

Tournament Rules – Frostbite Rugby Tournament *hosted by Knightmare RFC & Lancaster Roses A.C.*

Middle School 7's Girls

1. Schedule Changes

No requests for schedule changes will be honored once the preliminary tournament schedule is posted. The Tournament Committee reserves the right to make schedule changes to accommodate field conditions or no shows. Please review the final schedule on Friday, March 3, 2018 prior to registration at: www.pennlegacy.org/frostbite/index.html

2. Eligibility

The Frostbite Rugby Tournament is an USA Rugby approved/sanctioned tournament.

Participation in the tournament is open to accepted college, high school, and U13 and U-15 Boys (tackle) team and MS girls 7's. Designated "tournament teams" will not be considered for acceptance. Each team must be registered with a regional rugby association affiliated with the USARFU and must possess a CIPP approved roster to be turned in at registration. Each player and coach must be CIPP'd prior to the start of the tournament. Any team fielding an ineligible player will be disqualified and its tournament fee forfeited.

All teams are responsible for their own insurance. In case of accident or injury while traveling to or from and during the tournament, the Hempfield Soccer Club, Penn Legacy y Soccer Club, Knightmare RFC, Hempfield School District, Lancaster Roses AC, and their Executive Board, or any teams participating in the tournament, will not be held liable.

- **Players may compete for only one team in the tournament unless otherwise approved by the tournament committee.**
- **All players and coaches must be CIPP'd and associated with the USARFU and the appropriate regional rugby association. etc.**

3. Laws of the Game

All games shall be played in accordance with IRB Laws, except as modified by these rules.

4. Substitutions

Since this is a pre-season tournament, open substitution.

All substitutions must enter from mid-field with the permission of the referee. ***The referee may disallow substitutions if that request is judged to delay the game.***

5. Field and Game Equipment

- No metal cleats will be worn (accept those approved by USA Rugby guidelines/ IRB laws of the game.).
- No jewelry will be allowed.
- Players are required to wear mouth guards in accordance with IRB Laws of the game.
- Players must wear numbers on the back of their uniforms. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- No one will be allowed behind the end line except when designated by the referee.
- Players are not allowed to wear hard casts, unless they are prepared in a way to prevent injury to all players, subject to the referee's discretion.

6. Duration of Games

- Game will consist of two 7 minute halves (exception: see item #11/#12), with a two minute break between halves. There are no overtimes.
- All participating teams should be advised that they must provide a competent touch judge for all games
- The tournament will provide game day balls.

7. Games and Score Reporting

- Both teams will set up on the same side of the field for the game. Parents and fans will stay on the opposite side of the field.
- The Field Marshall will ensure the game report cards are properly completed and presented to the referee immediately following each game.
- The Referee will indicate the official score of the game on the card and sign the card. The coach from each team may also sign the card.
- The Referee will record names of players or coaches receiving caution (yellow) or ejection (red) cards and the reason for the card on the game report card.

Game report cards are returned to the Tournament Headquarters at the end of the day.

8. Failure to Show and Forfeits

- A team is allowed a 5-minute grace period after scheduled kick-off time to field a team before the match is forfeited. Team rosters to be no more than 12 players. A minimum of five (5) players constitutes a team, and if 5 players are present, the game will not be delayed.
- In no case shall a team which forfeits a game be declared a bracket winner or a wild card team. If an apparent bracket winner Forfeits a game, the bracket team with the next best record shall be named the bracket winner.
- A forfeit in the preliminary round shall be awarded three (3) points for the win. For tie-breaking purposes, the score shall be 14-0.

9. Protests: No protests will be entertained

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10. Conduct

- Players, coaches, and spectators are expected to conduct themselves within the spirit and the laws of the game. Displays of temper or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in a game forfeit or suspension of the team from the tournament as decided by the Tournament Committee.
- Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- In accordance with USARFU/EPRU Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and state association of the team involved.
- Alcoholic beverages and other illegal substances are not permitted at game sites or on any parking areas.
- Rugby Code of Conduct must be adhered to - see appendix D on page 4 of this document.

11. Determination of Bracket and Division Winners

The following format will be used to determine bracket winners:

POINT SYSTEM - Each team will be awarded three (3) points for a win, one (1) point for a draw, and zero (0) points for a loss. At the end, the bracket winner will be the team with the most win/tie points. In the event of a tie in a bracket, the criteria listed below will be used to determine the winner and placement within the bracket and which teams advance to the finals.

TIE-BREAKERS: The following list is the order of priority for breaking ties:

1. Points Differential - Maximum 25 per game
2. Head-to-Head Competition
3. Points Against (least)
4. Points For
5. Drop Kicks from the 22 meter line (best of 5, with different kickers each kick)

11. Inclement Weather or Other Emergency Situations

The coach will receive safety information at registration. It is the responsibility of the coach to read the information and implement when necessary.

- Please read, share with the team, and adhere to the US Rugby Severe Weather and Lightning Policy – see appendix C on page 3 of this document.

In the event of inclement weather, unsafe field conditions, or other unforeseen circumstances, the Tournament Committee has the authority to change games as follows:

- a. Relocate or reschedule any game(s).
- b. Change the duration of the game.
- c. Cancel any game(s).
- d. Cancel the tournament.

Games terminated after one half of play because of the weather shall be considered final.

In the event games are cancelled or shortened for any reason, bracket winners will be determined using the point system presented in section 11 of the rules. No awards shall be given unless all teams in a bracket play more than one game.

12. Darkness

Termination of a game due to darkness shall be at the sole discretion of the referee. The referee's decision shall be final. Games terminated after one half of play because of darkness shall be considered final.

13. Team Contact Person

At registration, each team must inform the registration personnel of their designated contact person and must provide a cell phone number where that person can be reached at any time during the tournament.

14. General

- There will be no registration refunds for partial cancellation of the tournament for any reason. In the event of a full tournament cancellation (no games played), the tournament may consider providing partial refunds of team application fees. In such cases, however, refunds will be taken under consideration by the Board after the event dates and after all tournament costs are covered. Under no circumstances, whatsoever, will the Tournament Committee or the Hempfield Soccer Club/Hempfield RFC/Penn Legacy or the Lancaster Roses AC be responsible for any expenses (hotel, travel, food for example) incurred by the team.

15. The Tournament Committee's interpretation of these rules shall be final.

16. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

Appendix C

USA RUGBY SEVERE WEATHER AND LIGHTNING POLICY

Severe Weather & Lightning– General (Venue Specific Policies may over-ride these recommendations)

In an attempt to educate the public about dangers relating to severe weather the National Weather Service has established a multi-level awareness plan.

Level 1 – If you are planning outdoor activities, obtain the weather forecast beforehand. Know your local weather patterns.

Level 2 – If you are planning to be outdoors, identify and stay within traveling range of a proper shelter. Employ the “30-30 Rule” to know when to seek a safer location. The “30-30 Rule” states that when you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, go immediately to a safer place. If you can’t see the lightning, just hearing the thunder means lightning is likely within striking range. After the storm has apparently dissipated or moved on, **wait 30 minutes** or more after hearing the last thunder before leaving the safer location.

Level 3 – When lightning strikes, go to a safer location. Do not hesitate. What is a safer location? The safest place commonly available during a lightning storm is a large, fully enclosed substantially constructed building. Substantial construction also implies the building has wiring and plumbing, which can conduct lightning current safely to ground. Once inside, stay away from corded telephones, electrical appliances, lighting fixture, microphones, electric sockets and plumbing. Inner rooms are generally preferable from a safety viewpoint.

If you can’t reach a substantial building, an enclosed vehicle with a solid metal roof and metal sides is a reasonable second choice. Close the windows, lean away from the door, put your hands in your lap and don’t touch the steering wheel, ignition, gear shifter or radio. Convertibles, cars with fiberglass or plastic shells, and open framed vehicles are not suitable lightning shelters.

Level 4 – If you cannot flee to a safer location, take action to minimize the threat of being stuck. Proceed from higher to lower elevations. Avoid wide-open areas, including sports fields. Avoid tall, isolated objects like trees, poles, and light posts. Do not consider unprotected open structures such as picnic pavilions, rain shelters and bus stops. Avoid contact with metal fences, metal bleachers, or other metal structures.

Level 5 – If circumstances or a series of bad decisions have found you outside of a shelter, far removed from a safer place when lightning is occurring, there are still measures to be taken. Put your feet together, squat down, tuck your head, and cover your ears. When the immediate threat of lightning has passed, continue heading to the safest place possible.

Level 6 – If the worst happens, there are key Lightning First Aid guidelines. First, if at all possible, call “9-1-1” immediately. Since all deaths from lightning strikes result from cardiac arrest and/or stopped breathing, begin treatment as soon as possible. CPR or mouth-to-mouth resuscitation is the recommended first aid, respectively.

The threat of injury due to a lightning strike is very prevalent. We unfortunately cannot control the weather, however can decrease the possibility of injury through education and proper precautions. By understanding and utilizing the five levels identified in the National Weather Service plan we can be assured that our teams are safe at all USA RUGBY events.

Lightning Safety Education Resources --- National Weather Service www.LightningSafety.noaa.gov National Lightning Safety Institute www.LightningSafety.com/index.html

Appendix D

RUGBY CODE OF CONDUCT

All Unions, Associations, Rugby Bodies, Clubs and Persons:

1. must ensure that the Game is played and conducted in accordance with disciplined and sporting behavior and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles;
2. shall co---operate in ensuring that the spirit of the Laws of the Game are upheld and refrain from selecting players guilty of foul play;
3. shall not repeatedly breach the Laws of the Game;
4. shall accept and observe the authority and decisions of referees, touch judges, Match Officials and all other rugby disciplinary bodies, subject to Regulation 17;
5. shall not publish or cause to be published criticism of the manner in which a referee or touch judge handled a Match;
6. shall not publish or cause to be published criticism of the manner in which Council or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the Bye---Laws, Regulations, or Laws of the Game;
7. shall not engage in any conduct or any activity on or off the field that may impair public confidence in the honest and orderly conduct of a Match, tour, tournament or Series of Matches (including, but not limited to, the supply of information in relation to the Game, directly or indirectly, to bookmakers or to persons who may use such information to their advantage) or in the integrity and good character of any Person;
8. shall not commit a breach of Regulation 6 (Wagering);
9. shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute;
10. shall not commit an anti---doping rule violation as defined in Regulation 21;
11. shall not abuse, threaten or intimidate a referee, touch judge or other Match Official, whether on or off the field of play;
12. shall not use crude or abusive language or gestures towards referees, touch judges or other Match Officials or spectators;
13. shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other Person on the ground of their religion, race, sex, sexual orientation, color or national or ethnic origin;
14. Shall not do anything which adversely affects the Game of Rugby Football, the Board, any member Union or Association or any commercial partner of the Game. Each Union and Association is under an obligation to comply with and to ensure that each of its members comply with this Code of Conduct and adopt procedures to monitor compliance with and impose sanctions for breaches of the Code of Conduct by Persons under its jurisdiction.