



# PAT BENNETT MEMORIAL NINES TOURNAMENT 2024

*He hoonore he korooria ki Te Atua.  
He maungaarongo ki runga i te mata o te whenua.  
He whakaaro pai ki ngaa tangata katoa.*

Nau mai, Whakatau mai, ki te kaupapa whakahirahira, te raa maumahara aa raatou  
maa i haapai, i tautoko i ngaa mahi ki te whakatau taa maatou karapu o  
Tuurangawaewae  
Tiihei ki te whei ao ki te ao marama!  
Mauri ora!

## THE EVENT

The Tuurangawaewae Sports and Cultural club Pat Bennett Memorial 9s Tournament will take place Saturday 2 March 2024 from 8.30 am to 4.00 pm, at Paterson Park in Ngaaruawaahia,

The objectives of the tournament are to promote Rugby League, to provide all invited teams with a great day of football to start the season, to promote Turangawaewae Rugby League Club to new members, to provide our schoolboys and junior netball teams with a fundraising opportunity and to host and welcome all supporters and spectators to our tournament and our club.

The Tournament will comprise a day of Hard and Fast 9's Men's and Women's Rugby league and a Netball tournament. There will also be a club sprint race, so pick your fastest sprinter and we'll see which club will take out the bragging rights for 2024. Join us for a fun filled, action packed day of whaanau day of Rugby League and Netball.

The event is a smoke, alcohol, drug free and no gang regalia event.



## VENUE

The tournament venue is Paterson Park River Road, Ngaaruawaahia. Parking is available at the Ngaamiro Health clinic carpark and around the venue.

<https://maps.app.goo.gl/2N75a7u8JZvu4Zai7>.



# WHAANAUNGATANGA

## REGISTRATION

All you have to do is complete your online player registration form.

<https://www.eventcreate.com/e/patbennett9s> once completed you will receive a registration confirmation.

- All teams will be affiliated to a District Body recognized by NZRL.
- You can have up to 20 players per team (see tournament rules below).
- If your club is out of the Waikato District, you must apply to your local league district seeking approval to participate in an "out of zone" tournament.
- Entry fee is \$200 per League team and \$100 per Netball team . There are 2 payment options;
  1. Internet banking
  2. credit Card
  3. You can pay \$200 cash on the day at the admin tent.

Just so you know, all registration monies go towards the prize money. No profit is made from this event.

## DRAW

Depending on the number of teams entered will determine the number of games that will be played. The draw will be issued to each registered club by **Wednesday 28 February 2024.**

## REFEREES

We are thankful for the continued partnership of the Waikato Referee Association.



# KOTAHITANGA

## OTHER INFORMATION

### FIRST AID

An ambulance and first aid officer will be on-site. Teams are responsible for their own strapping and mouth guards. The Tournament organisers will supply ice.

### TOILETS / SHOWERS

Can be found in the Turangawaewae Club rooms and next to the Rugby changing sheds (adjacent to Kent Street).

Shower facilities are available in the CHANGING sheds. (see field layout)

### TENTS

Our 9's committee will have some tents set up, however, it is recommended that you bring your gazebo/tent as your central hub for the day and sun protection.

### PRIZE GIVING

At the conclusion, please head to the Turangawaewae Club rooms for prize giving.

The winning team can take a photo with the Pat Bennett Trophy, but we respectfully ask that it remain at the club.

### KAI STALLS

There will be several kai stalls operating at the venue throughout the day. Bring cash along. The club will also be open for refreshments from 1.00pm with light entertainment. You can also place a Hangi order online when you register your team.

### ANY QUESTIONS

If you have any questions on the day, please come and see us in the admin tent.



# AROHA



# TOURNAMENT RULES

## MANAGERIAL

- 1 A Manager's meeting will be held when all teams arrive – the first game is expected to kick off at 9 am, with Manager's Meeting at 8.30 am SHARP, so please plan to arrive by 8.15 am at the latest.
2. Teams must pay their Entry Fee before the start of the tournament. Payments will be accepted on the day.
3. Tournament organisers will allocate officials, referees, and touch judges.
4. Each team is responsible for their own security/supporters and leaving their area tidy at the end of the tournament.
5. Each team will register 20 players for the whole tournament. This will be reflected in the Team Card presented at the Managers Meeting. A total of 15 players only to be used per game. This will be reflected in Team Cards presented to the Match Manager Tent prior to the commencement of the corresponding game.
6. All teams will be affiliated to a District Body recognized by NZRL.

## TEAM GEAR

- 1 Each team member must be wearing the same-coloured strip.
2. Touch shoes are allowed.
3. Each player must wear a mouthguard.



# MAHITAHİ

# TOURNAMENT RULES

## GAME SPECIFIC

- 1 The Timekeeper is the sole judge of time; the Bell will sound one minute before kick-off for both halves. The whistle sounds for both halves. The timekeeper is responsible for the scoreboard. Watches should be synchronised with the timekeeper's clock. No stoppages during games except for serious injuries.
- 2 Each half is nine minutes long. The interval is two minutes.
3. ONLY nine players per team are allowed on the field at any one time.
4. Interchange can occur anytime, but the player being changed must be off the field before his replacement can take the field.
5. Place kicks for the start of play (i.e. starting of the game/2nd half, dropouts etc). Conversions must be drop kicks.
6. After scoring points, the restart will be a tap kick on the halfway line by the non-scoring team.
7. Three players must bind to form a scrum.
8. Scrums will only be used for double knock on's and/or when the team that has knocked on regathers the ball.
9. After a player has attempted a conversion, the game will restart once he/she has crossed the 10-metre line on their side of the field or is replaced.
10. The tackle count is 4 & Final (5 tackles before handover).
11. Play the Ball used to restart the game following the ball going into touch.
12. All sin bins are for 3 minutes.
13. Send-off will be noted and will result in a two-game suspension.

## POINTS

14. Point's system- 3 Points per win, 2 Points per draw, 1 Point per loss, 0 Point per default.
15. In all pool play games, if teams are tied at full time whistle, points' differential will determine section winner, if necessary. For Semi's and Finals, if teams are tied at full-time whistle, both teams will enter into golden point playoffs. The toss is to be done back at halfway, with the winning team choosing to either kick/receive and direction. 1st team to score either by Drop goal, try, or penalty will win. Golden point is 5 minutes, if drawn at the end of golden point, meaning no-one scores then it's back to for and against