



# ***2024 Tournament Manual***

**Dates: Friday 29<sup>th</sup> & Saturday 30<sup>th</sup> November + Sunday 1st December 2024**

**Where: Whalan Sports Park, located within Whalan Reserve, Ellsworth Dr, Whalan NSW 2770**





# Whalan Sports Park - Precinct Map



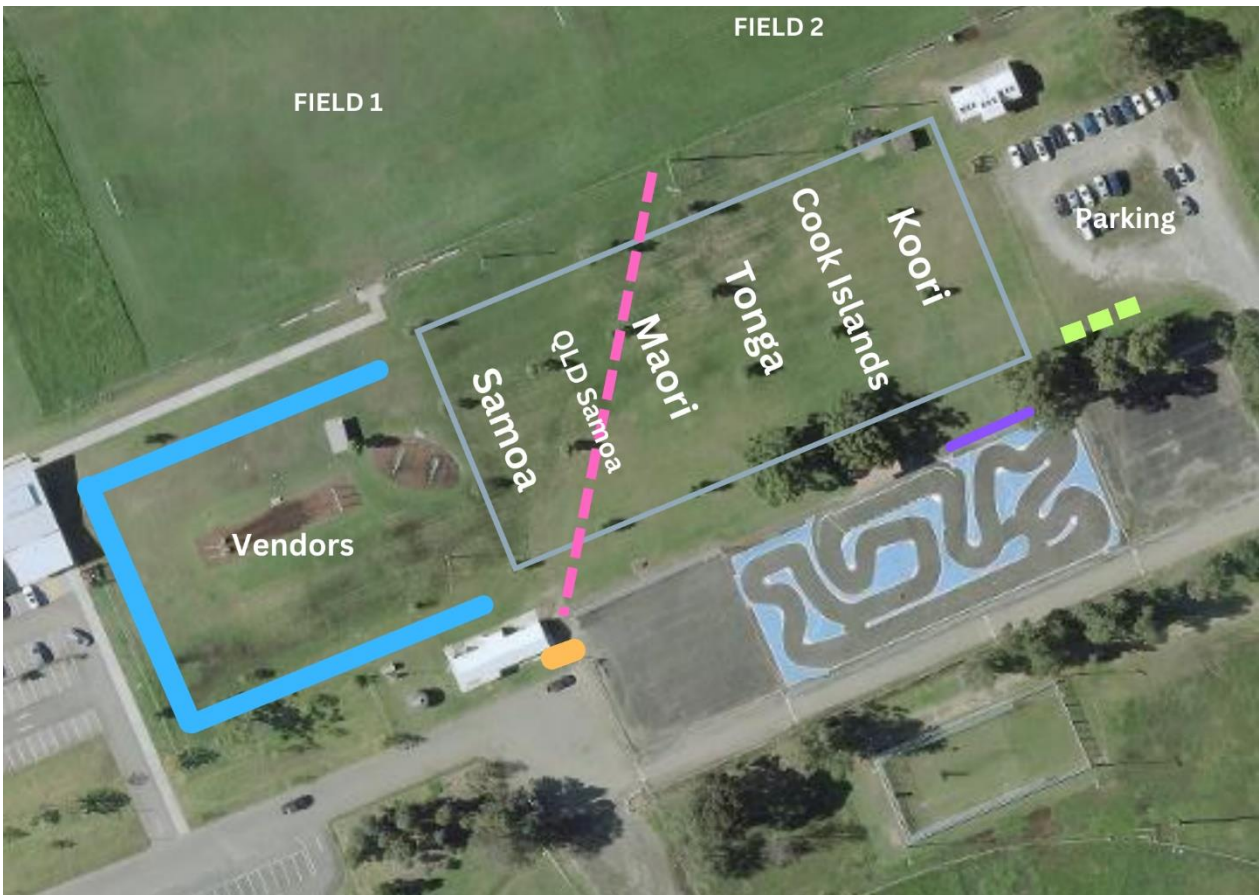
*Mud Map is not to scale and is an indication only*

Below are the locations of the Nations Tents. Nations are advised that they have limited frontage to the fields and should align their tents perpendicular to the fields. Tents are all located well back from the edge of the field to allow a section for viewing of games.



Supported by





Supported by





The Pasifika Youth Cup (PYC) was created as a celebration of rugby, culture and heritage of the Pacific and Indigenous influence on our junior game across NSW. It is a fully inclusive tournament that welcomes teams from the initial ‘home’ nations of NSW Samoa, NSW Tonga, NSW Fijians, NSW Cook Islands, NSW Maori, Koori Rugby and the NSWJRU Barbarians - the Barbarians being the catch-all for all the other nations around the world and players that missed out on their nation’s teams. A total of 41 ‘other’ nations will be represented in the Barbarians for 2024.

Further nations teams are invited to attend and the 2024 event sees teams from Niue, Newcastle Pasifika and Qld Samoa participating.

The tournament is run by SJRU and is aligned with a ‘Nations Committee’ who oversee things like selection and Heritage policies that the nations agree upon.

### 1. Conditions of Entry

<ul style="list-style-type: none"> <li>All bags and eskies must be made available for inspection if required</li> </ul>	<ul style="list-style-type: none"> <li>No alcohol permitted</li> </ul>
<ul style="list-style-type: none"> <li>No unsealed water or soft drink permitted</li> </ul>	<ul style="list-style-type: none"> <li>No glass</li> </ul>
<ul style="list-style-type: none"> <li>Children under the age of 12 must always be under the immediate supervision of responsible adult</li> </ul>	<ul style="list-style-type: none"> <li>No smoking permitted</li> </ul>
<ul style="list-style-type: none"> <li>Tournament Management reserve the right to refuse entry to any individual or group</li> </ul>	

### 2. Event Contacts

The event has been sanctioned by NSW Rugby and is being run by Sydney Junior Rugby Union (with staffing and assistance from NSW Rugby).

Name	Email	Number	
Ben Gregory	<a href="mailto:ben.gregory@sjru.rugby">ben.gregory@sjru.rugby</a>	0433 156 652	General Manager
John Glen	<a href="mailto:john.glen@sjru.rugby">john.glen@sjru.rugby</a>	0411 237 689	Competition Manager
Bernard Tuaimau	<a href="mailto:westernzone@sjru.rugby">westernzone@sjru.rugby</a>	0416 469 569	Nations Liaison
Shane Williams	<a href="mailto:shane.williams@nsw.rugby">shane.williams@nsw.rugby</a>	0400 458 254	Tournament Director

### 3. Medical

Teams are responsible for the fitness and safety of their players during the Tournament. Teams acknowledge that participation may carry with it certain risks including injury, and agree, to the extent permitted by law, to waive all claims for liability against any participant (including but not limited to players, coaches, volunteers, and administrators) and release every such participant from all liability that may be incurred in connection with participation in the Tournament.

Sydney Junior Rugby Union (SJRU) will be responsible for supplying qualified medical staff for the duration of the Tournament. Tournament medical personnel will attend to injured players only. If a child participating in or present at the Tournament is injured and the parent/guardian of the child is not present, SJRU will arrange such medical, ambulance or hospital care it deems necessary. The parent/guardian of the child will meet all expenses associated with that care, unless otherwise covered directly by the insurance associated with registration of players.

SJRU will also make provisions for ice to be available for injury management through SJRU Medical Staff.





## Blue Cards

All the age groups participating are subject to the Blue Card Concussion Protocols. Blue Cards can be issued by the Referees, or by the appointed First Aiders. In the case of a Blue Card issued by the Referees, players must be assessed by the official SJRU appointed First Aiders. Team First Aid/Medics can assist, but the final call on the Blue Card is to be made by the Ref or appointed First Aid. If a team medic/first aid detects a potential concussion, then they must also follow the Rugby Au Concussion Protocol and refer the player to official first aid. A player Blue Carded will not take any further part in the Tournament. There is no HIA available in Junior Rugby, and Rugby Au will not complete any review of Alternative Diagnosis on Concussion until the week following the Event.

*Local medical providers include:*

### **Mount Druitt Medical Centre (Fri: 8am - 6pm)**

253 Beames Ave, Mount Druitt NSW 2770  
<http://www.mtdruittmedicalcentre.com.au/>  
(02) 9625 8888

### **Whalan Medical Centre (Fri: 8:30am to 5:30pm, Sat: 9:00am to 2:00pm)**

63 Bulolo Dr, Whalan NSW 2770  
<http://www.whalanmedicalcentre.com.au/>  
(02) 9675 1999

### **Greater West Medical Centre (Fri & Sat: 9am to 5pm)**

Carlisle Ave, Mount Druitt NSW 2770  
<http://www.greaterwestmedicalcentre.com.au/>  
(02) 9625 8400

### **Mount Druitt Village Medical Centre (Fri: 8:30am-1pm, 2pm-6pm, Sat: 8:30am-12noon)**

15 Mount Druitt Road, Mount Druitt, NSW 2770  
(02) 9832 3470

*Hospitals in the area:*

### **Blacktown Hospital**

Blacktown Hospital Blacktown Road Blacktown NSW 2148 Main Hospital Telephone:(02) 9881 8000  
Emergency Department Telephone: (02) 9881 8215

### **Mt Druitt Hospital**

Mount Druitt Hospital 75 Railway Street Mt Druitt NSW 2770 Main Hospital Telephone: (02) 9881 1555  
Emergency Department Telephone: (02) 9881 1711

### **Westmead Children's hospital**

The Children's Hospital at Westmead Cnr Hawkesbury Rd &, Hainsworth St, Westmead NSW  
Switchboard: (02) 9845 0000 Patient enquiries: (02) 9845 3777





#### 4. Personal Items & Team Kit

Participating teams, or individual members of teams shall, during the Tournament, make its or their own arrangements for, and bear all costs of insurance against loss of, all personal baggage and effects and the team kit.

#### 5. Team Photography/Videography

Each team may have a nominated photographer, who may be inside the playing enclosure to take photos. The photographer:

- Must wear Hi-Viz
- Always Accompany their Team Ground Marshal
- Must not be on the field of play at any time and must always remain a minimum of 3 metres from the field boundary.
- Is entirely responsible for their own equipment
- Undertakes their role completely at their own risk

Videography is allowed however for good order, anyone videoing games should seek permission from their own team management and from the opposition teams, prior to taking video.

#### 6. Tournament Rules

All matches shall be played in accordance with the Tournament Rules – these rules align with the NSWJRU 2024 State Championship Competition Rules & 2024 SJRU Competition Rules.

##### A. Context & Laws

The Tournament is organised under the auspices of the SJRU and its parent Union, NSW Rugby and will be played in accordance with the World Rugby Laws of the Game of Rugby Union (inclusive of U19 Law variations). Regulations, Technical Zone Protocols and XVs and Ten-a-side Law Variations (as applicable) will be as per SJRU's Competition Rules and Protocols. Reference can be made to the SJRU Competition Rules and Match Day manual if participants wish to have more information about the running of the Tournament.

The Tournament will also be run under the auspices of the Rugby Au Code of Conduct (page link to download the Code is <https://australia.rugby/about/codes-and-policies/integrity/code-of-conduct>) and the Rugby Au Disciplinary Rules (<https://australia.rugby/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules>).

##### B. Powers of the Tournament Director

The Tournament Director or his nominee shall have the power to deal with complaints and disputes relating to the administration and management of the Tournament. The decision of the Tournament Director or his nominee on these matters shall be final. Failure to abide by a decision of the Tournament Director or his nominee, or involvement in matters of a serious nature, will lead to exclusion from the Tournament, for either any individual or participating team.





### C. Player Eligibility

No downwards age dispensation is available for the Tournament. Age eligibility is summarised in the table below:

Age Group	Eligible DOB Years
Under 12s	2012, 2013
Under 14s	2010, 2011
Under 15s	2009, 2010
Under 16s	2008, 2009
Under 18s	2006, 2007

All teams/nations should be fully aware of the requirements of the Age Dispensation Policies and Procedures of Rugby Au and must provide the necessary paperwork to the Competition Manager.

In addition, it is the responsibility of all teams/nations to ensure that any required age or size for age dispensation assessments are completed for their players, and assessing reports provided in writing to the Competition Manager **by no later than 5 pm on Tuesday 19<sup>th</sup> November 2024**. Players can only be assessed by Independent Assessing Coaches.

All players participating must be registered for the event on Rugby Xplorer – unregistered players are ineligible to play in the event. It is the responsibility of the teams to only play eligible players. Playing an ineligible player will result in the team’s expulsion from the Tournament.

SJRU understands that the Nations collectively agreed to Heritage Eligibility criteria to play, which required a player to have a Grandparent with National Heritage to qualify to play for that Nation in the Pasifika Youth Cup. If any team needs consideration for a player or players outside of these criteria, it will need to be agreed upon and discussed with the other Nations via each Nations delegate.

No player may participate for more than ONE team and no player may participate in multiple age groups ie One Player - One team.

### D. Squad Composition

Each XV’s team may only play a maximum of 23 players in any match. Each Girls Rugby 10s team may only play a maximum of 18 players in any match. Squad limits for the Pasifika Youth Cup are 25 players for the Boys and 19 players for the Girls 10s.

Players who are not participating in a match (e.g., rostered off because the Teams squad is more than the XV’s maximum of 23 or the Girls Rugby 10s maximum of 18) cannot be in the Technical Zone, and must watch the match from outside the Playing area. Should these players wish to assist their opposition (if the opposition is short of players), their team management should check in advance with the Tournament Director or Competition Manager, who can manage this process.

### E. Team and Match Officials

- (i) All teams must have a Smart Rugby (and Smart Tackle) accredited Coach, and a Team Manager with full access to the Rugby Match Day App and competence in managing the team and scoring via the App.



- (ii) Teams must also supply 2 x Match Officials for every match – an Assistant Referee (AR) and a Ground Marshal (GM), who should check in to the control tent (of the applicable field), 10 minutes before the commencement of each match. Assistant Referees must have a Hi-Viz vest and a flag, and Ground Marshals must have a Hi-Viz vest.
- (iii) Teams are permitted to have multiple Coaches, and Trainers – however all must remain within the Technical Zone (referred to below), unless it is:
  - Half-time or
  - In the case of a Trainer, they are tending to an injured player or running water in a stoppage in play
- (iv) Coaches/Assistant Coaches cannot run water or tend to injured players, they must not enter the field of play unless it is half-time.
- (v) **ARs & GMs are Match Officials – they cannot coach, they cannot barrack, they must not call out the Referees.** When ARs report to the control tents, they should advise the Tournament Director or Competition Manager whether they hold any AR Accreditation.
- (vi) Each team will have a Technical Zone within the playing enclosure on the same side of the field, separated by the Control table and tent of the Tournament officials.
- (vii) As noted above, Trainers/Water carriers can only enter the field with water when there is a stoppage in play (when a try is scored, at an injury break, scrum, lineout including a lineout arising from a penalty kick for touch or halftime). A penalty or a penalty kick is not a stoppage which allows water to be run onto the field
- (viii) Players may come to the touch line adjacent to the technical zone to receive water, however water bottles must not be thrown onto the field of play.
- (ix) Trainers must be aware in the event of an injury, that the Referee does not have to stop play immediately there in an injury. If it safe for play to continue away from the injured player, then the referee may allow play to continue. Trainers (nor anyone else) should yell at the Ref to stop play.

There is a Team official briefing scheduled for Wednesday 27<sup>th</sup> Nov at 6.00pm via Zoom. All teams must attend.

## F. Replacements/Substitution

- (i) The Tournament allows unlimited interchange in both XVs and 10s
- (ii) Replacements or substitutions may only be made through the AR and with the permission of the Match Referee at a stoppage in play (when a try is scored, at an injury break, scrum, lineout including a lineout arising from a penalty kick for touch or halftime). A penalty or a penalty kick is not a stoppage which allows substitutions
- (iii) Temporary replacement for a blood injury to a player is permitted
- (iv) A player who has been replaced through injury may not resume playing in the same match, but may resume in subsequent matches provide appropriate medical clearance is provided by First Aid
- (v) Once the Tournament commences there is no interchanging of players between Teams (including in the event of an injury)







- (vi) If a serious injury occurs in the first half of a match, and the match cannot be concluded, then a draw will be the result (with the prevailing highest score at the time of the match being abandoned, being the draw score). If the injury occurs in the second half of a match, the score at that time will stand.
- (vii) If due to injuries, a team is unable to field the complement of players required to constitute a valid match (11 players in XVs and 7 players in 10s), then the team should seek advice from the Tournament Director or Competition Manager. They will at their discretion assist in sourcing additional players from the opposition teams. Noting that Number Matching is compulsory in the Tournament if requested by a Team (failure to match numbers if requested will result in a conceded forfeit). Player sharing is not compulsory – however the Spirit of Rugby “Rule” is in place. Teams with extra players are strongly encouraged to assist when asked!

## G. Playing Kit / Team Numbering

### All playing jerseys must be numbered.

When players and substitutes are listed on the Rugby Match Day App for each game, their names must correspond with the number of their jersey. **Each player shall keep the same number jersey throughout the Tournament.**

## H. Draw

The draw for the Tournament will be distributed to all teams in PDF and is also loaded onto the Rugby Xplorer (RX) competition management system. Team Managers are referred to the following links if they have queries on Rugby Xplorer or the Match Day App:

- Resources on Xplorer, self-guides and information: [Rugby Au Help Resources](#)
- Rugby Xplorer online help desk: [Xplorer online Help Desk](#)
- Videos and training page: [Education and Training](#)

Team Managers should ensure they are educated in the use of Rugby Xplorer and the Rugby Match Day App, before direction queries via email to [john.glen@sjru.rugby](mailto:john.glen@sjru.rugby).

## I. Competition points & ladders

- (i) Teams shall receive FOUR (4) points for a win, TWO (2) points for a draw & ONE (1) point for a loss. Bonus points do apply – ONE (1) point for scoring 4 tries or more (win or loss), ONE (1) point for a loss of 7 points or less.
- (ii) A bye (if any are required in the final draw) counts as a ‘win’ for the competition with 5 points (4 + bonus 1) but will add zero for and against.
- (iii) Where a team ‘forfeits’ this shall count as a 28-0 (10s) or 28-0 (XVs) win to the non-forfeiting team. A team forfeiting shall receive zero points.
- (iv) All matches will be scored on the Rugby MatchDay App, and Pool ladders will be updated on finalisation of the matches. The two Team Managers should remain with each other to ensure all half-time and full-time scores are confirmed, before the match is closed off on the App. Results for the games will be available on the Rugby Xplorer App (not to be confused with the Rugby Match Day App!)





- (v) At the end of the pool games, progression in the tournament will be determined by ranking all teams across pools. Teams will be ranked by competition points.
- (vi) Teams on equal competition points will be separated by:
  - a. The winner of the match in the pool round
  - b. If still equal, the team which has the best differential between points scored for and points scored against in all pool matches.
  - c. Should the teams still be equal then that team who scored the most tries during the pool matches shall be deemed to finish higher on the ladder.
  - d. If still equal, then that team who scored first in the match in the pool round shall advance.
  - e. If still equal, the decision will be by way of a toss of a coin attended by the Coach or his/her nominee of each team.

## J. Match Duration and Rankings

The duration of matches/rankings for finals summarised below:

- U12 Girls 10s - 2 x 15 min halves. 5 Pool Games. Top 2 (1<sup>st</sup> vs 2<sup>nd</sup>) play in Grand Final, plus minor placings games of 3<sup>rd</sup> vs 4<sup>th</sup> & 5<sup>th</sup> vs 6<sup>th</sup>. Finals games are 2 x 15 min halves.
- U14 Girls 10s - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.
- U16 Girls 10s - 2 x 15 min halves. 4 Pool Games. Top 2 of each Pool play in Grand Final, plus minor placings games of 2<sup>nd</sup> vs 2<sup>nd</sup> & 3<sup>rd</sup> vs 3<sup>rd</sup> etc. Finals games are 2 x 15 min halves.
- U18 Girls 10s - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.
- U12 Boys XVs - 2 x 15 min halves. 4 Pool Games. Top 2 of each Pool play in Grand Final, plus minor placings games of 2<sup>nd</sup> vs 2<sup>nd</sup> & 3<sup>rd</sup> vs 3<sup>rd</sup> etc. Finals games are 2 x 15 min halves.
- U14 Boys XVs - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.
- U15 Boys XVs - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.
- U16 Boys XVs - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.
- U18 Boys XVs - 2 x 15 min halves. 3 Pool Games. Top 2 of each Pool play in Semi-Finals, plus minor placings games. Finals are 2 x 15 min halves.

## K. Timing for Matches

All matches will be centrally timed. Hooters or a bell will be used to signify to all participants:

- 1 min warning for a game to commence
- Commencement of play
- Half-time
- Full-time

There is technically no extended play after the hooter, but play will continue until the referee blows the final whistle.



Blacktown  
City Council

Supported by



GALAXY  
SPORT





## L. Ready to play rule

Team managers shall be responsible for ensuring their teams are ready to take the field 5 minutes prior to the scheduled kick-off time. Any teams responsible for a delay in starting a game will receive one warning. A second offence of not being ready will result in that game being forfeited.

## M. Uncontested Scrums

SJRU Rule 6.10 and the Laws of Rugby as they govern uncontested scrums will apply in the Tournament.

Should a Team not be able to contest scrums for any reason during a Match (including as a result of having a player or players yellow, red, or blue carded), then at the point in the Match that uncontested scrums are called for, the team must play with one player fewer than would otherwise be allowed.

Should a Team not have three suitably trained front row players to commence a Match with contested scrums, then this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.

Teams must match numbers in the scrum, and the full complement of players should participate in the uncontested scrum.

## N. Draws

There is no extra time played in any games including Finals. If there is a draw in the final, there will be joint winners.

## O. Foul Play & Disciplinary matters

- (i) Any player who is currently suspended from Rugby Union or any other code is ineligible for the Tournament (refer to rules above on ineligible players).
- (ii) If a player is sent off (red carded) during a game, he/she cannot be replaced and will not be permitted to play again in the Tournament until he/she has appeared before the Tournament's Judicial committee and served any suspension they impose. The team's squad shall be reduced in number for the duration of the suspension or the remainder of the Tournament as applicable.
- (iii) The Tournament Director will appoint the Tournament's disciplinary committee and schedule hearings as soon as practicable. The Tournament Director can at his discretion refer the hearing to the player's home union.
- (iv) Any appeal of the decision of the disciplinary committee will be required in writing within 24 hours of the incident to the SJRU. Any Appeals Committee will not be convened until following the conclusion of the Tournament.
- (v) If a player is temporarily suspended (yellow carded) by the referee he/she must proceed immediately to the seat provided at the halfway line adjacent to the control desk. The player cannot be replaced.
  - a. **In the U12s age groups** (U12s Girls 10s and U12 Boys XVs), the player must remain off the field for 5 minutes in total (half-time is included in the period of suspension)
  - b. **In the 10s format** (U14, U16 and U18 Girls), the player must remain off the field for 5 minutes of elapsed playing time (half-time is not included).





- c. ***In the XV's format*** (U14, U15, U16 and U18 Boys), the player must remain off the field for 5 minutes of elapsed playing time (half-time is not included).
- (vi) A player who receives two yellow cards in the one match will immediately be red carded and sent from the field. The player cannot be replaced. Any player who receives two yellow cards in the match where one yellow card is for foul play, will be automatically suspended for the next match of the tournament.
- (vii) Any player who receives three yellow cards will automatically be suspended for the remainder of the tournament.
- (viii) Any teams that are involved in a 'brawl' or 'melee' at the tournament may be immediately expelled from the remainder of the tournament. The Competition Manager's decision here will be considered final and there will be no avenue of appeal.

## P. Rugby AU Code of Conduct

All participants in attendance at the Tournament are bound by the [Rugby AU Code of Conduct](#) and the specific Event Code of Conduct in Appendix 1. Any participant to be found in breach of these Codes (in part or collectively) will not be permitted to play, coach, manage, officiate or spectate again until the matter has been dealt with either by the Tournament Director or by the Disciplinary Committee.

**It is incumbent on team officials to brief their players and supporters on the behavioural expectations, to monitor those during the Tournament, and to intervene if behaviour is unacceptable.** Failure to do this is of itself a breach of the Rugby AU Code of Conduct.

In addition to the sanctions at the tournament, offending teams should expect follow up action under the Rugby AU Code of Conduct after the tournament.

## Q. Social Media

Any player or official found to be posting inappropriate, threatening or bullying content on social media shall immediately be withdrawn from participation in the Tournament and shall then face further possible sanctions under the Rugby AU Code of Conduct.

## 7. Nations Cultural Dances / War-Cries

Due to the time restrictions, teams will only perform their nations Cultural Dances / War-Cries such as the Haka, Sipi Tau, Manu Siva Tau, Cibi, etc before their final game on the Sunday. That means after the 12.40pm 'rubbish clean-up break' on the Sunday.





## APPENDIX 1 – PASIFIKA CUP CODE OF CONDUCT

### INTRODUCTION

The Pasifika Cup Code of Conduct provides a set of principles and actions that all participants can follow, to assist in creating a safe and positive environment for all. Whether you are a player, parent, coach, match official, spectator, or official, everyone can set the standards of behaviour that will assist in creating better people and communities through rugby union and allow our great game to grow.

By adopting this Code and ensuring your actions reflect the Code, you will ensure that the Pasifika Cup will continue to thrive and grow and provide a positive and enjoyable experience for everyone involved.

Adherence to the Code of Conduct is compulsory for everyone who attends the Pasifika Cup event in any capacity and the organisers and Tournament Officials maintain the right to discipline and sanction those parties who offend and breach the Code of Conduct.

This Code should be read in conjunction with the Rugby Au Code of Conduct, Alcohol Code of Conduct, Child Safeguarding Policy and other applicable policies and codes ([Rugby Au Codes and Policies](#)).

### PACIKIFA CUP PLAYER’S CODE

- Show the utmost respect to and honour the cultures and traditions of your own team, your Nation and those of the other teams and Nations participating in the Pasifika Cup Tournament.
- Aspire to be a great member of your team, be a role model and leader to the age groups below you.
- Be a good sport. Respect all good play whether from your team or the opposition and shake hands with, and thank, the opposition players and officials after the game – win, lose or draw. The opposition players are trying just as hard as you...respect them for their efforts.
- Adhere to high standards of behaviour on and off the field. Better people, make better Rugby players.
- **Always** respect the Referee’s decision. Don’t argue or berate the referee for decisions made... leave it **solely** to your captain to respectfully question any decision.
- Never become involved in or encourage acts of foul play.
- Honour both the spirit and letter of the laws of Rugby and the competition rules and live up to the highest ideals of ethics and sportsmanship; avoid gamesmanship and respect the traditions of the game.
- Never engage in disrespectful conduct of any sort including profanity, sledging, obscene language or gestures, offensive remarks, taunting or other actions that are demeaning to other players, officials, or supporters.
- Care for and respect the facilities and equipment made available to you during training and competition.
- Safeguard your health; don’t use any illegal or unhealthy substances.
- Recognise your Coaches, Trainers, Officials, and Volunteers, who have given up their time to provide their services. Treat them with the utmost respect.





### PASIKIFA CUP COACH'S (TRAINERS & OFFICIALS) CODE

- Show the utmost respect to and honour the cultures and traditions of your own team, your Nation and those of the other teams and Nations participating in the Pasifika Cup Tournament.
- As coach (trainer and/or match official), always conduct yourself in a manner, and in all situations, that shows leadership, respect for the game of rugby and respect for all those that are involved in the game – the players, officials, the supporters, the parents, and referees.
- Seek to maximise the participation and enjoyment of all players in your squad regardless of ability.
- Discourage acts of foul play.
- Place the safety and welfare of players as the top priority. Follow the advice of a physician and/or sports trainer to the letter when determining when an injured player is ready to recommence training or playing. Train your players to play strongly but safely.
- Maintain a thorough knowledge of the Laws of the Game and ensure your level of accreditation is matched to the age group(s) you are coaching and adheres to the requirements of the Pasifika Cup Tournament rules.
- Always consider the health, safety, and welfare of the players.

### PASIKIFA CUP SUPPORTERS CODE

- Show the utmost respect to and honour the cultures and traditions of your own team, your Nation and those of the other teams and Nations participating in the Pasifika Cup Tournament.
- Respect the Referee's decisions – don't complain or argue about decisions during or after a game.
- Behave! Unsportsmanlike language, harassment or aggressive behaviour towards Tournament Officials, Match Officials or anyone at training or a game will not be tolerated.
- Encourage players to play by the rules and to respect opposition players and officials.
- Condemn all acts of foul play or illegal acts against the laws of the game or the staging of the game.
- Never ridicule or scorn a player for making a mistake – respect their efforts.
- Understand that sport is part of a total life experience, and the benefits of involvement go far beyond the final score of a game.
- Participate in positive cheering that encourages the players in the team you are supporting; do not engage in any cheering that taunts or intimidates opponents, their supporters, or officials.
- At all times, follow the directions of the Ground Manager, Ground Marshals, your team Coaches and Managers and/or other duty officials.





- Do not bring alcohol to the Pasifika Cup – it is an alcohol-free junior Rugby event.
- Follow the SJRU Do's and Don'ts of Spectator Behaviour (separate A4 sheet provided to all Team Managers)



## APPENDIX 2 – 10s Law Variations

*The World Rugby laws of the game and U19 variations apply to SJRU 10-a-side, subject to the following variations. Where applicable, changes to variations/laws which are in place for the Pasifika Cup are noted.*

### LAW 3: TEAM

- Each team has no more than 10 players in the playing area during play.
- Match organisers may vary the number of replacements a team may nominate and/or use
- A team may replace any number of players during a match. Replacements are made only when the ball is dead and only with the permission of the referee. **Sanction: Penalty.**

*[Replacements should wait with the Assistant Referee so they can quickly enter the field at the next appropriate stoppage.]*

### LAW 5: TIME

- Pool and semi-final matches are 2 x 15 min halves with a 2 min half-time.
- Finals (all matches after the semi-finals) are 2 x 20 min halves, with a 5 min half-time.
- No injury time will be played.
- No extra-time will be played in the event of a draw in any match.

### LAW 8: SCORING

- When a try is scored, it gives that team the right to attempt a conversion, which must be a drop kick.
- The kicker takes the kick within 30 seconds (playing time) from the time the try is awarded.  
**Sanction: Kick is disallowed**





## THE OPPOSING TEAM AT A CONVERSION

- All opposing players immediately assemble close to their own 10-metre line. Sanction: If the opposition team at a conversion attempt infringes but the kick is successful, the conversion stands. If the kick is unsuccessful, the kicker retakes the conversion, and the opposing team must not charge or infringe.

## PENALTY KICKS

- The kick must be taken within 30 seconds (playing time) from the time the team indicated their intention to do so. **Sanction: Kick is disallowed, and a scrum is awarded.**
- The kick must be a drop-kick. **Sanction: Scrum**

## LAW 9: FOUL PLAY

- At age groups U15 and below, lifting of a team-mate on the legs in open play is not permitted. **Sanction: Free-kick**
- When a player is being cautioned and suspended for five minutes, the referee will show that player a yellow card. If that player later commits another yellow card offence, the player must be sent off.

## LAW 12: KICK-OFF AND RESTART KICKS

- After a team has scored, the same team restarts with a drop kick on or behind the centre of the half-way line. **Sanction: Free-kick.**
- When the ball is kicked: Team-mates of the kicker must be behind the ball. **Sanction: Free-kick**
- The ball must reach the 10-metre line. **Sanction: Free-kick**
- The ball must not go directly into touch. **Sanction: Free-kick**
- If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a **free-kick**.

## LAW 18: TOUCH, QUICK THROW AND LINEOUT

- At age groups U15 and below, players in the lineout who are going to lift or support a team-mate jumping for the ball may pre-grip that team-mate providing they do not grip below the shorts. There is to be no lifting on the legs. **Sanction: Free-kick.**

## LAW 19: SCRUM

- A scrum must have five players in two rows from each team. The front row consists of two props and a hooker and the second row consists of two locks. All five must stay bound to the scrum until it ends and may not unbind to play the ball. **Sanction: Penalty.**
- At age groups U15 and below, binding between the legs of either prop by either lock is illegal. **Sanction: Penalty.**







- When there is no infringement, the referee will stop play and reset the scrum if the scrum is unintentionally wheeled through more than 45 degrees.
- Other restricted practices at a scrum include:
  - a. Pushing the scrum more than 1.5 metres towards the opponents' goal line.
  - b. Keeping the ball in the scrum once it is heeled and controlled at the base of the scrum.

**Sanction: Free-kick**

- c. Intentionally wheeling the scrum.

**Sanction: Penalty**

- The scrum ends when the ball is played by that team's scrum-half.

## LAW 20: PENALTY AND FREE-KICK

- The kicker may punt or drop-kick the ball but may not place-kick it.



## Draw & Pools

The draw is broken up into Pools across the different age groups. Teams will play each other in the Pool games and then break into finals on the Sunday (Finals format is dependent on the number of teams in their pool).

Below are the Pools





SYDNEY JUNIOR  
*Rugby*  
UNION

# GIRLS POOLS

GIRLS  
*Rugby*  
UNION

<p><b>U12 POOL A</b></p> <p>NSW SAMOA 12G COOK ISLANDS 12G TONGA 12G NSW MAORI KOTIRO 12G KOORI 12G BARBARIANS 12G</p>	<p><b>U14 POOL A</b></p> <p>NSW SAMOA 14G FIJI RALUVE 14G COOK ISLANDS MATIE 14G KOORI 14G</p>	<p><b>U14 POOL B</b></p> <p>TONGA 14G NSW MAORI KOTIRO 14G BARBARIANS 14G COOK ISLANDS -RENGARENGA 14G</p>
<p><b>U16 POOL A</b></p> <p>NSW SAMOA BLUE 16G FIJI RALUVE 16G COOK ISLANDS 16G KOORI YELLOW 16G BARBARIANS 16G</p>		<p><b>U16 POOL B</b></p> <p>TONGA 16G NSW MAORI KOTIRO 16G KOORI RED 16G NSW SAMOA WHITE 16G HARLEQUINS 16G</p>
<p><b>U18 POOL A</b></p> <p>NSW SAMOA 18G FIJI RALUVE 18G COOK ISLANDS 18G QLD SAMOA 18G</p>	<p>Supported by</p>	<p><b>U18 POOL B</b></p> <p>TONGA 18G NSW MAORI KOTIRO 18G KOORI 18G BARBARIANS 18G</p>

# Pasifika Youth Cup 2024



Blacktown  
City Council

Supported by



**GALAXY**  
SPORT





SYDNEY JUNIOR  
*Rugby*  
UNION

# BOYS POOLS

JUNIOR  
*Rugby*  
UNION

<p><b>U12 POOL A</b></p> <p>NSW SAMOA BLUE 12B KOORI 12B BARBARIANS 12B MAORI NGA IKA A TOI 12B FIJI RAVOUVOU 12B</p>	<p>Supported by</p> 	<p><b>U12 POOL B</b></p> <p>TONGA 12B MAORI NGA IKA A WHIRO 12B COOK ISLANDS 12B HARLEQUINS 12B NSW SAMOA WHITE 12B</p>
<p><b>U14 POOL A</b></p> <p>NSW SAMOA BLUE 14B FIJI RAVOUVOU 14B COOK ISLANDS 14B BARBARIANS 14B</p>		<p><b>U14 POOL B</b></p> <p>TONGA 14B NSW MAORI TAMA 14B KOORI 14B NSW SAMOA WHITE 14B</p>
<p><b>U15 POOL A</b></p> <p>NSW SAMOA 15B FIJI RAVOUVOU 15B COOK ISLANDS 15B NEWCASTLE PASIFIKA 15B</p>		<p><b>U15 POOL B</b></p> <p>TONGA 15B NSW MAORI TAMA 15B KOORI 15B BARBARIANS 15B</p>

# Pasifika Youth Cup 2024



Blacktown  
City Council

Supported by



**GALAXY**  
SPORT





SYDNEY JUNIOR  
*Rugby*  
UNION

# BOYS POOLS

JUNIOR  
*Rugby*  
UNION

<p><b>U16 POOL A</b></p> <p>TONGA 16B NSW MAORI TAMA 16B FIJI RAVOUYOU 16B QLD SAMOA 16B</p>	<p>Supported by</p>  <p><b>NSW</b> GOVERNMENT</p>	<p><b>U16 POOL B</b></p> <p>NSW SAMOA 16B COOK ISLANDS 16B KOORI 16B BARBARIANS 16B</p>
<p><b>U18 POOL A</b></p> <p>NSW SAMOA 18B FIJI RAVOUYOU 18B COOK ISLANDS 18B NIUE MAKA TAU 18B</p>		<p><b>U18 POOL B</b></p> <p>TONGA 18B NSW MAORI TAMA 18B KOORI 18B BARBARIANS 18B</p>
	 <p>Blacktown City Council</p>	

# Pasifika Youth Cup 2024



Blacktown  
City Council

Supported by



**GALAXY**  
SPORT

