

## FINAL Missouri Youth Rugby (MYRugby) High School Girls Rules for Fall 2016

These rules were discussed at the MYRugby High School (HS) Girls Kickoff meeting on Sunday, August 7, 2016 and were agreed upon via email on Sunday, August 14, 2016. 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 7th. Teams must have a minimum of 7 players registered with USA Rugby and one Level 200 coach registered with USA Rugby to compete in the full Fall season.
- 2) Teams must check in at each tournament with the MYRugby HS Girls Commissioner 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 8<sup>th</sup> 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.
- 3) Format for the 7s tourneys that determine rankings for the 7s state tourney:
  - The MYRugby HS Girls Commissioner will set the game schedule for each tourney.
  - Each team will play 3 games per tourney.
  - Depending on number of teams, 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.
  - 7s games played at Show Me Classic Rugby Tourney will NOT count towards State seeding, unless approved by the MYRugby HS Girls Commissioner in writing in advance.
  - All teams are invited to State Tourney.
  - Seeding will be based on results of official matches played.
- 4) 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 new 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 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. Each team shall provide 1 assistant ref.
- 5) Non-League games will use the same rules established for the leagues 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.
- 6) Host team responsibilities:
  - a. Each team will help host a "home" 7s tourney prior to state, excluding the Show Me Rugby Classic Tournament.
  - 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 players side and mandatory technical zones for each team; and
  - iii. Provide 2 game balls.
  - c. The MYRugby SRO 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 2016, the HS Girls State Tournament will be organized by the MYRugby HS Girls Commissioner. The State Tournament will be used as a means to raise money for the MYRugby SRO.
  - f. For 2017, the HS Girls State Tournament will be held in Jefferson City, MO.
- 7) Overtime Rules

Section 3

[MYRugby's overtime policy](#) for league matches which end in a tie at the end of regulation shall be as follows:

1. 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 22 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 22 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.