

2022 RUGBY INDIANA

Semi-State & State Finals



Site / Location

- Girls 7/8 Tournament Location: River Road Park, 12575 River Rd, Carmel, IN 46033
- Semi-State Location: Cyntheanne Park, 12383 Cyntheanne Road Fishers, IN 46037
- Finals Location: Moose Rugby Grounds 1510 County Road 6 W, Elkhart, IN 46514

Host:

- Girls 7/8 Tournament: Carmel Youth Rugby
- Semi-State Location: Mudsock Rugby
- Finals Location: Penn Boys Rugby Club

Host Contact:

- Girls 7/8 Tournament:
- Semi-State:
- Finals: Bart Bottorff, bbottorff@premierprint.com, 574.340.9966

Rugby Indiana Contact: Wayne Eells, WEells@RugbyIndiana.com, 317.727.8651

Format: Bracket set by Rugby Indiana: www.RugbyIndiana.com

Dates:

- Girls 7/8 Tournament: 22 May 2022
- Semi-State: 28 May 2022
 - **Gates Open at 9:30a**
- State Finals: 30 May 2022
 - **Gates Open @ 9:30a**

NO EARLY GATE ENTRY

Parking: Ample parking will be available. No parking on the grass or service roads.

Gate Fee:

- Girls 7/8 Tournament: No Gate Fee
- Semi-State: There will be a \$7 entrance fee for spectators 12 & up.
- Finals: There will be a \$10 entrance fee for spectators 12 & up

GATE FEES ARE CASH ONLY

ATMs Near The Fields for Semi-Sate and Finals:

- **Semi-State**
 - Multiple located throughout Hamilton Town Center, 13901 Town Center Blvd, Noblesville, IN 46060
- **Finals**

- Teachers Credit Union: 1.33 Miles – 201 County Road 6, Elkhart, IN 46514
- PNC Bank: 1.5 Miles – 145 County Road 6, Elkhart, IN 46514
- First Source Bank: 1.62 Miles – 3267 Northview Dr, Elkhart, IN 46514

Welcome: We would like to congratulate you and your team on making it to the 2021 Rugby Indiana Semi-State and State Finals. This event will provide a safe and fun day of great rugby competition. At this event will experience some of the best youth rugby there is. At the end of each finals match, we will recognize the first and second place teams of the spring competitive season.

The staff and volunteers are working hard to provide the best pitches, facilities, and rugby experience from start to finish. We require your support and following of all the rules so this can be a great experience for all teams. Please distribute this information to your team, fans & coaches. By sharing this information now, it will prevent confusion, surprises, and conflict.

Thank you and have a great post season!

Facilities:

- **Concessions:** No Food and drinks from the outside the facility. A selection of hot foods and cold drinks are available.
- **Tournament Merchandise:** Tournament Merchandise will be available for sale. **Credit Card readers will be available to assist with purchases.**
- **Restrooms:** Restrooms are available. Please use them, and not trees, etc. Failure to use the restrooms is cause for immediate removal from the ground/event.

Player Eligibility: Players must meet Rugby Indiana eligibility requirements and be registered in the Rugby Indiana for the Spring 2022 Season. **There will NOT be any onsite late registrations. If a player is NOT registered in Rugby Indiana at the time of the tournament, they will NOT be allowed to play.** Teams are strongly encouraged to double check their rosters.

Team check-in: All teams should be prepared to check-in. The check in process will take around 10 minutes per team. Teams and Players will be checked against the Rugby Indiana Eligibility Policies. Having the required information prepared in advance will speed up your check in. You will need to provide the following:

- 2 copies of your printed match roster (can be obtained on the Rugby Indiana website). You can use the USA Rugby Blank Template on the Rugby Indiana Website (also posted on the 2022 spring tournament page), or you can print a game day roster out of SportLomo. Rostered players must come from the approved player pool roster in SportLomo.
 - **Please have your players line up in the order of your match roster to speed up check in, with their ID in hand. This will speed up check in.**
- Every player on the match roster will need to be prepared provide school /photo ID
 - *Youth players may not have school ID/Photo ID. Pictures from their Power School Account showing grade/school, copy of birth certificate, etc can be used. We are looking to ensure that they player on the roster is the person showing up for the match and meets eligibility.*
- All players must comply with the Protective Equipment and Clothing Guidelines. The most current version is posted on the Rugby Indiana website (also on the 2022 Spring Tournament pages)

- This includes mouth guard that fit fully inside the mouth
- In your team binder, printed and signed copies of:
 - Waiver of Liability and Eligibility
 - Code of Conduct
 - Parental Consent for Treatment of Minors & Parental Consent for Transportation of Minor.
- Match roster:
 - High School Boys and Girls: 15 starters and up to 8 subs, and are subject to World Rugby front row requirements. (players in HS 14 years old must have a signed waiver .
 - and are subject to its provisions, completed waiver must be provided to RI Official at check in).
 - Substitutions: No Open/Rolling Subs. Standard Rugby Substitutions are in effect aligning with World Rugby Laws.
 - Middle School Boys: 15 starters and up to 8 subs, and are subject to World Rugby front row requirements. Open (and rolling) Subs, no line changes.
 - Middle School Girls: 7 starters and up to 8 subs.

Park Rules:

- **No animals (dogs, cats, etc., at any time)**
- No parking on grass, no blocking lanes, emergency vehicles, etc. Follow directions of parking staff at all times.
- No Drugs and Alcohol
- No Firearms or other weapons
- No vulgar language
- No Fires or Grilling
- No RV's or Trailers
- Children under 12 must be supervised
- No Driving on the Fields
- Parents and Players must stay behind the restraints, on the proper side of the Technical Zones.
- Spectators are not permitted to taunt players, match officials, other spectators, or anyone else. Taunting (yelling at them, challenging calls, etc.) can result in ejection from the facilities, on field penalties for teams, match officials to abandon the match, loss of team seeding rank next year, and/or extended bans from Rugby Indiana events.
- The Event Location, its grounds, Rugby Indiana, its hosts, the sponsors shall not be liable for damage, property loss, injury, or death.

NEW - Team Camp Check Out/Team Clean Up: All teams are required to check out with Rugby Indiana before leaving to ensure the team camp areas are left clean. Any team leaving before checkout and/or not cleaning their tech zone and/or camp area after matches may result in a \$250 fine and/or future tournament sanctions.

Trainers: Certified Athletic Trainers on site. Trainers will provide medical coverage for injuries and accidents. **Players needing to be "taped" before game play are required to provide their own supplies.**

The hospital is 15 minutes away if needed and directions are at the medical tent as well as concession stand.

Teams “Village” Sites: Team camps will be marked. Please clean up your site.

- Teams are allowed to have and provide water/fluids to keep their players hydrated.
- Teams are allowed to have and provide energy snacks for their players only.
- 10x10 pop up tents are allowed in the village, but are the responsibility of the team. All items including the tent must remain inside your village camp area. Host locations have in-ground watering systems for their fields. **No Team may erect its own tent without checking with the host staff first due to irrigation line, and past breaking of those lines by Teams.**
- Your site is your responsibility to keep clean. Failure to ensure your area is not clean before you leave could result in a reduced tournament seed position next year. **All teams are required to check out with Rugby Indiana before leaving to ensure the team camp areas are left clean. Any team leaving before checkout and/or not cleaning their tech zone and/or camp area after matches may result in a \$250 fine and/or future tournament sanctions.**

Gatorade Hydration/Energy Stations at Semi-State and Finals: Products available at the Hydration/Energy Stations are free of use and only for Players, Coaches, Officials, Trainers, Ball Boys/Girls.

Warm-Ups: Warm up at your discretion in the designated warm up space. **Do not warm up on the pitches.** Use the designated areas only. Teams should arrive on the pitch 20 minutes before game time for final instructions and inspections by referees.

Coin Toss: Captains, scrumhalves, and front rows must report to the referee tent 30-minutes prior to their match.

Event Format: There will be two or three fields for all Rugby Indiana divisions. Championship brackets are available on www.rugbyindiana.com and will be posted on the outside of the concession stand.

Rugby Laws and Policies: All teams, coaches, players, officials, and fans are subject to the Rugby Laws and Policies of World Rugby, USA Rugby, and Rugby Indiana.

Touch Judges: If Assistant Referees are not assigned/available, each team will be required to have a volunteer to serve as a touch judge. The touch judge is not part of the match officials’ team. A touch judge signals when a ball goes into touch and when a kick is good. No coaching of players is permitted by any touch judge.

Match Variations By Level:

- High School Boys: All HS Rugby Laws apply
 - **Scrum: The offside line will be the feed line/channel of the scrum**
- High School Girls: All HS Rugby Laws apply
 - **Scrum: The offside line will be the feed line/channel of the scrum**
- 7/8 grade boys: Full Field, 15s laws, contested scrum, contested lineup with lifting, kicking allowed, Conversion Kick (with Ts), scoring team receives kick-off, Size 5 ball. Rosters capped at 23, open (and rolling) subs. No line changes.

- **Scrum: The offside line will be the feed line/channel of the scrum**
- 7/8 grade girls: ½ Field, 7s laws, contested scrum, contested lineup with lifting, kicking allowed, Conversion Kicks, Size 5 ball, Unlimited On/Off Substitutions.

- **Scrum: The offside line will be the feed line/channel of the scrum**

Match Duration: Rugby Indiana matches will follow USA Rugby's guidelines in regard to match duration

- High School matches will have two 30-minute halves
- 7/8 grade boys match will have 20-minute halves (boys 7/8 Max match length is 50 min, and this gives room for overtime)
- 7/8 grade girls match will have four 7-minute quarters.

Overtime: In the event of a tie after regulation play, the following will be used:

1. Two (2) Five-minute periods.
 - a 7/8 Girls: continues with single 5-minute periods, until decided. There is no kicking to decide.
2. If still tied after the two 5-minute periods, a 5-kicker system will apply. A coin toss will decide who kicks first: whoever wins the coin toss can elect to go first or have the opposing team kick first. Each team will select 5 players (from the field of play only) that will take 1 kick each at goal from behind the 22. The first 3-rounds will be from center, then moves to the right 15 meter hash at the 22, and then the left 15 meter hash at the 22. The other team must then repeat and beat the results to win, or match the results to force another repeat.
3. If, after 5-rounds the score remains tied, kicks will continue from the 5-kickers at the 15-meter hash on the 22, alternating right side, then left side.
4. This format is used to stay on time with the event and determine a winner and the limited amount of minutes a U-19 rugby player may play in single match.

Match & Event-Discipline: The referee will have the final say in all on field issues. All disciplinary issues will be handled by Rugby Indiana's Disciplinary committee. **Teams are expected to control all fans, players and coaches at all times, and act with sportsmanship.** Spectators not abiding by proper sideline behavior may be removed from the facility.

- Yellow Cards
 - Girls 7/8 – 2 Minutes
 - Boys 7/8 – 5 minutes
 - High School – 7 Minutes
- Red Cards (cards received in Semi-State and Finals are adjudicated by the Disciplinary Committee and sanctions carry into next matches for any participant)
 - Girls 7/8 – 10 minutes before a bench/substitute can replace
 - Boys 7/8 – 15 minutes before a bench/substitute can replace
 - High School – 20 minutes before a bench/substitute can replace

Tournament game balls: The match balls are the property of Rugby Indiana, and shall be returned to the referee after each match.

Technical Zones: Coaches, Players, Spectators are required to adhere to Technical Zones. This includes a maximum of 3 L200 USAR Certified Coaches in their coaching box, players properly warming up, proper water carriers (with pinnies on), no coaches in the goal zone after tries, bringing water/kicking Ts, on the field, etc. Coaches are expected to control players, fans, and fellow coaches at all times. You must demand good sportsmanship, use of language, and behavior standards.

Persons allowed inside Technical Zone Barriers: All persons inside the barriers must not interfere with the duties of the Assistant Referees/Touch Judges.

- Match Official, Assistant Referee (Touch Judges).
- 4th Official, Score Keepers (in the Center TZ area)
- Trainers (in the Center TZ Area)
- **Coaches: A maximum of 3 Level 200 USA Rugby CIPPed coaches per team in their TZ.**
- Accredited and appointed Performance Reviewer and/or coaches of Referee Officials (properly attired)
- Rugby Indiana Officials (ExDir, League Admin, DO, Board Members)
- Professional or team photographer/videographer: Only one per sideline, Monopod camera supports are permitted. Use of tripods or free standing camera supports are not permitted inside the barrier, unless permissions granted by the Match Official and Rugby Indiana Officials. Photographers must secure a safety vest from event staff to be worn when taking pictures in the TZ, and to be returned immediately after the game.
- Ball boys/girls: The Match Official may deny use of ball boys/girls.
- Rostered Players: Only players on the Match Roster may be in their team's TZ. Water Carriers must wear pinnies and may not interfere with any conversion kicks. (Youth teams that have more players than the rostered may have their additional players in the proper TZ area as long as their clothing is in contrast to the players on the pitch & rostered players).

Score Boards: If score boards are used, they are for general information only. They are not official, and may not always be correct. You must check with the Referee for official scores and exact times . . . the Referee is sole judge and final say on that subject.

Tournament MVP: The head coach of each team in the final match will select the Player of the Match for their team. They will give both names to the Executive Director (or their designee) , who will then put those two names "in a hat" and draw out the Tournament MVP.

Hot/Humid Weather: When weather conditions are exceptionally hot and/or humid, the Referee or Rugby Indiana Executive Director, at their discretion, will be permitted to allow one water break in each half. This water break should be no longer than one-minute. Time lost should be added on the at the end of each half. The water break should normally be taken after a score of when the ball out of play when the ball is near the half way line. Coaches are not allowed on the field during this water break.

Tournament Awards: A formal presentation of trophies and awards will follow the matches, near concessions after the State Final's match for each level. Championship Bracket winners receive awards and a team trophy. Challenge Cup Bracket winning team receives a team trophy (no medals).

Action Plan for Dangerous Weather: If dangerous weather has been declared teams will be directed to take shelter in their cars or in the restrooms. Final Determination rests with Rugby Indiana Officials (1. ExDir, 2. League Admin. 3. DO).

Level 1 – If you are planning outdoors 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.

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.

Please note at all Rugby Indiana Tournaments an air horn will sound three times after which all matches must stop immediately and the advice outlined above should be observed.