

NORTHLAND AREA SCHOOLS 2016



AREA SCHOOLS

Broadwood/Manganuiowae
Mangakahia
Opononi
Panguru
Taipa
Tauraroa

ASSOCIATE MEMBERS

Abundant Christian Life - Kaitaia
Te Kura Kaupapa Maori o Hokianga
Te Kura Kaupapa Maori o Kaikohe
Te Kura Kaupapa Maori o Pukemiro
Te Rangianiwaniwa
Te Kura Kaupapa Maori o Te Rawhitiroa

CONTACT DETAILS

Chair

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Secretary/

NASA Executive Rep

Grant Burns – Principal Tauraroa Area School

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Treasurer

Lesley McCardle- Business manager Mangakahia Area School

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NASA SPORTS

Sports Team Manager

Sport Representative

Juanita Parata – Sport Co ordinator Mangakahia Area School

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Northland Area Schools Sports Tournament
Te tauwhainga takaro o nga Kura Takiwa o Te Taitokerau
Whangarei – 9th to 13th May 2016

*He mea hanga tōku whare, ko Papatuānuku te paparahi.
Ko nga maunga nga poupou, ko Ranginui e titiro iho nei, te tuanui.
Pūhanga-tohora titiro ki Te Ramaroa e whakakurupaeake ra i te Hauāuru.
Te Ramaroa titiro ki Whīria, te Paiaka o te riri, te kawa o Rāhiri.
Whīria titiro ki Panguru, ki Papata, ki te rākau tū papata ki te tai Hauāuru;
Panguru, Papata titiro ki Maungataniwha. Maungataniwha titiro ki Tokerau.
Tokerau titiro ki Rākaumangamanga. Rākaumangamanga titiro ki Manaia, e tu
kohatu mai ra i te akau. Manaia titiro ki Tutamoe. Tutamoe titiro ki Maunganui.
Maunganui titiro ki Pūhanga-tohora. Ehara aku maunga i te maunga nekeneke, he
maunga tū tonu, tū te Ao tū te Po. Ko te Whare Tapu o Ngāpuhi tenei, tihei mauri
ora.*

This whakatauki depicts the sacred house of Ngāpuhi. Ranginui(sky father), is the over arching Tuanui(roof), with the sacred Mountains being the Poupou(pillars). The boundaries are within the area covered by these sacred Maunga(mountains), of Ngāpuhi.

Nau mai, haere mai, piki mai ra e ki nga tangata katoa kua tae mai ki te whakatau i tenei kaupapa, no reira tena koutou, tena koutou. Greetings and welcome everyone to the 2016 Northland Area Schools Sports Tournament. We welcome all our schools from the four corners of the Northland Regions and wish them all well in their endeavours this week.

During this week we all re connect both on and off the field whilst forming new bonds. The Regional Sports Tournament is an integral part of the Northland Area Schools Association and a platform for our students to succeed and grow as they showcase their skill and passion. Good luck to all our students and their coaches.

I take this opportunity to thank all our whanau, coaches, school staff, game officials, supporters, parents and organisers for your hard work and dedication. Without your contribution many of our students may not have been able to attend.

My final acknowledgement goes out to all everyone who assisted with the organisations of this year's tournament. He mihi nunui tenei kia koutou katoa, no reira tena koutou, tena koutou tena ra tatou katoa

Naku noa

J Parata

J Parata – NASA Sport Rep/Tournament Director



2016 NORTHLAND AREA SCHOOLS REGIONAL SPORTS TOURNAMENT – PROGRAM

Monday 9TH May

Powhiri at Kensington Stadium

8.00am

Tournament briefing

9.00am

Boys and Girls Football

Kensington Park

3.30pm

Girls & Boys Basketball

Stadium

3.50pm

10.00am

Girls 7's

Kensington Park

12.00pm

Tuesday 10TH May:

8.30am

Girls and Boys Volleyball

Stadium

3.50pm

9.30am

Ki o rahi

Kensington Park

3.30pm

Wednesday 11TH May:

9.30am

Girls Netball

Netball Centre

3.30pm

9.00am

Boys Basketball

Stadium

3.40pm

Thursday 12TH May:

9.00am

Girls Netball crossovers

Netball Centre

3.40pm

Boys Rugby

Marist

4.00pm

Friday 13TH May: 9.30am start

9.00am

Boys Rugby

Kensington Park

10.00am

10.30am

Closing ceremony

TBC

12.00pm

Naming of NASA team

12.00pm

NASA Sports team meeting

TBC

12.30pm

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Participating schools

NORTHLAND AREA SCHOOLS

AREA SCHOOLS

Mangakahia

Tauraroa

Opononi

Panguru

Broadwood

Taipa

ASSOCIATE MEMBERS

Te Kura Kaupapa Maori o Te Rawhitiroa

Te Kura Kaupapa Maori o Pukemiro

Te Kura Kaupapa Maori o Kaikohe

Te Kura Kaupapa Maori o Hokianga

Te Rangi Aniwanawa

Abundant Christian Life – Kaitaia



**Fizeo works will be located at the netball pavilion from
Monday through to Thursday.**

GUIDELINES / KAUPAPA

- Food & Drink other than Water is not to be consumed on stadium floor.
- Appropriate clothing & footwear (CLEAN) to be worn at all times.
- Maximum capacity is 2000 people.
- Children on these premises are to be supervised at all times.
- Hirers must supply there own **FIRST AID kit i.e. Ice Packs etc.**
- NO Glass bottles permitted on these premises.
- NO Animals are permitted on these premises.
- NO Bikes, Skates, Skateboards, Scooters are permitted on these premises.
- NO Smoking is permitted in any area of the Centre.
- NO Offensive language, offensive behaviour or theft will be accepted.
- NO Illegal substances are permitted on these premises.
- NO sprigged shoes permitted on these premises.
- NO slam dunking or hanging off the basketball rings.
- Do not swing on bars to pull basketball hoops out.
- Please keep off Rockwall when not attended.
- Please keep off divider curtains when down.
- Please use rubbish bins provided.
- Please leave the stadium floor, concourse, toilets & changing rooms in a clean and tidy state.
- PLEASE NOTE OUR EVACUATION PROCEDURE

Failure to comply may result in you being asked to leave the premises.

THANK YOU

ASB LEISURE CENTRE MANAGEMENT

Behaviour Code of Conduct for all participants and supporters

Venue:

- Respect the venue by doing no damage to property and/or equipment. Any cost incurred due to damage must be met by the person deemed responsible
- Respect, listen to and obey tournament officials and organisers
- Only Volleyball, Basketball and Netball players and team officials to be on court. Spectators are to remain in the designated area at all times.
- Only non marking shoes to be worn on stadium floor.
- Leave no rubbish – use bins or take it with you.
- Obey all rules with regards to eating and drinking on the stadium floor.

Team Organisation

- Listen to your coach and do your best to follow their instructions and direction
- Be punctual to all games and trainings
- Be constructive and supportive of all your team members
- Wear the required sport uniform with pride
- Respect the rights of others – organisers, coaches, spectators and players
- Always ensure that the adult supervising you is aware of your whereabouts at all times
- Always ensure you have communicated with the adult supervising you any concerns or problems you may have.

Fair Play:

- Play hard, but play fair
- Respect all players and game officials
- Abide by the rulings of the game official, if you have a concern communicate such to your team captain so that the Team captain can approach the game official at the appropriate time.
- No abusive language or intentional aggression towards officials, players and/or spectators.
- Be a good loser and a gracious winner.
- Always thank the opposing team and officials at the end of every game.

Withdrawal of team in regional tournament

Due consideration must be given to the Event organiser when withdrawing teams. Any school withdrawing a team 2 weeks prior to the tournament will only be refunded monies paid if a replacement team is found. Any schools withdrawing a team within 1 week of the start of tournament will be liable for entry cost of that team or forfeit any monies paid.

Eligibility for selection into NASA Sport Teams

Any and all players representing a school who is a fully financial affiliate of the Northland Area Schools Association is eligible for selection into the NASA Sports Team. The following however will effect player selection

- NZSSC regulations govern individual eligibility
- Debts incurred will effect affiliation and therefore effect eligibility of students
- Only full time students still currently enrolled and attending an area school fully financially affiliated to the Northland Area School Association are eligible to compete as a member of the NASA Sports Team.
- Only a student aged 19 or under, as at 1st January, is eligible to compete as a member of the NASA Sport Team
- Player must fulfil an attendance rate of no less than 80% from date of enrolment
- In the first instance team selection must consider players taking part in tournament. Participating players must get priority.
- Only full time students still currently enrolled and attending an area school fully financial affiliated to NZ Area Schools Association are eligible to compete at the NZASA National Sports Tournament.

Players from non affiliated schools are not eligible for selection.

Inclusion of players must not be contra to the New Zealand Secondary School Sports Council Rulings for students new to school. Maximum number of new to school students per team

Basketball	2 per team
Football	2 per team
Netball	2 per team
Rugby	4 per team
Volleyball	2 per team

Maximum number of player selection per code

Rugby	20 travelling	5 Non travelling
Netball	10 travelling	2 Non travelling – per team
Basketball	10 travelling	2 Non travelling – per team
Football	10 travelling	2 Non travelling – per team
Volleyball	10 travelling	2 Non travelling – per team
Golf	2 travelling	

BASKETBALL

Girls Teams

Te Rawhitiroa 1

Te Rawhitiroa 2

Kaikohe

Opononi

Panguru

Broadwood

Abundant

Te Rangi Aniwaniwa

Boys Teams

Te Rawhitiroa

Tauraroa

Mangakahia

Panguru

Pukemiro

Te Rangi aniwaniwa

Kaikohe

Opononi

Hokianga

Broadwood

Abundant

Taipa

Teams in round 2 will be required to fulfil duties for round one each day.

After this teams will have duty for the game immediately after theirs.

Duty includes refs and bench – both schools are required to fulfil these duties

Monday 9th May 2016

Basketball - Girls

Girls A	Girls B	Boys B	Boys A
Kaikohe G	Te Rangi Aniwaniwa G	Kaikohe	Rawhitiroa 1
Abundant G	Broadwood G	Broadwood	Rangi aniwaniwa
Rawhitiroa 1 G	Panguru G	Taipa	Mangakahia
Opononi G	Rawhitiroa 2	Pukemiro	Panguru
		Rawhitiroa 2	Opononi
		Hokianga	Tauraroa

Basketball - Boys

COURT 1

9.00am	Kaikohe G	Abundant G	
DUTY	Rawhitiroa 2	Te Rangi Aniwaniwa G	
9.40am	Broadwood G	Te Rangi Aniwaniwa G	
10.20am	Kaikohe G	Rawhitiroa 1 G	
11.00am	Panguru G	Te Rangi Aniwaniwa G	
11.40am	Kaikohe G	Opononi G	
12.20pm	Rawhitiroa 2	Te Rangi Aniwaniwa G	
1.00pm	Broadwood	Rawhitiroa 2	
1.40pm	1st a	2nd b	CD
2.20pm	4th a	4th b	
3.20pm	Broadwood	Kaikohe	
3.40pm			

Monday 9th Basketball

COURT 2

9.00am	Rawhitiroa 1 G	Opononi G	
DUTY	Panguru G	Mangakahia Boys	
9.40am	Panguru G	Rawhitiroa 2	
10.20am	Abundant G	Opononi G	
11.00am	Broadwood G	Rawhitiroa 2	
11.40am	Rawhitiroa 1 G	Abundant G	
12.20pm	Broadwood G	Panguru G	
1.00pm	Rawhitiroa 1	Tauraroa	
1.40pm	1st b	2nd a	AB
2.20pm	3rd a	3rd b	
3.20pm	WINNER AB	WINNER CD	
3.40pm			

COURT 3

9.00am	Taipa	Rawhitiroa 2
DUTY	Tauraroa	Pukemiro
9.40am	Tauraroa	Mangakahia
10.20am	Hokianga	Pukemiro
11.00am	Rangi aniwaniwa	Panguru
11.40am	Taipa	Hokianga
12.20pm	Mangakahia	Opononi
1.00pm	Pukemiro	Kaikohe
1.40pm	Rangi aniwaniwa	Opononi
2.20pm	Rawhitiroa 1	Panguru
3.20pm	LOSER AB	LOSER CD
3.40pm		

Boys Basketball – Wednesday 11th May

Boys B	Boys A
Kaikohe	Rawhitiroa 1
Broadwood	Rangi
Taipa	aniwaniwa
Pukemiro	Mangakahia
Rawhitiroa 2	Panguru
Hokianga	Opononi
	Tauraroa

	Court 1			Court 2	
9.00am	Pukemiro	Rawhitiroa 2		Kaikohe	Hokianga
DUTY	PANGURU	OPONONI		RAWHITIROA 1	MANGAKAHIA
9.40am	Panguru	Opononi		Rawhitiroa 1	Mangakahia
10.20am	Kaikohe	Rawhitiroa 2		Broadwood	Hokianga
11.00am	Rawhitiroa 1	Opononi		Tauraroa	Panguru
11.40am	Kaikohe	Taipa		Hokianga	Rawhitiroa 2
12.20pm	Mangakahia	Panguru		Rangi aniwaniwa	Rawhitiroa 1
1.00pm	Break				
1.40pm	1ST A	2ND B		1ST B	2ND A
2.20pm	4TH A	4TH B		5TH A	5TH B
3.00pm	LC1	LC2		WC1	WC2
3.40pm					

	Court 3	
9.00am	Broadwood	Taipa
DUTY	RANGI	
	ANIWANIWA	TAURAROA
9.40am	Rangi aniwaniwa	Tauraroa
10.20am	Taipa	Pukemiro
11.00am	Mangakahia	Rangi
11.40am	Pukemiro	Broadwood
12.20pm	Tauraroa	Opononi
1.00pm		
1.40pm	3RD A	3RD B
2.20pm	6TH A	6TH B
3.00pm		
3.40pm		

BASKETBALL PLAYING CONDITIONS

Teams will be ranked into 2 pools as per the 2015 Regional results.

Both boys and girls competition will complete with a final

Girls final will be played Monday and Boys final will be played on Wednesday

- Running clock - Game begins on siren/hooter
- **4 x 9 minute quarters or 2 x 18 minute halves – 30 second break between quarters – 1 minute half time**
- Maximum of 1 x 30 second time out per quarter/half - ref to control
- Time outs are not permitted in the final 2 minutes of the game – bench to control
- Sub thru the bench only
- All players must be numbered
- Personal fouls 4 – then player is excluded from play for the rest of that game
- All fouls in the shooting circle to be called – ref to control
- No stoppage for injury/illness
- All other NZ Basketball rulings apply
- Team must take the court within 1 minute of the siren or forfeit the game
- Shooting fouls will be enforced – Shooter is not to stall for time, referee to control
- Girls are to use size 6 ball and boys size 7 ball
- Teams will be allocated bench duty. Failure to fulfil such will result in a fine.
- Maximum time per round 38 mins – 2 minute interchange
- Max 10 players per team
- At the conclusion of a game teams must vacate the court immediately to allow for following teams warm up. Refs to control
- Duty teams are expected to be in attendance before the start of a game. Failure of a Duty team to be in attendance on time will result in a fine
- Only the captain of the team can talk to the referee. Coaches to remain stationery in bench area
- Semi – 1st vs 2nd (2 games) – 3rd v 3rd
- 4th v 4th - 5th v 5th – 6th v 6th
- Loser semi's - Finals

Teams in round 2 will be required to fulfil duties for round one each day.

After this teams will have duty for the game immediately after theirs.

Duty includes refs and bench – both schools are required to fulfil these duties

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Volleyball – Tuesday 10th May 2016

Teams in round 2 will be required to fulfil duties for round one each day.

After this teams will have duty for the game immediately after theirs.

Duty includes refs, lines and bench – both schools are required to fulfil these duties

Boys Volleyball

Opononi	Tauraroa
Abundant	Hokianga
Panguru	Mangakahia
Taipa	Broadwood

Boys

8.30am	Opononi	Tauraroa		Hokianga	Abundant
Duty	Panguru	Mangakahia		Taipa	Broadwood
8.55am	Panguru	Mangakahia		Taipa	Broadwood
9.20am	Opononi	Hokianga		Tauraroa	Abundant
9.45am	Mangakahia	Taipa		Panguru	Broadwood
10.10am	Opononi	Abundant		Tauraroa	Hokianga
10.35am	Mangakahia	Broadwood		Panguru	Taipa
11.00am	Mangakahia	Opononi		Panguru	Tauraroa
11.25am	Taipa	Hokianga		Broadwood	Abundant
11.50am	Opononi	Panguru		Mangakahia	Tauraroa
12.15pm	Taipa	Abundant		Hokianga	Broadwood
12.40pm	Taipa	Opononi		Tauraroa	Broadwood
1.05pm	Hokianga	Mangakahia		Abundant	Panguru
1.30pm	Opononi	Broadwood		Tauraroa	Taipa
1.55pm	Hokianga	Panguru		Abundant	Mangakahia
2.20pm	Break				
2.35pm	1st	4th		2nd	3rd
3.00pm	5th	6th		7th	8th
3.25pm	Loser	Loser		Winner	Winner
3.50pm					

Girls Volleyball

Opononi	Abundant
Tauraroa	Rawhitiroa
Taipa	Panguru
Broadwood	Hokianga

Girls	Court 3			Court 4	
8.30am	Opononi	Tauraroa		Hokianga	Abundant
DUTY	Panguru	Rawhitiroa		Taipa	Broadwood
8.55am	Panguru	Rawhitiroa		Taipa	Broadwood
9.20am	Opononi	Hokianga		Tauraroa	Abundant
9.45am	Rawhitiroa	Taipa		Panguru	Broadwood
10.10am	Opononi	Abundant		Tauraroa	Hokianga
10.35am	Rawhitiroa	Broadwood		Panguru	Taipa
11.00am	Rawhitiroa	Opononi		Panguru	Tauraroa
11.25am	Taipa	Hokianga		Broadwood	Abundant
11.50am	Opononi	Panguru		Rawhitiroa	Tauraroa
12.15pm	Taipa	Abundant		Hokianga	Broadwood
12.40pm	Taipa	Opononi		Tauraroa	Broadwood
1.05pm	Hokianga	Rawhitiroa		Abundant	Panguru
1.30pm	Opononi	Broadwood		Tauraroa	Taipa
1.55pm	Hokianga	Panguru		Abundant	Rawhitiroa
2.20pm	Break				
2.35pm	1st	4th		2nd	3rd
3.00pm	5th	6th		7th	8th
3.25pm	Loser	Loser		Winner	Winner
3.50pm					

Teams in round 2 will be required to fulfil duties for round one each day.
 After this teams will have duty for the game immediately after theirs.
 Duty includes refs, lines and bench – both schools are required to fulfil these duties

VOLLEYBALL PLAYING CONDITIONS

Both boys and girls competition will complete with a final – Tuesday

No number 2 teams – Teams will play a full round robin to semi's and finals

Best of 3 Sets to 15, 15, 11. Sets must be won by 2 points.

- All players must be numbered.
- Player rotation must be adhered too. Bench to control - Subbed players must operate as a pair during each set except the libero.
- Libero must be identified by wearing a different coloured shirt.
- Maximum of 1 x 30 second time out per set.
- No stoppage of time for injury/illness. Player must be subbed immediately.
- Teams must take the court within 1 minute of the siren or forfeit the game.
- At the conclusion of a game teams must vacate the court immediately to allow for following teams warm up. Refs to control
- Only the captain of the team can talk to the referee. Coaches to remain stationery in bench area.
- If a team wins the first two sets the third set is not played.
- Duty teams are expected to be in attendance before the start of a game. Failure of a Duty team to be in attendance on time will result in a fine
- All teams must have a representative attend a half hour session at the beginning of the volleyball tournament to go over rules and expectations for the tournament to provide consistency.
- **All other NZ Volleyball rulings apply.**
- Some teams will be required to play back on back games
- Crossovers – Game A 1st v 4th, Game B 2nd v 3rd, 5th v 6th and 7th v 8th
- Loser Game A and B - Winners Game A and B
- Maximum 22 minutes per round – 3 minute interchange - Game begins on siren/hooter
- Any player, in the playing of the ball that **touches any part of the net** will be called for a foul.

Teams in round 2 will be required to fulfil duties for round one each day.

After this teams will have duty for the game immediately after theirs.

Duty includes refs, lines and bench – both schools are required to fulfil these duties

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Monday 9th May 2016

Football

Girls

Abundant

Tauraroa

Taipa

Boys

Abundant

Tauraroa

Taipa

Duty

9.20am	Abundant	Tauraroa	(Taipa)
10.00am	Abundant	Tauraroa	(Taipa)
10.40am	Taipa	Abundant	(Tauraroa)
11.20am	Taipa	Abundant	(Tauraroa)
12.00pm	Tauraroa	Taipa	(Abundant)
12.40pm	Tauraroa	Taipa	(Abundant)
1.20pm	2nd v 3rd		1st
2.00pm	2nd v 3rd		1st
2.40pm	Winner v 1st		Loser
3.20pm	Winner v 1st		Loser
4.00pm	Finish		

FOOTBALL PLAYING CONDITIONS

Both boys and girls competition will complete with a final – Monday

Teams will play a full round robin to semi's and finals

Maximum time allowance of 36 min per round – 4 minute interchange - Game begins on siren/hooter

- 15 minutes each way – 1 minute half time – Running clock. Round robin will be played to semis and finals.
- Finals – in the event of a draw – and additional 2 minutes will be played – team must be 2 goals ahead to win.
- If after 2 mins no winner is determined an additional 2 minutes will be played - team with highest score wins.
- If after the second set of 2 min no winner is determined then shot for goals – best of three attempts by three different players to be taken alternatively – no additional players or supporters are permitted on field and/or along goal lines.
- During finals there will be a 1 minute allowance for injury through the referee's.
- There will be a maximum of 7 players per team on the field at any one time
- Size 4 ball to be used by all teams
- Each team can use a maximum of 10 players per game unless prior permission is given by the referee
- All players must be numbered
- No stoppage for injury/illness
- The first half will begin with one team taking a centre; the second half will begin with the other team taking a centre
- After a goal has been scored the game will be re-started by the team who conceded the goal taking a centre

FOOTBALL PLAYING CONDITIONS

- The ball may be kicked forward or backward from the kick-off (centre), however a goal cannot be scored directly from a kick-off
- Half-Time will be a straight change around with a one minute break
- If the ball goes out of play over the side-line a Throw-in will be awarded depending on which team had the final touch
- A proper throw-in technique must be used
- If the ball goes out of play behind the end line, a corner kick or a goal kick will be awarded depending on which team had the final touch
- There are no off-sides
- **NO SLIDE TACKLING**
- Substitutions are unlimited during the game, can only be made when the ball is out of play and only with the Referees consent
- Outgoing substitutes must leave the field of play at the halfway line and before the replacement enters the playing area
- The oncoming players are active immediately and can receive the ball.
- Substitutes must stand outside the pitch perimeter
- The Goal-keeper cannot punt or drop kick the ball out of their hands
- A change of goalkeeper must be authorized by the referee
- The goal kick must be taken from the ground
- The ball can be placed anywhere inside the penalty area
- They must either throw it or place the ball on the ground and play it with their feet.
- Once the goalie has placed the ball on the ground it is then deemed in play and they cannot pick it back up again
- If the Goalkeeper makes a save and collects the ball in their hands they cannot kick the ball directly out of their hands
- If the Goalkeeper kicks the ball out of their hands, an in-direct free kick is to be awarded to the opposition where the ball lands
- All free kicks with the exception of the goalkeeper being penalised for incorrect distribution are as per FIFA rules
- Opposition players must be at least Five meters from where any free-kick is taken
- If opposing players do not retreat the required Five (5) meters the kick may be moved forward one meter
- A penalty kick will be placed directly in the centre of the goal, eight (8) metres from the goal line
- The Goalkeeper must be on the goal line when a penalty is being taken.
- A penalty kick will be awarded for any infringement of the laws of the game inside the penalty area
- As a condition of entry each school must supply at least 1 competent scorer/timekeeper
- Refs will be appointed to the finals and semi's
- Teams must take the field within 1 minute of the siren or forfeit the game
- All teams must have a representative attend a half hour session at the beginning of the football tournament to go over rules and expectations for the tournament to provide consistency.
- Duty teams are expected to be in attendance before the start of a game. Failure of a Duty team to be in attendance on time will result in a fine
- Only the captain of the team can talk to the referee. Coaches to remain stationery in bench area.
- Teams must take the court within 1 minute of the siren or forfeit the game.

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

NETBALL

Teams in round 2 will be required to fulfil duties for round one each day.
After this teams will have duty for the game immediately after theirs.
Duty includes umpires – both schools are required to fulfil these duties

Netball

WEDNESDAY 11TH MAY

Pool A

Hokianga 1
Tauraroa
Abundant
Pukemiro
Mangakahia 1
Panguru
Rawhitiroa 2

Pool B

Rawhitiroa 1
Broadwood
Taipa
Opononi
Mangakahia 2
Hokianga 2

	Court 1			Court 2	
9.30am					
10.10am	HOKI 1	ABUNDANT		TAURAROA	MAS 1
DUTY	RAWHITIROA 1	BWD		MAS 2	OPONONI
10.50am	RAWHITIROA 1	BWD		TAIPA	OPONONI
11.30am	HOKI 1	RAWHITIROA 2		ABUNDANT	TAURAROA
12.10pm	RAWHITIROA 1	TAIPA		OPONONI	MAS 2
12.50pm	HOKI 1	PANGURU		RAWHITIROA 2	ABUNDANT
1.30pm	Break				
2.10pm	RAWHITIROA 1	MAS 2		BROADWOOD	TAIPA
2.50pm	HOKI 1	MAS 1		PANGURU	ABUNDANT
3.30pm					

	Court 6			BYE
9.30am				
10.10am	PUKEMIRO	PANGURU		RAWHITIROA 2
DUTY	RAWHITIROA 2	HOKI 2		
10.50am	MAS 2	HOKI 2		
11.30am	MAS 1	PUKEMIRO		PANGURU
12.10pm	HOKI 2	BROADWOOD		
12.50pm	TAURAROA	PUKEMIRO		MAS 1
1.30pm				
2.10pm	HOKI 2	OPONONI		
2.50pm	RAWHITIROA 2	TAURAROA		PUKEMIRO
3.30pm				

Netball

Thursday 12th May 2016

	Court 1		
9.40am	HOKI 1	TAURAROA	
Duty	RAWHITIROA 1	OPONONI	
10.20am	RAWHITIROA 1	OPONONI	
11.00am	ABUNDANT	PUKEMIRO	
11.40am	RAWHITIROA 1	HOKI 2	
12.20pm	HOKI 1	PUKEMIRO	
1.40pm	Cross overs		
Court 1	1st a	2nd b	
Court 2	4th a	4th b	
Court 3	7th a	Invitational	
3.10pm	FINALS		

	Court 2		
9.40am	MAS 1	PANGURU	
Duty	TAIPA	HOKI 2	
10.20am	TAIPA	HOKI 2	
11.00am	TAURAROA	PANGURU	
11.40am	BWD	OPONONI	
12.20pm	ABUNDANT	MAS 1	
1.40pm	Cross overs		
Court 4	1st b	2nd a	
Court 5	5th a	5th b	
Court 6	3rd a	3rd b	

	Court 6			BYE
9.40am	PUKEMIRO	RAWHITIROA 2		ABUNDANT
Duty	ABUNDANT	MAS 2		
10.20am	BWD	MAS 2		
11.00am	MAS 1	RAWHITIROA 2		HOKI 1
11.40am	MAS 2	TAIPA		
12.20pm	PANGURU	RAWHITIROA 2		TAURAROA
1.40pm	Cross overs			
Court 7	6th a	6th b		

NETBALL PLAYING CONDITIONS

Teams will be ranked into 2 pools as per the 2015 Regional results, completing in a final – Thursday
Maximum time per round 36 minutes with 4 minute interchange. Played in 4 x 8 min ¼'s – 2 x 1 min break between ¼'s -2min ½ time.

- **In the event of a draw in the final only for 1st and 2nd game shall go into 5minute overtime, team must win by 2 points**
- **If after such time the game is still tied, the game shall go into additional 2 minute overtime. Injury rules apply for finals only**
- No stoppage for injury/illness
- All NZ Netball rulings apply
- Teams must take the court within 1 minute of the siren or forfeit the game
- All players must be numbered for selection purposes
- Schools able to provide competent umpires are to advise convener
- Schools are to share score keeping duties
- All teams must have a representative attend a half hour session at the beginning of the netball tournament to go over rules and expectations for the tournament to provide consistency.
- Teams must take the court within 1 minute of the siren or forfeit the game.

NEW RULES 2016

CENTRE PASS

The Centre no longer has to have both feet wholly within the center circle prior to the whistle being blown for the center pass.

8.2.1 (I): Positioning of players for Centre Pass: The Centre in possession of the ball stands with at least one foot wholly within the center circle.

8.2.2 (vi): Controlling the Centre Pass: The umpire may apply advantage and allow play to continue if a player from the opposing team catches the center pass in the goal third or after catching the ball in the air lands with feet astride the transverse line.

OUT OF COURT

Player Outside the Court: A player who leaves the field of play without the permission of the umpire may not be replaced. If this player is the Centre, one player must immediately move to play as Centre. The player may, after first reporting to the umpire, return to the court immediately after:

A goal has been scored (in this case the player must play in the vacant position).

A stoppage for injury/illness.

Or an interval

THROW IN

The player taking the throw in stands outside the court with at least one foot within 15 cm (6 inches) of the line at the point indicated by the umpire (this foot is considered 'the landed foot').

NETBALL – PLAYING CONDITIONS

CONDITIONS FOR PENALTY PASS

The infringer must stand out of play. This means the infringer must move quickly to the position indicated, stand beside but away from the player taking the penalty pass so as not to impede that player, remain in this position and not move or take any part in play (including verbal comments) until the ball has been released.

Responsibilities of the non-offending player

- **The rule has been changed to provide an option for the player taking the penalty to either pass the ball immediately, or to wait for the infringer to stand out of play. However, they cannot play the ball unless they have taken up the correct position indicated by the umpire.**

- Once the player taking a penalty pass is in the correct position, the player may choose either to play the ball immediately or to wait for the infringer to stand out of play. **If the player chooses to play the ball immediately:**

- a) **The infringer may not take part in play until the ball has been released or make any attempt to intercept the penalty pass.**

- b) The penalty pass will be retaken if the infringer interferes with it.

- c) If an infringer is substituted or changes positions before a penalty pass is taken, the player who takes the position of the penalized player stands out of play.

- **If the non-offending player chooses to wait for the infringer to stand out of play, the three seconds will not commence until both the player taking the penalty and the infringer was in the correct position indicated by the umpire.**

OBSTRUCTION

- **Natural body stance** is being stable and upright, whether standing or moving; it may include slight arm movements for stability or momentum.

- **Obstruction of a player not in possession of the ball:** A player who is within 0.9m (3 feet) may not, whether attacking or defending, use movements that take the arms away from the body so as to limit the possible movement of an opponent, except as required for natural body stance.

Teams in round 2 will be required to fulfil duties for round one each day.

After this teams will have duty for the game immediately after theirs.

Duty includes umpires – both schools are required to fulfil these duties

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Ki o rahi

Ki o rahi

Tuesday 10th May 2016

Taipa

Rawhitiroa

Panguru 2

Mangakahia

Panguru 1

10.00am				Duty
Field 1	Panguru 1	Mangakahia		Taipa
Field 2	Rawhitiroa	Panguru 2		
10.30am				
Field 1	Taipa	Panguru 2		Panguru 1
Field 2	Rawhitiroa	Mangakahia		
11.30am				
Field 1	Panguru 1	Taipa		Rawhitiroa
Field 2	Mangakahia	Panguru 2		
12.00pm				
Field 1	Panguru 1	Panguru 2		Mangakahia
Field 2	Taipa	Rawhitiroa		
1.00pm				
Field 1	Panguru 1	Rawhitiroa		Panguru 2
Field 2	Taipa	Mangakahia		

1.30pm Break

2.00pm				
Field 1	1st	4th		5th team
Field 2	3rd	2nd		
2.30pm				
Field 1	5th	invitational		Winners 2pm Game
Field 2	Losers	Losers		
3.00pm				
Field 1	final			Winners field 2 game

3.30pm Finish

KI O RAHI

PLAYING CONDITIONS

Games will be played in 4 x6min quarters. With straight change after each quarter. 2min half time break. Team a team consists of up to 12 mixed players: 8 on the field and up to 4 subs. The makeup of players on the field is three females and five males.

Each team will play two quarters as Ki-oma and two quarters as Taniwha.

*no stoppage for injury/illness

*All players must be numbered for selection process

Rules

- 8 aside, 3 Wahine and 5 Tane on the field
- Rolling subs (must inform the referee)
- Both Teams will wear tags. Players must have both tags on their belt or they are considered to be out of play
- Tags must be worn on hips, not tucked into the belt; belts must be worn over the top of t-shirts
- Double rips – if a player makes a simultaneous rip of both tags of the player with the ball this will result in an instant handover
- No fending, tackling, pulling on clothes for this particular event – non contact (referees discretion)
- No manipulating the pou or tupu.
- Taniwha (shooters) can have their tags ripped by Pawero players (defenders of the Tupu – Barrel) Taniwha players can also rip Pawero players
- Te Ara (pathway) is out of bounds for all players except where Kioma defenders are swapping. Ki oma cannot run with the ki in Te Ara (they must enter between the cones)
- Refs will be appointed to the finals and semis
- Teams must take the field within 1 minute of the siren or forfeit the game
- A meeting will be held prior to the start of the event to finalise and clarify rules
- Teams must provide their own Rippa belts and tags.
- All teams must provide 1 competent referee and 1 score taker.
- Assembly: Teams must be present at their field 2 minutes before kick off to proceed with the Tatu process.
- Coaches must provide a list of players **not** available for regional selection to the selectors.
- Teams must take the court within 1 minute of the siren or forfeit the game.

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Rugby Girls Sevens – Monday 9th May 2016

Girls 7's rugby

Duty Opononi

10.00am **Trials only**

- Trail basis only
- All players must be numbered
- Rolling sub's – ref's to control
- NZRU Rugby Sevens rulings apply
- Team must take the field within 1 minute of the siren or forfeit the game

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

Thursday and Friday - Boys Rugby 1st XV

1 whole school and 3 combined

Rangi Aniwanawa	Kaikohe	Abundant
Rawhitiroa	Taipa	Panguru
Tauraroa	Hokianga	Mangakahia
Broadwood		

Thursday 12th May

Rugby

	Field 1		
11.00am	BWD/OPO	KAIKOHE	
12.00pm	BWD/OPO	BUN/PANG/ANI/HOKI	

	Field 2		
11.00am	TAU/MAS/RAW/TAIP	BUN/PANG/ANI/HOKI	
12.00pm	TAU/MAS/RAW/TAIP	KAIKOHE	

Friday 13th May

Rugby

	Field One			Field two	
9.00am	BWD/OPO	TAU/MAS/RAW/TAIP		KAIKOHE	BUN/PANG/ANI/HOKI

PLAYING CONDITIONS

Maximum time per round 45 minutes with 15 minute interchange.

- Games will be played in 2 – 20 minute halves with 5 minutes half time.
- Referee's will be provided
- All players must be 2016 Player Registered with Northland Rugby Union
- All teams must have a 2016 Rugby smart team official
- All players must wear boots and mouth guard
- ALL other NZ Rugby Union rules apply in regard to Under 19's open weight rugby.
- Teams must take the court within 1 minute of the siren or forfeit the game.

The Tournament Directors reserve the right to make alterations to the draw and playing conditions with prior notice to ensure the smooth and timely running of the tournament.

PLAYER SUSPENSIONS - ALL CODES

Verbal warning – umpires and referees will issue a verbal warning to the team captain and indicate the player/supporter/official involved, infringement and desired outcome.

I.e. Coach walking up and down side of court shouting – Captain will be warned that if the coach continues with this action they will be sent away from court side and that the coach must remain stationary in the team bench area. Captain is to convey such to the coach.

Yellow card – any player yellow carded will be suspended from play for 5 minutes. This player is not to be replaced on court/field. Referee to control the return of a binned/carded player

Red cards – any player red carded will be suspended for the remainder of the current game being played and have a mandatory suspension for the next scheduled match.

In the case of a serious breach or malicious play player may face complete exclusion for the tournament. A judiciary of consisting of Tournament directors, code convenor, Sporting Board representative, 1 x Principals representative will make a deliberate on such matters.

