

Missouri Youth Rugby (MYRugby) High School Girls Rules for Fall 2019

These rules were discussed at the MYRugby High School (HS) Girls Kickoff meeting on Saturday, June 8, 2019, revised by the Coaches Committee on Aug 22, 2019 and approved by the Board of Directors on Aug 23, 2019. These rules are in addition to the USA Rugby laws and policies and the MYRugby general rules and policies.

- 1) Deadline for team confirmation is Wednesday, September 11th. Teams must have a minimum of 7 players registered with USA Rugby, one Level 200 coach registered with USA Rugby, and the Head Coach must submit a signed MYR Code of Conduct to MYRugby to compete in the full Fall season.
- 2) Team Check-in for 7s Tournaments and Individual Games not played at 7s Tournaments:
 - a. Players must be registered with USA Rugby by 10:00PM the Wednesday before the 7s tournament or 48 hours before individual game to ensure that they are able to practice contact before the tournament. **Additionally, teams must notify the Coaches Committee as soon as possible if they cannot attend a tournament. Email - myrugbycc@gmail.com**
 - b. Teams must check in at each tournament or individual game with the MYRugby designated person prior to playing. Teams need to provide proof that each player is registered with USA Rugby and in High School. Copies of "Power School" documents or picture school IDs are acceptable for validating players eligibility. No 8th graders are allowed to play in High School Tournaments. Players under 15 years of age must also show a signed USA Rugby U15 player waiver.
 - c. Teams must be outfitted in like uniforms (matching jerseys, same color shorts, and same color socks). Names on the back of jerseys are acceptable as long as players do not have the same number.
- 3) Eligibility will be in accordance with MYRugby Eligibility policy (see Appendix A) with the following exceptions:
 - a. Revision to Section 2.b for the 2019 Fall Season: Players who reside in Kansas may register with and play for a Missouri girls' high school team. These players are eligible to play in all games, including league games and games played at the HS Girls State Tournament.
 - b. For the 2019 Fall Season, girls high school teams that are registered in Kansas may play in any of the Missouri tournaments, but must pay \$8 per player per tournament and will NOT be allowed to play league games (i.e. only allowed to play in friendlies).
 - c. Revision to Section 4.c for the 2019 Fall Season: If a player enrolls with an appropriate MYRugby team AND plays at least one league match with that team in accordance with the MYRugby Eligibility policy and these rules, that player may continue to play with that team for the remainder of the Fall 2019 season, even if they enroll in a different high school at a later date.

- 4) Format for the 7s regular season tournaments that determine rankings for the 7s state tourney:
- MYRugby will set the game schedule for each tourney.
 - Each team will play 3 games per tourney.
 - Depending on number of teams and the structure of the league, 1, 2, or 3 of the games per tourney will count as league games so that each team plays each other at least once towards state seeding.
 - The first game for each team during the first tourney will be scheduled as a friendly game.
 - All teams are invited to State Tournament.
 - Seeding will be based on points standing of official matches played. Friendly games will not be awarded points for standings. If matches played are the same, 1) head to head game will be reviewed and 2) then PF vs PA will be assessed.
 - Standings points will be awarded as follows: 3 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for a forfeit.
 - Each team may only enter 1 team towards the State Tournament. Teams may have B-sides that compete in friendly games only.
- 5) League games:
- a. Each team is allowed 5 substitutions and a total roster of 12 players. No roster submittal is required for league games. In accordance with the USA Rugby 7s laws, non-injured players may come back on the field as a substitute. Each exchange of players is counted as a substitution.
 - b. Subs must be registered with USA Rugby with the team they are going to play for.
 - c. Front row players must be trained.
 - d. No kicking tees may be used.
 - e. Technical zones will be utilized.
 - f. At kickoff, a team must have a minimum of 7 medically cleared players. Having less than 7 players is a forfeit with an automatic score of 25-0 to the other team.
 - g. If a team has less than 5 players able to play during a match, the game is a forfeit with an automatic score of 25-0 to the other team.
 - h. Ties are allowed in league games, but not at the state tournament. At the state tournament, game will go to kicks following MYRugby established rules (see #7 below).
 - i. Coaches are only allowed to go on the field at half time and during player injuries.
- 6) Non-League games will use the same rules established for the league games (see #4 above) with the following exceptions:
- a. Each team is allowed 7 substitutions and a total roster of 14 players.
 - b. Subs may be registered with USA Rugby with a team other than the team they are playing for.
- 7) Host team responsibilities:
- a. Designated teams may help host a “home” 7s tourney prior to state.
 - b. The host team(s) must:
 - i. Provide a field location at least 7 days prior to the tourney;
 - ii. Set up and take down of the field, including crowd restraints on the spectator’s side and mandatory technical zones for each team; and
 - iii. Provide 2 game balls.
 - c. MYRugby will be responsible for providing the referees and medical coverage for the tournaments.
 - d. All teams are responsible for bringing their own water, food, shade, etc. These items will NOT be provided by the host team.
 - e. For 2019, the HS Girls State Tournament will be organized by the MYRugby Board, in conjunction with Lindenwood University.
 - f. For 2019, the HS Girls State Tournament will be held in St. Charles, MO.

8) Technical Zones

- a. Only people listed on the USA Rugby Roster will be allowed in the technical zone.
- b. Anyone blatantly disregarding technical zones will be given one (1) warning and then will be asked to leave the tournament.
- c. Technical zones extend from field to fence or as designated by a MYRugby designated person.

9) Referee Abuse

- a. No one is allowed to verbally assault the ref during games. This includes yelling about a supposed missed call or a call that was made. Anyone verbally assaulting a ref will be given one (1) warning by either the ref or the MYRugby designated person and then will be asked to leave the tournament.
- b. No one is allowed to verbally assault the ref after games. Issues of verbal assault of a ref will be referred to the MYRugby disciplinary committee and penalties may include suspension of team, player, and/or coach, fines, or other sanction.
- c. Any issues regarding a ref or a call made should be directed to a MYRugby designated person

10) Coach Sideline Conduct

- a. Coaches are not allowed to approach or verbally assault ANY ONE during a game. This includes yelling about a supposed missed call or a call that was made. Any coach observed verbally assaulting ANYONE during a game will be given one (1) warning by either the ref or the MYRugby designated person and then will be asked to leave the tournament.
- b. After the game, coaches may discuss a situation that occurred before, during or after a game, but are highly encouraged to do so away from players, parents, fans, etc. If requested, the MYRugby designated representative can be asked to be present at this discussion. Additionally, either coach or the MYRugby designated person may request a delay in the discussion of the issue for 24 hours if needed.

11) State Tournament Overtime Rules

MODIFIED MYRugby's overtime policy for state matches which end in a tie at the end of regulation shall be as follows:

1. A regular five (5) minute overtime shall be played.
2. If at the end of the first five (5) minute overtime, the score remains a tie, then a second five (5) minute overtime will occur in which the first team that scores wins.
3. If at the end of the second five (5) minute overtime, the score remains a tie, then a drop-kick shoot-out between the two teams to take place as follows:
 - a. The kicks at goal should be part of the match and be the responsibility of the referee. The touch judges and match commissioner may help the referee. Before the kicks at goals, the two captains shall toss a coin to decide which goal posts to use and toss again to decide who will kick first. The match commissioner may move the drop-kick shoot-out to another field if necessary to accommodate the competition schedule.
 - b. The first series will consist of five drop-kicks taken on the **10 meter line**, centered in front of the posts.
 - c. The kicks at goal will be taken, for each team, by each of the five players, nominated by the captains, who were on the field of play at the end of that match. In the event of an injury, a player initially nominated to kick, may be replaced however his/her replacement shall be a player who was on the field of play at the end of that match.

The five players shall take turns to kick at goal. Teams will alternate: Team A, Team B, Team A, Team B, etc.

d. In the event of a tie after the first series of kicks at goal, additional kicks shall be taken on the **15 meter line**, centered in front of the posts, alternating kicks using the same five kickers from each team continuing in the same order until one team has an advantage for the same number of kicks taken.

e. In the event of a tie after the second series of kicks, the spot of the kicks shall be moved back 10 meters, centered in front of the posts, alternating kicks using the same five kickers from each team continuing in the same order until one team has an advantage for the same number of kicks taken up to 10 kicks per team.

f. In the event of a tie after the fourth series of kicks, the sequence of kicks shall restart at subsection b, continuing with the same five kickers from each team until one team has an advantage for the same number of kicks taken.

Article 3 – Player Eligibility

Section 1

All players in all leagues must be in good standing with USA Rugby and MYRugby.

Section 2

In order for a player competing for a MYRugby team in one of the High School Leagues described in Article 2 to be in good standing with MYRugby, the following must be met:

- a. A player shall not have reached the age of nineteen (19) prior to July 1 of the academic year in question.
- b. A player must be enrolled in an actual Missouri high school (grades 9 – 12), or the Missouri home-school equivalent, during the academic year in question.
- c. Players shall have four (4) years of eligibility, which begins once the player first enrolls in the ninth grade. Students in their fifth year of high school are not eligible to play in a MYRugby High School League. Students graduating mid-year are not eligible to play during the spring season following their graduation.

Section 3

In order for a player competing for a MYRugby member team in one of the High School Leagues described in Article 2 to be in good standing with USA Rugby, the following must be met:

- a. A player must be listed on their team's USA Rugby CIPP Roster.

Section 4

For High School Leagues, as described in Article 2, the following shall determine the MYRugby team for which a player shall compete:

- a. If a MYRugby team is affiliated with a high school, as defined by the Coaches' Board, then a player enrolled in that high school shall compete for that MYRugby team.
- b. If the high school in which a player is enrolled is not affiliated with a MYRugby team, as defined by the Coaches' Board, then that player may compete for any MYRugby team the player so chooses.
- c. If a player begins his or her four (4) years of eligibility competing for a MYRugby team, and thereafter enrolls in a different high school which is affiliated with a MYRugby team, as defined by the Coaches' Board, then that player shall compete for the MYRugby team which is affiliated with the player's new high school.
- d. If a MYRugby team becomes affiliated with a high school, as defined by the Coaches' Board, then any players enrolled in that high school and currently competing for a different MYRugby team shall have the option of either continuing to compete for the player's current MYRugby team or competing for the MYRugby team thereafter affiliated with the high school in which the player is enrolled. Once this decision is made, the player will not be allowed to compete for any other MYRugby team unless he or she enrolls in a different high school or the MYRugby team which the player is competing for ceases to be a member of MYRugby.

For purposes of determining eligibility under this Section, players who are enrolled in the home-school equivalent of a high school, as discussed in Section 2.b of this Article, shall be considered enrolled in the public high school he or she would have been if he or she were not home-schooled.