

OHIO HIGH SCHOOL RUGBY

A. GENERAL REGULATIONS

1) Eligibility

1.1. TEAM ELIGIBILITY

- 1.1.1. "Team" means a group of at least 15 high school players with a coach, organized and registered with Rugby Ohio, and in good standing, to participate in the League.
- 1.1.2. All high school players on a team must be at least 14 years of age at the time of registration, and be enrolled in the 9th through 12th grades.
- 1.1.3. A High School Rugby Team must be based on a state or nationally-accredited school that issues high school graduation diplomas. A Team must be represented by a roster that is limited to players that are registered students at the high school upon which the team is based including home schooled students eligible for that school's athletic activities.
- 1.1.4. No other students are permitted to be rostered on a high school rugby team or club and cannot participate in any interscholastic high school rugby matches.
- 1.1.5. Each team is strongly encouraged to be a single school team. Only if a single school team is not possible may a team draw from multiple schools. These schools must be contiguous.
- 1.1.6. Once a multi-school team builds a base of players where participation from one school is large enough to sustain a separate team, a new team will be formed as long as there are enough players to sustain the original team.
- 1.1.7. Transfers will only be granted in case of extreme hardship and only after written request is received and approved by the regional league and Rugby Ohio.
- 1.1.8. Teams may carry an unlimited number of players on its Roster.
- 1.1.9. High School rugby teams, High School All Star teams and rugby teams made up of high school students or

predominantly 'Under 18' players are not permitted to play contact rugby against College or Adult teams. This includes contact rugby games, contact practices or scrimmages in sevens, fifteens, or any other denomination of rugby. This is for the safety of the players and is not allowed under any circumstances.

1.2. COACH ELIGIBILITY

- 1.2.1. All Ohio High School Rugby coaches are required to have completed the USA Rugby Level 200 Coaching Certification Program. This program is aligned with the World Rugby Organization and is a combination of online modules and a face-to-face workshop. Coaches are assessed online for understanding and then in the workshop for competency.
- 1.2.2. All coaches are required to register with USA Rugby. USA Rugby conducts a background check on every youth and high school coach through this registration process. Register at USA rugby for your team, named "Rugby Ohio – *teamname*."
- 1.2.3. Coaches receive important player information through the Rugby Ohio registration process: parents' names, addresses, phone numbers, doctor's name and phone number, insurance information and any medical conditions, allergies, drug reactions and previous illnesses/injuries or surgeries relative to the athlete, as well as a signed consent form giving authorization to Ohio High School Rugby to obtain medical treatment for a minor.

1.3. PLAYER ELIGIBILITY

- 1.3.1. Players are eligible if they have not reached their 19th birthday by the September 1st that occurs at the start of the school year containing the competitive season, including the summer following that school year.
- 1.3.2. Players, except those that have graduated, must be attending class full time, as defined by the High School registrar.
- 1.3.3. Players must have certified US High School transcripts either for two consecutive semesters including the semester that falls during the Competition Season, or, for players that have graduated, the final semester prior to graduation

during the current academic year, excluding freshmen entering high school for their first semester.

- 1.3.4. If the competition season extends beyond the end of the school year, the players may continue to participate in the competition provided that the players were otherwise eligible at the end of the school year.
- 1.3.5. Players must be within four (4) years of the moment the player first enrolled in ninth grade, regardless of when that player started playing rugby or had the ability to start playing rugby.
- 1.3.6. Players must not play in a Qualifying Match for any other club in a rugby match, including the High School team or club, College Club, or Senior Club competitions, while those players' High School Qualifying Match season is in progress.
- 1.3.7. Players that are 14 and enrolled in high school must complete the 'Under 15 Waiver' to participate in High School Rugby. 14-year-old players must not participate in the front row of fifteens or 10s contact high school rugby matches.
- 1.3.8. Players must meet and remain in compliance with all applicable amateur standards.
- 1.3.9. All players must provide a copy of a valid High School Identification Card to the head coach prior to their first practice. Players who are home schooled or enrolled in a GED or equivalent program must provide documentation on official letterhead stating they are currently enrolled in a high school program culminating in a GED or high school diploma.
- 1.3.10. A student enrolled in eighth grade is ineligible to be included on a high school roster or play in a high school game, regardless of age.

2) Registration of Teams, Players and Coaches

2.1. TEAM REGISTRATION

- 2.1.1. Teams must register annually at RugbyOhio.com.

- 2.1.2. For assistance in registering a new team, contact Rugby Ohio's administrator, whose contact information is on the Rugby Ohio website.

2.2. COACH REGISTRATION

- 2.2.1. Rugby Ohio High School Coaches are to be USA Rugby Level 200 certified and have "active" standing with USA Rugby. Coaches must register with USA Rugby annually and prior to any practice or coaching activity. The USA Rugby registration cycle runs September 1 - August 31.
- 2.2.2. To be "active" with USA Rugby, a coach must do the following:
 - 2.2.2.1. Register as a coach with USA Rugby.
 - 2.2.2.2. Pass a biennial background screening.
 - 2.2.2.3. Complete the Player Protection Package.
 - 2.2.2.4. Complete a certification course.
 - 2.2.2.5. Annually maintain active status.
- 2.2.3. Details for completing these requirements can be found at <http://usarugby.org/coach-reqs/overview>.

2.3. PLAYER REGISTRATION

- 2.3.1. All players register through the 'Register' link at RugbyOhio.com. Registration is not complete until payment is made and all paperwork is signed. Players can pay by credit card or by sending a check. When sending a check, players need to add their player account number from the Rugby Ohio registration and the receipt they print from the site.
- 2.3.2. Coaches **MUST NOT** register players. Players must register themselves in the presence of a parent. The waivers, codes of conduct and liability coverages are null and void if a play does not register himself or herself.

2.3.3. Player Registration Procedure:

- 2.3.3.1. Players must register with a parent present. Coaches may not register players without a parent present.
- 2.3.3.2. Go to www.rugbyohio.com Click on “Registration” at the top of the Home page. Choose High School Registration.
- 2.3.3.3. New Players: Click on have “Register Now” and fill out the contact & player information. Parents and Child must click acceptance of the Code of Conduct. Then hit “Continue” and fill out the balance of your personal information.
- 2.3.3.4. The parent must agree to the Parent/Guardian Agreement by checking the box. Then hit “Submit.”
- 2.3.3.5. Returning Players: login in with your registered e-mail & password.
- 2.3.3.6. Click on Register/Edit under Player Info.
- 2.3.3.7. All players under age 18 must have parent check the RO Parent/Guardian Agreement. Click SUBMIT.
- 2.3.3.8. Parents must read and electronically initial and sign all legal documents that include: Parent/Guardian Agreement, Consent to Medical Treatment of a Minor, Release of Liability, USA Rugby Rules Acknowledgement, Concussion Information Sheet.
- 2.3.3.9. “Submit” all legal documents.
- 2.3.3.10. Once player registration is complete, payment options will be displayed. You can pay by entering credit card information and hitting “Submit.” Alternatively, you can send a check to Rugby Ohio at PO Box 45400, Westlake, Ohio 44145. YOU CAN ALSO PRINT A RECEIPT, BUT DO NOT PRINT THE RECEIPT

UNTIL YOU HAVE ENTERED PAYMENT INFORMATION.

- 2.3.3.11. If you do not have your players pay Rugby Ohio directly, please instruct them ahead of time to disregard the payment methods and to make payments to your club for submission to Rugby Ohio on their behalf.
- 2.3.3.12. Players can apply for Rugby Ohio Scholarships or Grants by clicking the scholarship link on this page. Scholarships should be received by March 16th for consideration.
- 2.3.3.13. The Release/Waiver forms are to be filled out every year and kept by the coach/team manager. This season Coaches can access electronically signed waivers on line and print for their records. If players do not submit waivers, they cannot be rostered to their team.
- 2.3.3.14. If there are any questions or concerns regarding registration, please contact Rugby Ohio League Administrator.

2.4. REGISTRATION DEADLINE

2.4.1. **[Reserved.]**

3) Practice and Coaching

3.1. THE SEASON

3.1.1. **[Reserved.]**

3.2. PRACTICE RULES

- 3.2.1. A certified level 200 coach is required at every match and practice.
- 3.2.2. If a certified coach is not present, teams may not engage in any contact. In the absence of a certified coach, practices must be limited to passing and other non-contact drills.
- 3.2.3. Coaches are responsible for conducting safe, positive and instructive practices. Coaches are required to ensure

compliance with four mandatory tackle practices and two live scrum sessions for every player before they play in their first game. The focus on tackle practices is to teach safe tackling techniques and how to be tackled safely. The focus on scrum sessions is to teach preparation, proper technique and safety, safety, safety. Coaches must avoid fast tracking elite athletes.

- 3.2.4. Coaches are required to have a cell phone at all practices and matches.
- 3.2.5. Coaches are required to possess parent/legal guardian waivers and au-theorization forms to consent to treatment for a minor for every athlete, at every practice and match. This information includes parents' phone numbers, Dr.'s name and phone number, insurance information, and any med-ictal conditions, allergies, drug reactions, and previous illnesses, injuries or surgeries relative to the athlete.

4) Protective Equipment and Clothing.

4.1. MATCH KITS

- 4.1.1. Proper equipment is required for all matches.
- 4.1.2. Mouth guard is required.
- 4.1.3. Rugby boot, soccer, lacrosse and football cleats are permitted as long as they do not contain metal blades, do not contain spikes made up of more than one material. And must screw in. Shoes with a molded plastic toe cleat are acceptable. (Add link to USA rugby protective gear guidelines)
- 4.1.4. Scrum headgear, mitts, and shoulder pads must have the IRB approval stamp. Any questionable items used for protection must be approved through the Ohio High School Rugby Administrator.
- 4.1.5. Jewelry and ALL piercings must be removed.
- 4.1.6. Kits must match and be clean with no tears in shirts, shorts, and socks. Short, or cut, sleeves must be hemmed and must at least cover the player's biceps. No clothing

may show below Rugby shorts (no boxer shorts); except for spandex shorts.

4.1.7. Numbers on jerseys is mandatory. Both teams must conform to all USA Rug-by Kit Requirements.

4.1.8. Teams must have all players in matching kit.

4.1.9. Teams cannot have any reference to alcohol or tobacco related products, Bar or Tavern locations displayed on any part of their kit. Sponsor logos that are not alcohol or tobacco related are acceptable.

4.2. ADDITIONAL GUIDELINES

4.2.1. Chest padding is allowed for women, but not men. Hijab headscarves and cotton one--- seam tights are allowed for women for purposes of religious modesty. Best practice is when the headscarf is worn under a scrum cap.

4.2.2. Rugby Ohio has petitioned to deviate from USA Policy on Undergarment. Male and Females may wear undergarment leggings and long sleeve shirts while playing on artificial turf. This only applies for regular league game but is prohibited during tournaments and playoffs.ⁱ

4.2.3. If you have a question, contact USA Rugby for a clarification. The easiest overarching guideline to know if something is permitted, is anything with plastic or metal of any kind is not allowed.

5) Safety Policies; Dealing with Injuries

5.1. EMERGENCY PLANS

5.1.1. Each team needs to complete and submit an emergency action plan with Rugby Ohio before scheduling is complete. This form can be found on the Rugby Ohio website under coach's resources.

5.1.2. Emergency plans are submitted for every field used. The Plan must include; address of venue, quickest route to and from nearest hospital/ER, hospital/ER address and contact information.

5.1.3. Teams that do not have an emergency plan on file with Rugby Ohio will not be eligible for home games.

5.2. SEVERE WEATHER GUIDELINESⁱⁱ

5.2.1. Severe Storm: If a severe storm approaches the playing area, the safety of the players is the number one priority of coaches and referees and may require that the game be suspended while shelter is sought. In the event the game is suspended due to a severe storm ALL participants MUST clear the field immediately and move into a permanent shelter.

5.2.2. Lightning: If lightning is within 5 miles, the game(s) should be suspended and shelter sought. A lightning detector can identify the distance accurately but may not be available. A rough guideline is to measure the time between the lightning flash and hearing the corresponding thunder. If it is 30 seconds or less, seek shelter. It may not be possible to determine which lightning strike generated which roll of thunder. A simple rule: If you can hear it, clear it! Games should not be restarted for at least 30 minutes after the last roll of thunder is heard.

5.2.3. Home Coaches should provide directions to a suitable public facility in which teams can seek shelter.

5.3. CERTIFIED TRAINER REQUIREMENT

5.3.1. There must be a certified athletic trainer or trained emergency medical person present before a game can kick off. This person must identify themselves to both teams and the referee before the game.

- 5.3.2. Referees will not begin a match without confirming medical coverage is in place for that match.

5.4. RUGBY OHIO INJURY REPORTS

- 5.4.1. In case of an injury the procedure will be: If injury occurs during warm ups or outside of a schedule game the athlete should report to the Athletic Trainer for assistance. Injuries occurring during the game are the responsibility of the Athletic Trainer with assistance of the Coach.
- 5.4.2. Athletic Trainers have full authority to remove any player from the game for any medical reason. The Athletic Trainer will conduct a primary on-field assessment. If the injury is not serious the medical staff may bring the athlete to the sidelines and conduct a secondary assessment. The Athletic Trainer will inspect the athlete and determine if the ambulance is needed for transport to the hospital.
- 5.4.3. The Athletic Trainer or Coach will assist in organizing hospital transport for the athlete by private vehicle (with family or friend) if an ambulance ride is declined.
- 5.4.4. All injuries that result in removal from a game will be recorded in an "Injury Incident Report" by the Athletic Trainer that administered treatment. The Coach will collect the reports at the end of each day of competition. This report will be submitted to Rugby Ohio. All injuries requiring medical attention outside the trainer either during or after a match or practice must have an injury report filed with Rugby Ohio and USA Rugby. This includes all suspected concussions.
- 5.4.5. If there is a dispute over the medical care of an athlete this must be brought to the attention of Rugby Ohio and the incident will be recorded in writing. Situations such as this will be dealt with on a case-by- case basis.

5.5. INJURY REPORTS TO USA RUGBY

- 5.5.1. Injured participant or parents of injured participant (if a minor) will complete the USA RUGBY INCIDENT REPORT.
- 5.5.2. Once the INCIDENT REPORT is complete email report to Lucy Zugschwert with USA Rugby at insurance@usarugby.org or call 303-539-0300 if email is not available. The INCIDENT REPORT should be sent to USA Rugby as soon as possible after the injury but must be within 30 days of the injury to ensure coverage.
- 5.5.3. ***No bills can be processed by Health Specialty Risk (HSR) until a completed incident report has been sent to USA Rugby.***
- 5.5.4. This USA Rugby policy is a secondary/excess accident medical policy and is designed as a supplement to your family health insurance coverage. You must file a claim with your family health insurance prior to filing anything under this policy. Please be sure to supply your medical provider your family health insurance information as primary coverage and the USA Rugby Insurance program information as secondary. If you provide the above information to the medical providers, they will automatically bill the primary and secondary (USA Rugby) insurance with the proper itemized billing statements and the required primary insurance Explanation of Benefits (EOB's). If you do not have family health insurance, the USA Rugby Insurance program would be filed and the medical providers should be provided with the Medical Approval Form.
- 5.5.5. ***Important:*** If you do not have family health insurance and your medical treatment is not an emergency please note that the following treatments require approval prior to service: Surgeries, MRI's, CT Scans and Physical Therapy. If you are having any of the above treatment you will need to make sure that your health care provider receives the attached Medical Approval Form prior to services.

5.5.6. Treatment must commence within 30 days from the date of the injury to be eligible for Accident Medical Expense Benefits. Treatment must commence within 7 days of onset of an Emergency Sickness to be eligible for the Emergency Sickness Medical Expense Benefit. This policy has a 52-week benefit period from the date of injury. This means only charges incurred within 52 weeks from the date of injury will be covered under this policy. Any charges incurred after the 52-week benefit period will not be covered.

5.6. CONCUSSION MANAGEMENT

5.6.1. If a player shows symptoms of a concussion before, during or after a match, that players must be removed from play immediately, not to return during that match. **No Exceptions.**

5.6.2. The player needs to be evaluated by appropriate medical staff. Best practice would be evaluation by a medical physician who has training in concussion evaluation and management. A player must do this before returning to play rugby in any form.

5.6.3. If a concussion is diagnosed, that player must sit out of activity with a full rest for the minimum guideline listed below. Adults – 1 week (seven full days) AND be symptom free before beginning the 5-day Graduated Return to Play Protocols. Not returning to contact rugby before GRTP fully complete and symptom free. Youth and HS players (18 and under) – 2 weeks (14 full days) AND be symptom free before beginning the 5-day Graduated Return to Play Protocols. Not returning to contact rugby before GRTP fully complete and symptom free

5.6.4. Once a player is cleared by a physician, they should be closely monitored for any lingering symptoms by coaches, parents, teammates and medical staff and be removed from play immediately if symptoms occur.

6) Match Guidelines

6.1. GAME DAY PREPARATIONS

- 6.1.1. Emergency plans must have been submitted.
- 6.1.2. Home Team Coaches must login into arbiter and contact the referee and trainer to confirm their attendance before all matches.
- 6.1.3. Every match must be officiated by a USA Rugby certified referee.
- 6.1.4. Every match must be attended by a Certified Athletic Trainer or Emergency medical person. If a Certified Athletic Trainer is not at the field, the game may not start until one is present. Home Teams are responsible for having ice on sidelines for Trainers use during matches.
- 6.1.5. Coaches and referee's must check the athletic grounds for hazards (rocks, holes, water, etc.). Also consider current and potential weather conditions (e.g. lightning).
- 6.1.6. The Referee will inspect players for proper equipment and removal of jewelry before the game and will collect a printed roster from each team.
- 6.1.7. The Referee will inspect the technical zones to be sure that technical zone guidelines are met.
- 6.1.8. Parents, players and coaches agree to follow good sportsmanship guide-lines as described in the Code of Conduct.

6.2. TECHNICAL ZONES

- 6.2.1. The Technical Zone is the area specified for teams and coaches to be around the field during a rugby match. Using these zones is an absolute for organization of the field and safety of players, coaches, referees and spectators.

- 6.2.1.1. The Technical Zone (TZ) is a space for coaches and players to be staged near the field. It is defined as space in front of the rope/barrier between the 10m line and 22m line.
 - 6.2.1.2. Technical zone ends 2m from the touch line to give room for assistant referees & touch judges.
 - 6.2.1.3. Coaches and players may not cross into the other team's TZ or leave their own TZ.
 - 6.2.1.4. Teams should reside on the same side as their opposition, NOT opposite sides of the field.
- 6.2.2. Rules Applicable to Coaches
- 6.2.2.1. No more than Four (4) coaches are allowed in the technical zone.
 - 6.2.2.2. Coaches should not stand in/near the try zone or anywhere on or around the field of play outside the TZ.
 - 6.2.2.3. Only coaches who are registered and Level 200 certified through USA Rugby should be allowed in the TZ. Coaches should not huddle with teams on the field after scores.
 - 6.2.2.4. Coaches are not allowed onto the field with medical personnel unless explicitly allowed by the match official.
 - 6.2.2.5. Coaches should not stand as medical staff; only medical professionals should be allowed to be assigned to a match as a medical professional.
 - 6.2.2.6. Coaches may not serve as water carriers.

6.2.3. Rules Applicable to Players and Teams

- 6.2.3.1. Team benches should be between the 10m line and 22m line but “behind the rope” and behind the actual technical zone.
- 6.2.3.2. Teams should not warm up within 5m of the field of play.
- 6.2.3.3. Players warming up must wear a contrasting top to the players on the field (e.g. a training vest or penny).
- 6.2.3.4. Teams should not warm up with balls, cones, or other equipment (e.g. ruck pads) in the Technical Zone.
- 6.2.3.5. If space demands it, teams may warm up in the try zone but only if they access the try zone by staying “behind the rope” without entering the field of play.

6.2.4. Rules Applicable to Fourth Official/Stat keeper

- 6.2.4.1. #4 (Fourth Official) or Match Manager (data tracker) occupies the space between the 10m lines (Administrative Area).
- 6.2.4.2. Chairs may be set up in the Administrative Area for disciplinary purposes.
- 6.2.4.3. No coach or player is allowed in the Administrative Area except when requesting a substitution.

6.2.5. Rules Applicable to Medical Staff

- 6.2.5.1. Teams may have two medical personnel in the field of play, in front of the rope barriers and potentially on the field if needed.

- 6.2.5.2. Medical personnel may roam either sideline and are not confined to the TZ.
- 6.2.5.3. Only one (1) medical personnel per team is allowed per side of the field.
- 6.2.5.4. Coaches are not allowed onto the field with medical personnel unless explicitly allowed by the match official.
- 6.2.5.5. Medical personnel should always introduce themselves to the match official(s) before the match begins to properly identify them as medical.
- 6.2.5.6. Coaches should not stand as medical staff; only medical professionals should be allowed to be assigned to a match as a medical professional.

6.2.6. Rules Applicable to Water Carriers

- 6.2.6.1. Water carriers must stay “behind the rope” unless the match official signals that they may enter the playing field.
- 6.2.6.2. Water carriers should wear pennies or a distinguishing shirt that clashes with both team’s players on the field.
- 6.2.6.3. Coaches may not serve as water carriers.
- 6.2.6.4. Water carriers should be in the TZ when not bringing water to the players on the field.

6.2.7. Rules Applicable to Spectators

- 6.2.7.1. Spectators should be on the opposite sideline from the teams unless a second rope or structure is present to prevent mixing of spectators with players/staff/administrators.

6.2.7.2. Spectators are never allowed in the field of play for any reason.

6.2.7.3. Spectators should not be behind the try zone unless stands or stadium seating is provided with proper restraints.

6.2.8. NOTE: Rarely, a Referees or Match officials may remove any coach, player or spectator from the playing enclosure at any time for negative behavior. This may require stopping the match until the person has left the playing and spectating enclosure.

6.3. CERTIFIED TOUCH JUDGES

6.3.1. Each team is required to have a minimum of 2 certified touch judges.

6.3.2. A person is a certified touch judge after either (1) completing an online course by USA rugby or (2) completing a touch judge course run by a certified referee in Ohio.

6.3.3. One of the certified touch judges must be in attendance and able to run touch at each game other than the State Tournament.

6.3.4. Level one referee certification supersedes touch judge and AR certifications.

6.4. FIELD SIZE AND TIMES OF PLAY

6.4.1. All regular season games are 35 minute halves with 5 minute half time. No over time is played during regular season matches.

6.4.2. During playoffs, games are 30 minute halves with 5 minute half time. Overtime will be two five-minute halves. If the game is still tied after the overtime period, winner will be determined by a kick-off from the 22 meter line.

6.4.3. The minimum field dimensions are 53 yards wide by 100 yards long.

6.5. SUBSTITUTIONSⁱⁱⁱ

6.5.1. Rosters will be comprised of a maximum of 23 players.

6.5.2. Free substitution is permitted for all non-Division 1A league and non-Playoff matches.

6.5.3. Players may re-enter matches only during extended stoppages such as injuries and after scores.

6.5.4. Division 1 league matches and all D1A, D1B, and D2 playoff matches will maintain previous substitution policy.

6.5.5. Developmental playoffs will also allow free substitutions. Division 1B will follow the free substitution rule.

6.6. AFTER-MATCH SOCIAL

6.6.1. Home teams are encouraged to provide a basic meal or snack for both teams.

6.7. DEFAULTS

6.7.1. Defaults occur if a team has less than thirteen players fifteen minutes after the scheduled start time.

6.7.2. For all Defaults, the score is entered as 20-0 and 5 competition points are awarded to the non-defaulting team.

6.7.3. Do not lend players until the match is officially declared a default.

6.8. NO SHOWS

6.8.1. A No Show occurs when a team does not show without having given notice to the opposing team.

6.8.2. A No Show results in an automatic disqualification from the state playoffs. A No Show during any post season

playoff, including State and Regional, will result in an automatic disqualification from playoffs in the following season and payment of the referee fees for the games missed.

- 6.8.3. There is an appeals process through the Coaches Association.

6.9. MATCH NOT PLAYED

- 6.9.1. If the match is not played due to team issues (e.g. not enough players, travel problems etc.), the team that is unable to play forfeits.

- 6.9.2. If the match is not played due to field issues (e.g. field owner will not allow play due to rain/snow, owner schedule conflict, unsafe to play, etc.), then the match should be moved to an away team facility and held on the same day and at the same time. If that is not feasible, the match should be rescheduled. If the match is not rescheduled, then both teams are awarded a loss.

- 6.9.3. If the match is not played due to a Rugby Ohio issue (e.g. missing official or trainer, or some other similar reason), then the match should be rescheduled. If it cannot be rescheduled, both teams will receive a loss. If one team makes a genuine effort to reschedule and the other does not, the match may be ruled a forfeit.

6.10. DELAYED START

- 6.10.1. The following guidelines relate to any game that is started later than scheduled by a team's late arrival and is not otherwise delayed due to weather, field conditions or other factors identified herein. It is further conditioned on the fact that one team and all match officials are ready to start play at the scheduled time.

- 6.10.1.1. With notice - 1 hour - no consequence for local (less than 25 miles) matches. Travelling teams

granted reasonable accommodation for travel delays or interruptions without limit to time.

- 6.10.1.2. Without notice – 15 minutes - no consequence. Over 15 minutes, penalty try awarded to waiting team. Over 30 minutes, at fault team forfeit. If multiple sides are being played, ONLY the top side of the offending team shall be penalized. (For example, if Brunswick causes first match of tripleheader, which happens to be the developmental match, then ONLY the Brunswick A side would be penalized).

6.11. INTERRUPTED MATCHES

- 6.11.1. Unanticipated weather/light issues, weather, lightning, darkness (unanticipated does not include scheduling a late start on an unlighted field), facility issue (lights go out) etc. The match official determines whether such an issue has occurred. 3/4 or 45 minutes is full time, final score at time match is called is treated as a final score for all purposes.
- 6.11.2. If less than 3/4 or 45 minutes, the match should be rescheduled to restart at the point of interruption at the same location.
- 6.11.3. If the match cannot be rescheduled, the coaches can agree that the match has been sufficiently completed. If they cannot decide or if they cannot agree, the match official rules. This includes any and all reasons the match cannot be continued, keeping the safety and welfare of the players, coaches and fans, including fighting or civil disturbance. Appeal must be filed within 24 hours.
- 6.11.4. Disputes: coaches for both teams will submit an e-mail to the head of the Competition Committee within 24 hours stating the nature of the issue and proposed solution. The Chairman of the Competition Committee will forward the written appeals to the Committee which will vote on appropriate resolution via conference call within 48 hours.

Any member of the Competition Committee affiliated with one of the teams involved will not be allowed to participate in the discussion or vote.

7) Rosters and Match Reporting

7.1. GAME DAY ROSTERS

- 7.1.1. A printed copy of your game roster (from the registration website) must be given to the referee and opposing coach prior to the start of any game. Players not on this roster may not participate in the game.
- 7.1.2. Games will not begin unless the referee has both teams printed rosters.
- 7.1.3. Failure to comply with this policy will result in disciplinary action against the coach and possibly the team.

7.2. TEAM ROSTERS

- 7.2.1. Coaches are given a username and password to access reports at RugbyOhio.com, the Team Roster, Consent Forms, and the Master Player List. Players appearing on the Team Roster have registered, paid and signed all waivers. These players are eligible for practice and games.
- 7.2.2. The Master Player List shows all players who have registered with a team, including those who have not completed their registration by making payment or signing waivers. Payment can be seen on the team roster. A player who has a zero amount under due has paid all their fees. Players who have not paid, will not appear on the Team Roster and are not eligible for practice or games.
- 7.2.3. The Master Player List provides important player information including parents' names, addresses, phone numbers, doctors' names and phone numbers, insurance information and any medical conditions, allergies, drug re-

actions and previous illnesses/injuries or surgeries relative to the athlete.

7.3. MATCH REPORTS

- 7.3.1. Scoring System: Win = 4pts, Tie = 2pts, Loss by 7 or less = 1pt, Loss by more than 7 = 0, referee compliance for non-first year teams = 2pts.
- 7.3.2. Referees shall submit all scores, cards and any pertinent game day information into the Arbiter system.
- 7.3.3. Individual teams are responsible for updating match scores and stats on their team page.
- 7.3.4. Match reports submitted after 48 hours past a game will not be allowed and referee will not be paid for the game.
- 7.3.5. Teams who do not submit match reports to the referee will have the game count as a forfeit and not assigned referees for futures games.

8) Discipline

8.1. CODE OF CONDUCT

- 8.1.1. Rugby Ohio considers good conduct and sportsmanship by coaches, parents and players to be an integral part of the culture of the league. As such we have developed guidelines in an attempt to educate players, parents and coaches on proper attitude and behavior that should be exhibited at youth sports activities. In order to register for a Rugby Ohio team, players and their parents/guardians must agree to the Player and Parent Code of Conduct. Please be sure to review this with your parents and players. A copy of this agreement can be found under "Forms."
- 8.1.2. While the Coaches' Code of Conduct is not part of the online registration process, it is important to note that it exists. Rugby Ohio coaches adhere to the Double Goal Coach Model in which coaches strive to win and even more importantly, use sports to teach life lessons through Positive Coaching.

8.1.3. While the referee is responsible for calling the match, Rugby Ohio coaches are responsible for the behavior of spectators and team members. Referees, athletic trainers and team members should not be subjected to negative comments from anyone. Rugby Ohio insists all participants – coaches, referees, athletic trainers and team members treated with respect.

8.2. BEHAVIOR TOWARD REFEREES

8.2.1. Verbal abuse by team coaches, team staff or team substitutes directed at match officials or players should not be tolerated and the following process should be followed:

8.2.1.1. The referee will ask the identified person to refrain from their behavior.

8.2.1.2. On the second occasion the referee will EJECT the person from the grounds.

8.2.1.3. Zero tolerance approach should be applied and if the person re-fuses to leave, the referee should request that team's captain to assist.

8.2.1.4. Failing compliance, the referee may abandon the match.

8.2.2. NOTE: The referee must restart the game according to the latest stoppage and must NOT award a penalty due to the sideline behavior.

8.3. RED CARDS

8.3.1. The issuance of a Red Card to a player will result in **immediate removal from play**, and, a **one game suspension of the player's eligibility for participation in their Team's next immediate game**. This does not prohibit the player from participating in practice. It is hoped that by going to practice the player will receive corrective action from their coaches. There is no appeal allowed.

8.3.2. The issuance of a **second Red Card** in the course of a season will result in the requirements of the above (1), and, **that the player and his coach appear in front of a Conference Discipline Review Board (CDRB)** made up of coaches from the respective conference (north, central, south). If the coach of the player is on the CDRB they will be replaced by the Alternate for the hearing. The CDRB, having been given the relevant submitted Match Reports will conduct a hearing to determine the sanction(s) for the player receiving a second Red Card. Sanctions should be determined on a case by case basis. There is no appeal allowed.

8.3.3. The issuance of a **third Red Card** in the course of a season to an individual will be cause for **immediate suspension of eligibility in the League for the remainder of the season**. Upon receiving notice of the third infraction the CDRB will notify the player and their coach in writing of the suspension of eligibility. The player's coach may appeal in writing to the BOC Chairman for a review of the case. After review of the relevant Match Reports, and any other relevant material, it is within the Chairman's sole discretion as to reinstatement and any follow-on requirements made of the player or the coach. The player's coach will be required to petition the BOC Chairman for rein-statement of eligibility of an underclassman player for eligibility for any following season.

8.3.4. Any coach knowingly allowing the participation of an ineligible player in a game, will cause a Team forfeit of the game, and the immediate dismissal of the coach from the OHSRCA.

8.4. YELLOW CARDS

8.4.1. First Yellow Card no follow-on post game sanctions issued.

8.4.2. Second Yellow Card during the same game will result in the issuance of a Red Card (as this is showing a pattern

of behavior), immediate removal from play, and, a one game suspension of the player's eligibility for participation in their Team's next immediate game.

8.4.3. The issuance of a second Yellow Card in the course of the season will require notification to the Chair of the CDRB. After review of the relevant Match Reports it is within the CDRB's discretion as to any follow-on requirements made of the player and/or the coach. There is no appeal.

8.4.4. The issuance of a Third yellow card, in the course of a season results in a one game suspension of the player's eligibility for participation in his Team's next immediate game, and will require the player and coach to appear in front of a Conference Discipline Review Board (CDRB). There is no appeal.

8.4.5. A player receiving a Fourth yellow card in the course of a season will be immediately suspended from eligibility, and the player will be required to appear, with his or her coach, before the CDRB before the player can play again. If the CDRB upholds further suspension, the player's coach may appeal in writing to the BOC Chairman for a review of the case. After review of the relevant Match Reports it is within the BOC's sole discretion as to reinstatement and any follow-on requirements made of the player or the coach. The player's coach will be required to petition the BOC Chairman for reinstatement of eligibility of an under-classman player for eligibility for the following season.

8.5. CONFERENCE DISCIPLINE REVIEW BOARD ("CDRB")

8.5.1. The CDRB is elected by each conference from coaches in good standing. The Board consists of five members, three standing panel members and two alternates. Members of the CDRB are seated in January for the spring season and serve for a term of one year. The panel members se-

lect a chairperson who organizes and runs CDRB meetings.

- 8.5.2. Only the three standing panel members review individual cases and vote for further sanctions. Alternates are brought into review cases when one or more panel members are not available (e.g. A panel member is not available within a one-week time period notification of a sanction card, or, when a panel member must recuse himself.)
- 8.5.3. A panel member should recuse himself only when there is a direct conflict, such as when the sanction card involves a player or coach in the panel member's team, or involves an opposing team or member of a team in a game with the panel member's team. Past or future event should not be taken into consideration in decisions regarding recusal.

8.6. NON-SANCTIONED EVENTS

- 8.6.1. Incidents occurring outside a sanctioned game shall be brought before the CDRB for resolution when two teams are from the same conference, under the presumption that a Conference has the ability to regulate all conduct by its member teams. This includes incidents arising at a scrimmage or non-sanctioned tournament.
 - 8.6.1.1. In such a situation a written complaint shall be filed with the Conference Commissioner. Should the Conference Commissioner find cause, they then forward the complaint to the CDRB to be processed.
 - 8.6.1.2. Should there be an incident involving a team, player or coach that is not directly game related, the local authorities should be involved where appropriate and a written complaint sent to the Conference Commissioner. The Commissioner then decides the severity of the incident and if warranted submits the complaint to the CDRB for the standard disciplinary action process;

CDRB reviews written evidence and recommends sanctions to Conference Commissioner.

- 8.6.2. If an incident occurs during a non-league sanctioned tournament involving one or more OHSRCA teams, not from the same Conference, a written complaint should be sent to the Chair of the OHSRCA Disciplinary Committee (DC).
 - 8.6.2.1. The incident is then brought before a quorum of the DC committee members; if deemed appropriate, the DC makes recommendations that are then presented to the BOC Chair for enacted sanctions. If the offending individual(s) are OHSRCA teams/ players/coach, the BOC Chair notifies the appropriate Conference Commissioner of the sanctions to be levied.
 - 8.6.2.2. If the incident involves a non-league entity, the BOC Chair shall contact the governing body of the offending team/player/coach informing them of the incident and the recommended sanctions.
 - 8.6.2.3. Individual(s) receiving sanctions directly from the DC would have the recourse to submit an Appeal to the OHSRCA BOC Chairman, only as allowed and indicated in the Rules & Procedures. The BOC Chairman then decides if the Appeal has merit and if it should be heard by the BOC. It was recommended that the threshold should/would be very high for something to pass through this process and be accepted by the Chairman for BOC review.
 - 8.6.2.4. If the Chair indicates, "No", the issue is done. If accepted by the BOC Chair the Appeal goes to the full BOC for further resolution. The BOC 'finding' is handed down to the appropriate Conference Commissioner of the sanctions to be levied.

8.6.2.5. There would be no further Appeal process.

ⁱ Rugby Ohio has petitioned to deviate from USA Policy on Undergarment.

ⁱⁱ OHSRCA Policy 2015-3-16

ⁱⁱⁱ Passed by Board of Commissioners on March 12, 2015.