



HJRU BY LAW EXTRACT

BY-LAW 21: EXCESSIVE SCORES U10's, U11's & U12's – FAIR PLAY POLICY

This by-law (21) will be a mandatory trial for teams competing in the U10s, U11s & U12s competition in 2018.

21.1 Principles Behind the Policy

Any team good enough to win should be allowed to do so, however little is to be achieved for anyone if the game is an uneven contest.

Such games serve only to make it more difficult for a coach to motivate their players. These players are highly likely to leave the game and future stars may be lost from the game forever.

A positive coach should consider the advantages (and enjoyment) that come when children are involved in a fair and even contest.

Children learn much more about coping with a loss when they lose in a tight game.

Such a policy is often upon first encounter for players and parents, unpopular. However, once seen and used, players and parents almost always realise the benefits of this policy. The first time it occurs, players on both sides won't want to swap. The second time, players are often lining up to swap on both teams. The benefit of players playing alongside players of other clubs is plain to see when it happens and is one of the core benefits sport offers our society – breaking down barriers.

21.2 Policy: Excessive Scores

Difference greater than 30

- (a) When at halftime the difference in score between the two teams is 30 points or more, both coaches must abide with the by-laws of the HJRU and work with the each other to ensure the game is evened up.
- (b) Both coaches **MUST** take steps to even-up the game and play the second half of that game as a fair and even contest.
- (c) The following are suggested, but are not limited to, steps that the coaches may agree to take:

- i. **Swap Players.** The notion that children will not swap teams is an adult one. This may be a few selected players (test your own team to see how they cope with playing against some of their own better players).
Recommendation: *The leading team to swap their best 2-3 players for 2-3 of their opponents players in the same positions. This allows the leading team to try and win without these players allowing others from the team to step up and take a more prominent role.*
 - ii. **Change positions:** *Move some players to see how well they cope with playing in another position.*
 - iii. **Subbing:** *Sub-off some key players.*
 - iv. **Wind advantage:** *Be willing to give away any wind-advantage that may exist.*
 - v. **Kick-offs:** *The weaker team restarts play with a tap & pass rather than the usual kick. Or the scoring team kick-offs to the weaker team.*
 - vi. **Depower:** *Depower scrums, non-contested. Non-contested lineouts.*
 - vii. **Conversions:** *No conversions or change your kicker to an untried player.*
- (d) If the score difference in the second half drops below 30 points the conditions under which the second half started, as per this By-Law, do not change.

Difference greater than 50

- (e) If the difference in score between two Teams during Regular Season Matches reaches 50 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.
- (f) For recording purposes the Match shall be declared a victory to the winning Team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.
- (g) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
- (h) The failure of any Club to satisfy the Executive regarding its course of action in accordance with this by-law may lead to the loss of Competition and Club Championship points by the offending Team and the Executive, at its absolute discretion, may impose further penalties.