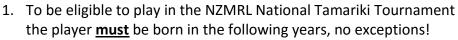
NZMRL TOURNAMENT RULES 2019

NZMRL TAMARIKI TOURNAMENT



- 10s | 2009 or 2010
- 11s | 2008 or 2009
- 12s | 2007 or 2008
- 2. Team management is to encourage all players to have some level of understanding around their taha Maori ie; iwi, marae or where possible whakapapa
- 3. Kotiro are allowed to play up to and including the 12's grade
- 4. Teams can register up to 20 players in their squad
- 5. The playing time for the 10's & 11's is two 15 minute halves with a 2 minute interval. The playing time for the 12s is two 20 minute halves with a 5 minute interval
- 6. At least one of the team staff needs to hold a current First Aid Certificate
- 7. Teams can be made up of whānau, hapū, iwi, rohe and clubs
- 8. The manager must produce verification of age. A no verification, no play policy will exist
- 9. There will be no finals and points tables. There will also be no Tournament Teams named. The focus for our Tamariki tournament is participation, experience and enjoyment
- 10. Teams must remain behind the 10-metre line (on their side of half way) when performing the haka. There will be a penalty given to teams that advance past the 10-meter line
- 11. Each team may be required to supply a touch judge
- 12. There will be 'NO REFUNDS' for teams that pull out after the cut-off date
- 13. All managers must attend the manager's hui
- 14. Each team will be required to bring a football for their game
- 15. All NZRL Policies will be adhered to

