



# 2026 Metro Grade Formats

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# General Format for all Grades Listed Above

All entries into grade competitions, must be in writing, and will be subject to the approval of the Metro Committee and it shall have the right to limit the numbers of teams in any grade.

## 1. STANDINGS

To determine the finishing order at the end of either round robin the following formula will apply:

- 1.1 Competition points – 4 for a win, 2 for a draw, 1 for a loss of 7 points or less, 1 for scoring 4 or more tries (win or loss), 0 for a loss of 8 points or more.
- 1.2 If teams are equal, standings will be on the results of the games played between the teams concerned on a mini table of competition points.
- 1.3 If teams are still equal, standings will be on the higher(est) points differential, ie: points scored for, less points scored against in the games played between the teams concerned.
- 1.4 If teams are still equal, standings will be on the higher(est) points differential, ie the average of points scored for and against in all games played in the competition.
- 1.5 If teams are still equal, the standings will be by lot (which means a draw “out of the hat”, the first drawn to be the winner, and so on).

## 2. SEMI FINALS (Includes Preliminary, Qualifying and Elimination Finals) – All competitions

If at the end of regular time in a semi-final the scores are tied, the following will apply to determine the winner:

- a. An extra ten minutes each way will be played,
- b. The team scoring the greatest number of tries in the match,
- c. The winner of any round robin match played between the two teams,
- d. The team having the higher points differential,
- e. The toss of a coin.

### Weather Cancellation Rule

If weather causes cancellation of Semi Finals, the two top qualifying teams will contest Final.

## 3. FINALS – All competitions

In the event of a draw in the final and the winner is unable to be determined by playing an extra ten minutes each way, the teams will be declared joint winners.

### Weather Cancellation Rule

If weather causes cancellation of Final, both teams will be declared joint winners

#### **4. RESULTS**

- 4.1 All open grade results are required to be submitted via the Canterbury Rugby Football Union App by 6.00pm on the day the match is played.
- 4.2 A late submission fine of \$20.00 applies
- 4.3 Any team wishing to protest a result of a game must do so in writing setting out the day and date of the match and the grounds for the protest accompanied by a deposit of \$200 to the Metro Committee (C/- CRFU offices) no later than 48 hours after the conclusion of the match. The committee shall meet as soon as practicable following the receipt of a protest to review and decide on the protest and may make such determination as it in its sole discretion thinks fit. In the event of any protest being dismissed as frivolous or vexatious the deposit may be forfeited. However, in such other circumstances the deposit shall be returned.

#### **5. PLAYER MOVEMENT – MALE GRADES**

- 5.1 Players may either freely move between Premier, Premier Reserve and Colts during the round robin stages of any competition; or
- 5.2 Players may move freely between Premier Reserve, Colts and Classics during the round robin stages of any competition.
- 5.3 A player may move from Classics to Premier during the season but may not play Classics again after this, only Premier, Premier Reserve or Colts.
- 5.4. In the event of having more than one team in any grade, the following rules apply:
  - a) Clubs need to rank their teams before the start of the competition
  - b) In any grade, the top ranked team is subject to 5.1, 5.2 & 5.3. All other teams in that grade have free movement up one team in the rankings. Once a player has played 3 or more games for the team above, they cannot return to the lower ranked team.
  - c) There is an option for players to be regraded if needed throughout the season.

#### **6. GRADE & FINALS ELIGIBILITY – MALE GRADES**

- 6.1 Any registered player who has played 3 games for their club during the 2026 season is eligible to play in the Premier Finals Series.
- 6.2 Clubs are entitled to include on the playing roster for any Premier finals match a maximum of two Contracted Players who are not otherwise qualified to contest the match. “Contracted Player” means a player who is contracted to play for the Canterbury Provincial Rugby team or that team’s Wider Playing Group roster and who is eligible to play for a Metropolitan Rugby Club.
- 6.3 To be eligible for the finals series of Premier Reserve or Classics, players must have played 3 games for that team during the round robin.
- 6.4 Colts have free movement of players between all grades. Players who only play colts during the season, are automatically eligible for the finals series regardless of how many games they have played. Players who have played in other grades during the season need to have played 6 Colts games during the Colts round robin to be eligible for any colts games that take place following the round robin.

- 6.5 Colts players who is named for six or more Premier Matches during the season will be ineligible for Colts Finals.
- 6.6 U85kg players have free movement between all grades, players need to have played half (exact number to be confirmed once format for this grade is confirmed) the available U85kg round robin games to play in any games after the round robin, unless they only played in the U85kg grade in the current season.
- 6.7 Partciapation in the game means named on the teamsheet and substituted in the Match Day app.

## **7. GRADE & FINALS ELIGIBIITY – FEMALE PLAYERS**

- 7.1 Any registered player who as played 3 games for their club during the 2025 season is eligible to play in the Premier Women’s Finals Series.
- 7.2 To be eligible for the finals series of Premier Reserve Women’s, players must have played 3 games for that team during the round robin and must not have started in 3 or more Premier games.
- 7.3 There is free movement between Premier and Premier Reserve Women’s, until a player has started in 3 or more Premier games
- 7.4 Playing in the game means named on the teamsheet on match day and present on the sideline available to take part in the game.

## **8. TRANSFER OF PLAYERS BETWEEN CLUBS – Mens Premier**

- 8.1 Free movement of players is permitted between club’s subject to the following:
- I. A club can only accept 3 transferred players for their Premier team from another club Premier teams.
  - II. The maximum number of transfers accepted from any 1 club is 2 players. Transfers from other grades are not limited.
  - III. Any transferring Premier players in excess of the three are only permitted to play in Premier Reserve or below.
  - IV. Clubs are required to seek clearance for transferring players across all open grades, from that player’s current club within the Metro Competition prior to participating in any games.
  - V. The clearance for the transfer of a player shall not be unreasonably withheld but may be refused where a player is not in good financial standing with his current Club.
  - VI. If a player transfers from a Premier side and registers as a Premier Reserve player at a new club, that player cannot play Premier if the receiving club already has their quota of transfers. This stands for the full season regardless of injury to the other three transfers or Premier players.
  - VII. If a club’s top side is a Premier Reserve team the same rules will apply as above.

- VIII. Transfers between clubs can be made up to and including round 4 of the first round of the season.
  - IX. This applies to all open grades. A player can only transfer once during the season.
  - X. If a player has registered and played in a Metro Club in the current season, transfers out of Metro and then back into Metro, the season transfer rules will still apply in full.
- 8.2 For the purpose of transfers Premier players are players who have played in the Metropolitan Premier Grade for six or more games in the season immediately preceding the season the transfer is sought. Playing in the game means named on the teamsheet on match day and present on the sideline available to take part in the game.
- 8.3 Players from outside Canterbury Metropolitan clubs are not subject to the transfer rules (therefore there is no limit to the number of players who can be recruited from outside Metro).
- 8.4 Metro Premier Reserve players in a club that has no Premier team will be treated as Premier players as per above clauses.
- 8.5 Players who played for a Premier team the previous season that was subsequently relegated will be deemed to be Premier players at the start of the new season.
- 8.6 Players from amalgamated clubs will be deemed to be players at the level they were playing prior to amalgamation and will be treated as members of the amalgamated club.
- 8.7 A club will forfeit competition points for the game where either of the following occurs:
- The three transferred in players have not been registered with the Canterbury Metropolitan Rugby Clubs' Association at the CRFU office;
  - A transferred Premier player, other than those registered, plays in a Premier game
    - I. If a player transfers from a Premier side and registers as a Premier Reserve player at a new club, that player cannot play Premier if the receiving club already has their quota of transfers. This stands for the full season regardless of injury to the other three transfers.
    - II. If a club's top side is a Premier Reserve team the same rules will apply as above.
    - III. Transfers between clubs can be made up to and including round 4 of the first round.
    - IV. Premier players are defined as players who have played in 6 or more games in the season immediately preceding the season the transfer is sought in the Premier Grade in Canterbury and who were not enrolled at a school in the previous year. Playing in the game means named on the teamsheet on match day and on the sideline available to take part in the game.

## 9. GAME ON – LOCAL VARIATION for all Game On grades in Senior Rugby

- 9.1 The team who initiates Game On, cannot earn a bonus point should they win the match. This does not apply to Premier Reserve Women.
- 9.2 If a team initiates Game On due to lack of front row players, rolling substitutions are not invoked.
- 9.3 The only time that rolling substitutions occur is when a team has less than 15 players.
- 9.4 Both teams are required to use the app when submitting the score to report when Game On has been used.

### Schedule 1 - Fine Tables

#### Results:

All open grade results are required to be submitted via Canterbury Rugby App by 6.00pm on the day the match is played.

A late submission fine of Loss of 1 Competition Point may apply

#### Team Sheets:

All Premier Grade team sheets are required to be submitted via the Canterbury Rugby Football Union App by 12pm the day before the match.

All remaining open grade team sheets are required to be submitted via the Canterbury Rugby Football Union App 2 hours before kick off.

The following fines shall apply;

- Late submission of a team sheet - loss of 1 Competition Point
- Failure to submit a team sheet – loss of 1 Competition points for each instance or failure
- Submitting a false or incorrect team sheet – loss of 2 Competition Points

#### Unregistered/Ineligible Players:

Where a team fields a player who is Unregistered or Ineligible to play in the grade – deduction of Match points will apply for each instance. Further penalties from the Canterbury Metro Committee for continued offending may apply.

#### Defaults:

No points will be awarded for any round cancelled.

If a team defaults the following applies:

5 points will be awarded to the winning default team

A team default after 10.00am the day before the match – loss of 2 Competition Points

**Please note:** Fines and penalties may be applied at the discretion of the Metro Committee.

# BASICIK TRANSPORT PREMIER FORMAT 2026

## 1. BASICIK TRANSPORT PREMIER (12 teams)

- 1.1 The teams to play in the Bascik Transport Premier competition in 2026 are:  
Belfast, Burnside, Christchurch, HSOB, Lincoln University, Linwood, Marist Albion, New Brighton, Shirley, Sumner, Sydenham and University
- 1.2 Premier is designated as a “Premier Grade” in the 2026 season, therefore Game On does NOT apply.
- 1.3 This grade will play under the World Rugby Laws of the Game 2025 (including the Global Law Trial) and the NZ Rugby Domestic Safety Law Variations (including applicable Experimental DSLV’s)  
These can be found via the following links:  
[World Rugby](#)  
[NZ Rugby DSLV’s](#)  
[Experimental DSLV’s](#)
- 1.4 In order for a club to enter a Premier team they must enter a Premier Reserve team

## 2. FORMAT

### 2.1 BASICIK TRANSPORT PREMIER CUP

The competition will consist of a Round robin of 11 games, commencing Saturday 11<sup>th</sup> April 2026. All matches to be played on Saturdays, there is no play 1<sup>st</sup> June (Kings Birthday), however this weekend will be used as a backup for a cancelled round for Premier Men only before this date.

The winner of the round robin to receive the **Bascik Transport Premier Cup**.

In the event of a tie in competition points for this round the Cup will be shared.

Points will not be carried forward.

No points will be awarded for any round cancelled.

If a team in Premier defaults the following applies:

5 points will be awarded to the winning default team

\$100 fine for first and second offence in one season

Second default may result in removal from the competition

### 2.2 Bascik Transport Premier Trophy, Plate

At the conclusion of the **Bascik Transport Premier Cup** team will compete for the Premier Trophy & Plate using the following playoff structure, played over 4 weeks.

#### **Top 8**

#### **Week 1 - (4<sup>th</sup> July) – Qualifying/Elimination Finals:**

Qualifying Finals: 1st v 4th; 2nd v 3rd

Elimination finals: 5th v 8th; 6th v 7th

Teams 5-8 that lose their Elimination Finals will join the Bottom 4 group in Week 2.

**Week 2- (11<sup>th</sup> July) - Semi-finals:**

Loser of first qualifying final v winner of first elimination final

Loser of second qualifying final v winner of second elimination final

**Week 3 – (18<sup>th</sup> July) - Preliminary finals:**

Winner of first qualifying final v winner of second semi-final

Winner of second qualifying final v winner of first semi-final

**Week 4 – (26<sup>th</sup> July) – Final – Bascik Transport Premier Trophy:**

Winner of first preliminary final v winner of second preliminary final

**Bottom 4 (becomes 6 after Week 1)**

**Week 1 – (4<sup>th</sup> July) - Qualifying Finals:**

9th v 12th; 10th v 11th

**Week 2 – (11<sup>th</sup> July) Semi Finals:**

Winners Bottom 4 Qualifying Final v Losers of Top 8 Elimination Final

Losers of Bottom 4 Qualifying Finals play off for 11th & 12<sup>th</sup>

**Week 3- (18<sup>th</sup> July) Bottom 6 Final – Bascik Transport Premier Plate**

Winners of Bottom 6 Semi Finals

# BASICK TRANSPORT PREMIER RESERVE FORMAT 2026

## BASICK TRANSPORT PREMIER RESERVE (14 teams)

- 1.1 The teams entered in BASICK TRANSPORT Premier Reserve in 2026 are:  
Belfast, Burnside, Christchurch, HSOB, Lincoln University, Linwood, Lyttelton, Marist Albion, New Brighton, Shirley, Sumner, Sydenham, University of Canterbury and Otautahi.
- 1.2 Premier Reserve is not designated as a “Premier Grade” in the 2026 season, therefore Game On does apply.

## 2. FORMAT

### 2.1 BASICK TRANSPORT PREMIER RESERVE CUP

The competition will consist of one round robin of 13 games commencing on Saturday 11<sup>th</sup> April with no play on the 1<sup>st</sup> June (Kings Birthday).

The winner of the round robin will receive the **BASICK TRANSPORT PREMIER RESERVE CUP**

In the event of a tie in competition points for this round the Cup will be shared.

Points will not be carried forward.

No points will be awarded for any round cancelled.

If a team in Premier defaults the following applies:  
5 points will be awarded to the winning default team  
\$100 fine for first and second offence in one season  
Second default may result in removal from the competition

### 2.2 Bascik Transport Premier Reserve Trophy, Plate and Bowl

At the conclusion of the **Bascik Transport Premier Reserve Cup** will compete for the Premier Reserve Trophy, Plate and Bowl using the following playoff structure, played over two weeks.

#### **Week 1 (18<sup>th</sup> July)**

Trophy Semi Final 1: 1v4  
Trophy Semi Final 2: 2v3

Plate Smei Final 1: 5v8  
Plate Semi Fianl 2: 6v7

Bowl Semi Final 1: 9v12  
Bowl Semi Final 2: 10v11

13<sup>th</sup> vs 14<sup>th</sup> Play off

**Week 2 (25<sup>th</sup> July)**

Trophy Final

Winner Trophy Semi Final 1 vs Winner Trophy Semi Final 2

Plate Final

Winner Plate Semi Final 1 vs Winner Plate Semi Final 2

Bowl Final

Winner Bowl Semi Final 1 vs Winner Bowl Semi Final 2

## BASCIK TRANSPORT COLTS FORMAT 2026

### 1. BASCIK TRANSPORT COLTS

- 1.1 The teams to play in Colts in 2025 – HSOB x2, University x6, Sydenham, New Brighton, Christchurch, Marist Albion, Linwood, Sumner, Lincoln University x2, Burnside, Belfast & Hornby.
- 1.2 Colts is not designated as a “Premier Grade” in the 2026 season, therefore Game On applies during the round robin.
- 1.3 This grade will play under the World Rugby Laws of the Game 2026 (including the Global Law Trials) and the NZ Rugby Domestic Safety Law Variations (including applicable Experimental DSLV’s  
These can be found via the following links:  
[World Rugby](#)  
[NZ Rugby DSLV’s](#)  
[Experimental DSLV’s](#)
- 1.4 There shall be no dispensations in terms of age, with the exception of front row players who may receive dispensation on the basis that the lack of dispensation would affect the ability of a team(s) to continue to participate in the Grade or exceptional circumstances.

### 2. FORMAT

#### 2.1 BASCIK TRANSPORT COLTS TAHI PANGO, TAHI WHERO and RUA SECTIONS

Teams will be split into three sections of Tahī Pango (6) and Whero (6) and Rua (7)  
Games will commence on the 2<sup>nd</sup> May 2026 and matches to be played on Saturdays.  
There is no play 27<sup>th</sup> June & 6<sup>th</sup> July (University Holidays). All teams in Rua section will have a storm week at Kings Birthday.

#### TAHI PANGO & WHERO

**Teams:** Burnside, Christchurch, HSOB A, Lincoln Uni Lambs, Linwood, Marist Albion, New Brighton, Belfast, Sydenham, Sumner, University Vipers & University Pythons

#### RUA

**Teams:** Lincoln University Romneys, HSOB B, Hornby, University Constrictors, University Cobras, University Anacondas & University Taipans.



# CLASSICS FORMAT 2026

## 1. CLASSICS

The 11 teams to play in Metro Classics in 2026 are: University, HSOB, Linwood, Shirley, Belfast, Otautahi, Suburbs, Sumner, Halswell Wigram, Christchurch, Marist Albion and Burnside.

1.2 Classics is not designated as a “Premier Grade” in the 2026 season, therefore Game On applies.

### 1.3 TEAM NUMBERS

Metro Classics teams can name up to 26 players each week after consultation and agreement from the opposing team in conjunction with the referee prior to the game starting. If both teams cannot agree, it reverts back to 22 only for each team.

Players who are not playing must be unticked during the team selection process in the APP so they do not appear on the team sheet.

Rolling Substitutions DO NOT apply unless Game ON is invoked due to a team having less than 15 players and any reserve taking the field must first see the official in charge of the match.

## 2. FORMAT

### 2.1 CLASSICS CUP

This competition will consist of one round robin of 11 weeks and games will commence on Saturday 11th April 2026. All matches to be played on Saturdays. There is no play 25<sup>th</sup> April (ANZAC) and 30th May (Kings Birthday).

The winner of the round robin will receive the **Classics Cup**

In the event of a tie in competition points for this round the Cup will be shared.

Points will not be carried forward.

No points will be awarded for any round cancelled.

If a team in Premier defaults the following applies:  
5 points will be awarded to the winning default team  
\$100 fine for first and second offence in one season  
Second default may result in removal from the competition

### CLASSICS TROPHY AND PLATE FINALS

At the conclusion of the round robin the teams will play a final series which is to be confirmed.

