



Touch Junior Championships



Tuesday 28th November 2023

Cox's Bay Reserve

Boys			
Pool A	Pool B	Pool C	Pool D
Auckland Grammar Papatoetoe High School Mahurangi College Mount Albert Grammar Rosmini College B	Howick College Rosmini College One Tree Hill College St Peter's College Tamaki College	Kelston Boys High School King's College Rangitoto College Glenfield College	Westlake Boys Liston College Selwyn College Wentworth College
Girls			
Pool A	Pool B	Pool C	Pool D
Westlake Girls Avondale College Massey High School Selwyn College	McAuley High School Waitakere College Epsom Girls Grammar Orewa College	Diocesan School One Tree Hill College Rangitoto College Rosehill College	Mount Albert Grammar Saint Kentigern College Mahurangi College
Mixed			
ACG Strathallan College Botany Downs Secondary College Pukekohe High School Rangitoto College Tamaki College Rosehill College			

Schedule

8.45am	Managers Meeting
9.00am	Boys and Mixed grade games start
9.25am	Girls grade games start
11.55am	Quarterfinal Girls games start
1.00pm	Semi Finals Boys and Girls grades start
2 pm	Finals All grades
2.30pm	Prizegiving

On the Day Contact:

Hamish Muirhead – 021 221 9000

hamish@collegesport.co.nz

Cox's Bay Field Layout



Tournament Rules and Regulations

Playing rules of the game

- All matches will be played according to the rules of Touch New Zealand (8th Edition).

Time of games

- Pool games (and Girl's quarterfinal games) shall be 10-minute halves with a 1-minute half time break.
- Semi-Final and Finals Games will be 12-minute halves with a 2-minute half time break.
- Please note: A team will be considered defaulted, should they not field a team within the first 10-minute period of the game. For every 2 minutes that a team is late, 1 touchdown will be awarded against that team to a maximum of 5 touchdowns.

Points system

Win = 2 points

Draw = 1 points

Loss = 0 point

In a Round Robin

If at the end of the qualifying round 2 or more teams have equal points

1. The team who beat the other team(s) 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 the difference between the points scored for and those scored against will be collated and the team with the highest points differential will be placed ahead.

In Semi and Final Play or when a result is required

- The drop off procedure will take place as per rules of Touch New Zealand (8th Edition).

Match ball

Each team is to bring a match ball to the tournament.

The drop off procedure

- a. When the match is drawn at full time the Referee will stop play.
- b. At full time each team will reduce their playing numbers by one (1).
- c. The match shall recommence without delay at the center of halfway.
- d. The team that won the toss (at the start of the match) shall take the tap to recommence play and will maintain the same substitution box and direction.
- e. Players are permitted to interchange as per the normal procedure used throughout the match.
- f. Before a result can be declared in Extra Time both teams must have had possession.
- g. Following the conclusion of each two (2) minutes of extra time and when the ball next becomes dead the Referee will stop play.

- h. Each team will drop off a player and the match will recommence from where play was stopped.
- i. Once teams have reduced to three (3) players no further drop off will occur and the match will continue until a touchdown is scored.
- j. Both teams must have had possession.
- k. In mixed competition, teams will comply with the Mixed Competition Rule 5.2 and must maintain a mixed composition (ratio) throughout extra time.
- l. If during either the match or extra time a team has a player (or players) dismissed from the field of play for the remainder of the match the team will play extra time with that reduced number of players. Should a player be sent from the field of play for the remainder of the match when teams have reduced to three (3) players, the offending team will forfeit and lose the match.

Uniforms

- All players must play in the school's recognized playing uniform (numbers are compulsory for this tournament, no double of numbers).
- No player is to play in bare feet.
- Only the 14 players entered on the registration form are to be wearing the playing uniform. Any non- playing reserves or spectators must be in different attire and must not be standing in the substitution area.

Team Management

Ensure there is ***a school approved adult in charge of each team for the entirety of the game.*** If a team does not have supervision, they will lose by default. Supervisors should identify each other at the start of the game (please ensure they are familiar with 'Health, Safety & Risk Management').

Referees

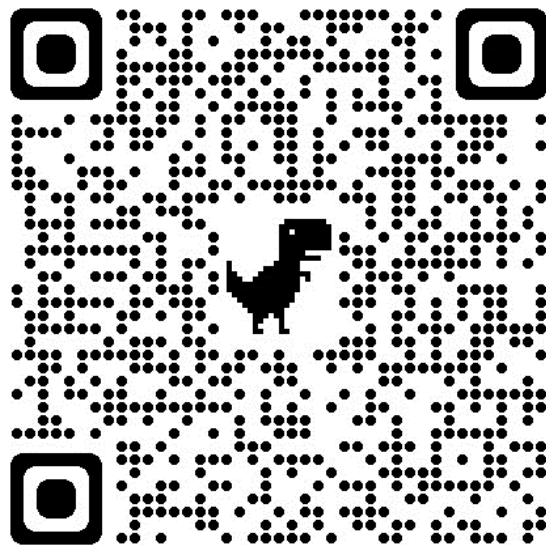
Schools will supply their own referees.

Referees are guaranteed to be supplied for cup semi-finals and finals only.

Rubbish

An early plea to make sure your teams **use the bins provided**, and for teachers to monitor this. The organisers in the past have been left for an extra hour at the end cleaning up after schools.

Junior Touch Champs – Pool Results and Finals Draws



This link will be live from the start of the day.