Touch New Zealand Playing Rules, Constitution, Policies and Procedures will apply at all times.

2. PLAYING TIME

Each game consists of two periods of 15 minutes with a three-minute half time break (exclusion of rule 22)

3. TEAM ENTRIES

Each Association may enter only one team in each grade, except where allowed by tournament policy.

4. DECIDING TEAMS WITH EQUAL POINTS

In the qualifying rounds draws count.

a) For single round robin:

If at the end of the qualifying round two teams have equal points,

1. The team who beat the other team will be placed ahead.
2. If still undecided the difference between the points scored for and those scored against will be collated and the team with the highest point's differential will be placed ahead.
3. If still undecided, points scored for will be divided by the points scored against and the team with the highest point's differential will be placed ahead.

5. AMENDMENT OF TOURNAMENT RULES

To ensure the smooth running and organising of the event, the Tournament Director has the right to change, amend, and adjust the tournament rules to suit the tournament for which he/she is directing

6. COMPLAINTS, PROTESTS & APPEALS

All complaints, protests and appeals are to be made on the official forms as supplied by the Tournament Director. A fee of \$50 is to accompany the protest. A fee of \$100 is to accompany an appeal. **Protests and appeals must be made within 15 minutes of the completion of a game or notice of finding of the committee.** The fee will be reimbursed if the protest/appeal is upheld.

7. REGISTRATION OF PLAYERS

- a) Teams can register up to 16 players
- b) All player's and team official's details (including their playing number) must be registered on the official Touch New Zealand Team Registration Form and produced to the Tournament Director at the managers' meeting.
- c) No player can play for any two teams in the same tournament.
- d) No players can be added to the Registration Form once it has been handed to the Tournament Director.
- e) All players and team officials must also complete and sign the official Touch New Zealand Tournament Participation Form



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8. MATCH SUSPENSIONS

Should a player incur a penalty under rule 18.3b of the Playing Rules of Touch – 8th Edition, they will incur an automatic two match suspension. In applying this rule, a bye does not count as a match played. A player does not have a right of appeal.

9. PROOF OF AGE

The onus is on the player to prove their age on demand to the Tournament Director. The minimum proof required will be a copy of the player's birth certificate or their passport.

10. TEAM NUMBERING

Team numbering must be 1-16 inclusive. Players **must** retain the same playing number, which must match that of their team sheet, throughout the tournament.

11. TEAM UNIFORM

A fully approved provincial uniform (as per the Touch New Zealand Provincial Uniform Policy) must be worn at all times during matches at all Touch New Zealand tournaments.

- a) **Under Garments** – The wearing of under garments i.e. thermals, skins, bike shorts and other types of apparel, whilst acceptable, **must not** be visible during the course of play.

12. DEFAULTS

All games in all grades or divisions must be played in full throughout the Tournament

Any team failing to do so will result in instant disqualification from the tournament.

13. TEAM OFFICIALS

Team officials may issue verbal instructions to on field players from the substitution box, however if they leave the substitution box they can only observe the game and remain mute.

14. SIN BINS

Any player recorded as having been sent to the sin bin for a second time during the course of the tournament will be suspended for (1) one match. Where a player is to be sent to the sin bin for the second time during the same match, the player shall instead be sent off for the remainder of the match and will be suspended as per Tournament Rule 8.

15. PLAYER SAFETY RULE

At their sole discretion, the Referee may impose any ruling necessary to ensure the health and safety of the participants during a match.

16. SPECTATORS

All persons not involved in the game must stay clear of the field of play and in cases where the field is closed off, must stay behind the barrier.

17. SUNGLASSES

The wearing of sunglasses during a game is forbidden. Prescription glasses, for which a doctor's certificate must be provided, maybe worn upon producing a doctor's certificate. In these instances the wearing of the glasses will be at the risk of the individuals.

18. MATCH BALL

Where an approved match ball is issued to each team it must be produced and used at each game. Where a ball is not provided to each team, the match ball will be provided by Touch New Zealand.



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19. GAME POINTS

Game points allocation for all Touch New Zealand Tournaments is;

- 3 points for a win,
- 2 points for a draw,
- 1 point for a loss, and
- 0 points for forfeiture.

20. TEAM PENALTIES

The penalty for teams breaching rules 7,9,10 will result in forfeiture of all touchdowns scored in games in which the offence took place. The non-offending team will be awarded the game 5 – 0 or retain their touchdowns scored, whichever is the greater.

21. PLAYER DISPENSATIONS

All transfers and dispensations must be submitted to Touch New Zealand Tournament administrator fifteen (15) working days prior to the tournament starting.

22. PLAYING AND SURROUNDING ENVIRONMENT

At their sole discretion, The Match Referees, Referee Support Official, Touch NZ Advisory Panel Member or Touch NZ Tournament Officials have the right to instruct any person(s) to immediately leave the park and/or surrounding playing area should the conduct of the individual(s) considered to be threatening, abusive or bring the game into disrepute.

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