

2008 Compliance Requirements to Play Youth Rugby in Southern California



a. USA Rugby Club Registration

All youth rugby programs must be registered and in good standing with USA Rugby.

b. SCRFU Club Registration

All youth rugby programs must be registered with the Southern California Rugby Football Union (SCRFU) and be in good standing. The SCRFU website contains more information on forming a new rugby club at www.scrfu.org/start.htm. In addition, the Southern California Youth Rugby website contains information on starting a youth rugby club and resources available to help, including a sample petition letter for admittance into SCRFU and SCYR. www.socalyouthrugby.org

c. USA Rugby Coach Certification and background check

All youth rugby coaches are required to register with USA Rugby as a youth coach and complete the background check requirements.

<https://register.usarugby.org/Rugby/DesktopDefault.aspx?TabId=139&Alias=SPF&Lang=en-US>

All youth rugby programs are required to have at least one coach register with the USA Rugby's Coach Development Portal and complete either the Introducing Rugby or Developing Skills course including all of the required online courses, the PREPARE course and the Positive Coaching Alliance (PCA) Double –Goal Coach course. More information can be found at <http://www.usarugby.org/playing/coaching/cdp.html>. Participation of a youth rugby club without a USA Rugby certified coach in Southern California Youth Rugby, will be at the discretion of the Southern California Youth Rugby Board of Directors.

SCYR strongly recommends that all non certified contact age group coaches register with the USA Rugby's Coach Development Portal and complete the following online courses: Foundations of Rugby, Positive Coaching Alliance's® Double-Goal Coach program, PREPARE, and the Online courses for Introducing Rugby.

d. CIPP - USA Rugby Player Registration

Each SCYR player must be a registered member of the USA Rugby CIPP program prior to playing a rugby game.

e. SCYR League Competitions: Match Reports, Proof of Age and Player Eligibility

League age groups – U14 boys, U14 girls, U16 boys, U16 girls, HS boys, U19 girls will use the SCRFU Match Report System. Please see www.scrfu.org/matchreports.htm. The Online ID System **WILL NOT** be used for the 2008 rugby season.

Player age verification – Coaches are to have copies of ID and proof of age available at each game.

Opposing coaches can challenge any player prior to playing.

Only players of who are eligible can play in any given age group.

Players can only play for one youth rugby program – the one they are registered with.

f. SCYR League Competitions: The Game

The game must start on time.

Each team must submit a match report form to the referee with players' names & CIPP numbers 30 minutes prior to the kick off time.

Every player must have personal medical insurance.

Players must accept all referee's decisions without argument.

All discipline issues will be handled by SCRFU.

The home team is to arrange for a referee.

Youth rugby clubs can only have one team per division age group compete in the league.

Players can only play for one youth rugby club per season.

Players can play up an age group at the coach's discretion and responsibility, until further review.

A player can play two matches per day providing they do not play more than 90 minutes - per IRB ruling.

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g. Fields

The pitch will have rope barriers 5 meters from the playing area, upright covering and comply to the given dimensions for that age group.

h. Uniform Policy

Players will follow the uniform policy in the law book. No excessively baggy shorts are allowed, and the referee has the discretion to ask any player that is inappropriately clothed to leave the field of play until suitably attired.

i. Sanctions

If a SCYR club does not meet the compliance requirements for a competition league match the match will result in a forfeit for the offending team(s).

j. SCYR Competition Structure

There will be two conferences for High School Boys, U16 Boys, and U14 Boys.

There will be a single conference for U19 Girls, U16 Girls, and U14 Girls due to fewer teams.

There are no home and away matches – all teams within the competition will be played once during the season in a home OR away match.

Points will be awarded as follows:

- 3 Win
- 2 Draw
- 1 Loss
- 0 Forfeit – in addition, the winning team if there is one will gain 5 scored points.

At the end of the season if two teams have equal points, the team with the greatest difference in their points for and against will be ranked highest.

There will be no league match without an assigned referee from the Southern California Rugby Referee Society (SCRRS), or a duly accredited referee provided at the expense of a club or clubs with the consent of the SCRRS.

USA RUGBY AGE GRADE KNOCKOUT COMPETITION EXTRA TIME PROVISIONS (Tie breaking procedure for finals)

Total playing time for Age Grade Rugby in the United States is governed by the IRB Under 19 Variations for the Laws of the Game and by the USA Rugby Guidelines for Non-contact Rugby.

Under 19 Variation

The Under 19 variations provide for two 35 minute halves and total playing time of 70 minutes. The rules governing the IRB Under 19 World Championship provide for matches to be decided first by try differential and then by a penalty shoot-out. Accordingly, the extra time protocol for Under 19 competitions will be as follows:

1. Match is not decided in regulation time (ends in a “tie” score), the team with the greater number of tries will be declared the winner.
2. If the match is still not decided (teams have equal number of tries), the team with the greater number of converted tries will be declared the winner.
3. If the match is still not decided (teams have equal number of converted tries), the winner will be determined by a penalty shoot-out between the two teams to take place as follows:
 - i. 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

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the kicks at goals, the two captains shall toss a coin to decide which goal posts and toss again to decide who will kick first. The match commissioner may move the penalty shoot-out to another field if necessary to the competition schedule.

- ii. The first series will consist of five placed kicks taken on the 22 meter line in front of the posts.

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 replacement shall be a player who was on the field of play at the end of that match.

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

- iii. In the event of a tie after the first series of kicks at goal, additional kicks shall be taken, still from the 22 meter line in front of the posts, alternatively by each Team, until one Team has an advantage for the same number of kicks taken.
- iv. Each of these additional kicks shall be taken by a different player who did not participate in the first series of kicks.

4. For a Final Match still not decided after #3 (teams have equal number of converted tries), then both finalists shall become joint cup holders

k. Requirements to Compete in SCYR League Competition 2009

In addition to the above compliance requirements, SCYR may in 2009 introduce requirements for all youth rugby programs to have a Level I or Level II referee available to referee home league games, and have one USA Rugby credentialed coach per age group team.