2019-2020

Chesapeake Collegiate Rugby Conference Rules

1. **Scoring System**:
The standings table will be updated weekly to determine the rankings. Win=4 pts, Tie=2 pts, Loss=0 pts, Bonus Points
- Score 4+ Tries = 1 pt, Loss by 7 or less = 1 pt, Tie Breaker - head
to head, points difference
Conference Champions will be based on total points

In the event of a tie, tiebreaker would be result of 1) head-to-head meeting, 2) amount of bonus points scored and 3) final point differential.

2. **Official End Date of Season**
All matches and rescheduled make-ups must be completed no later than **Friday 11/8/19** to have match points added toward official Conference standings.

3. **Reporting a Match**:
Each program is responsible for reporting accurate game information into the competition management system (CMS), also known as USA Rugby Stats (www.usarugbystats.com), to manage rosters, capture match information, generate standings, and provide valuable player data within 24 hours of their match.

For all matches against the Naval Academy and those Futures Cup matches (Second Side), each Club must submit the following electronic form.
https://forms.gle/AT3sJQsJKWDFFDcNA

4. **Forfeits:** No-shows or forfeits must be coordinated between the school club directors and the CCRC Commissioner no later than 8 days prior to the match. Not showing up to a match will be an automatic forfeit and the team will be barred from the USARugby playoffs. The CCRC Disciplinary Committee will determine when disciplinary and/or administrative penalties will apply against the forfeiting team, which may include compensation due to the non-forfeiting team, not to exceed $500. Forfeits will be recorded as 20-0 win to the non-offending team, and recorded as 4 tries scored and 1 bonus point.

5. **Eligibility**:
Teams must follow the USA Rugby Eligibility guidelines. Players must be CIPP registered prior to their first match. Any teams or players not CIPP will forfeit their match and the Club will be fined $100 per unregistered player. Subsequent offenses can be penalized by fines of up to, but not exceeding $500, as decided on by the CCRC Disciplinary Committee. Coaches must also meet CIPP and course requirements to be fully compliant.
(https://www.usa.rugby/college/eligibility/)

This rule also valid for Second Side and Spring XVs rosters. All players must be a currently enrolled student and must be CIPPed to your institution.

6. **Code of Conduct**
All student athletes and coaches in the Chesapeake Collegiate Rugby Conference are required to adhere to USARugby's Collegiate Code of Conduct. Any breach of this Code of Conduct will be forwarded to the appropriate Disciplinary Committee for action.
https://assets.usa.rugby/docs/college/code-of-conduct.pdf

7. **Spring Sevens**
The Conference encourages all clubs to participate in all Conference sponsored Sevens events each Spring. It is mandatory that each club participate in no less than two Conference Sevens tournaments. By definition, one of the mandatory events will be the Conference Championship tournament.

8. **Sevens Season Points System**

The Conference will also sponsor additional open tournaments, which will be open to clubs from other collegiate conferences and are optional for clubs within our conference to participate. Conference standings and ranking will be based solely on those points awarded to each side based on the international scoring format. (3 pts for Win, 2pts for Tie, 1pt for Loss, 0pts for No Show).

Example:
Chesapeake1 places 1st the tournament with a record of 5-0
NonConfTeam1 places 2nd with a record of 4-1
Chesapeake2 places 3rd with a record of 4-1
NonConfTeam2 places 4th with a record of 3-2
Chesapeake3 places 5th in with a record of 3-2

Chesapeake1 would receive 15 pts toward Conference Standings
Chesapeake2 would receive 13 pts toward Conference Standings
Chesapeake3 would receive 11 pts toward Conference Standings

Points will then be added together from each tournament events to determine each club's seed for the mandatory Conference Championship Tournament.

In the event of a tie for seeding, tiebreaker would be result of 1) Club with higher tournament participation 2) final point differential and 3) Head-to-Head record.

Points will then be added together from both the mandatory and optional tournament events to determine each club's seed for the mandatory Conference Championship Tournament.

9. **Sevens Match Points and Pool Seeding**

Seeding for each Conference-only tournament will be determined by the results of the previous event.

Pool 1 - Seed 1, Seed 5, Seed 6
Pool 2 - Seed 2, Seed 3, Seed 4, Seed 7

For those events that include non-conference teams, pool seeds will be determined based on the results of the previous Chesapeake sponsored events, as well as non-conference teams' respective performances in past area events.

Ranking at the conclusion of the pool phase will be specific to each tournament and included within each Tournament document which is distributed the week of the tournament.

Tournament Scoring

3 points will be awarded for a win, 2 points for a draw, 1 point for a loss. In case teams are tied after pool play, the tiebreakers are:

1) Head-to-head result between the tied teams.
2) Difference in points scored and allowed during pool play.
3) Points scored during pool play.
4) Coin toss.

10. **Medical Trainer**
The host team must have a medical trainer present for all of your home matches.

If the club does not have access to a school affiliated athletic trainer, the club is responsible for working with the Conference Commissioner to find a suitable replacement.

Request form for DC Athletic Trainers
http://www.dcathletictrainers.org/Request-AT-Services
MD Athletic Trainers
http://marylandathletictrainers.org/RequestATServices/tabid/181/Default.aspx
VA Athletic Trainers
http://www.vata.us/messageboard

If no athletic trainer is present prior to kick off, the visiting team is within right to refuse to participate without penalty. In that event, the host club will be assessed a forfeit for the match; and will be subject to all penalties outlined in Rule 4 (above), including potential compensation to the visiting team up to $500.

11. **Communication**:
- For all conference matches, the host team must communicate with their opponent no later than a week prior to the match. It is mandatory to communicate sooner if there are changes to the standard match day and kick-off time (standard match time is Saturday at 1:00pm.), or you will not have a second side (Futures Cup) available.
- Host teams are responsible for communicating with their assigned match referee no later than the Wednesday prior to their match. Home teams will be covered by their home Referees Society. (VA Teams = Referee Society of VA; DC/MD = Potomac Referee Society; SERRS = Southeast Rugby Referee Society)

12. **Travel Consideration**
Although match play on each club's home field is encouraged by the conference, special consideration shall be given to those visiting teams required to travel more than a 6-hour drive from their respective institution to the designated home field location of their opponent. Visiting teams in these situations reserve the right to request prior to the beginning of the conference season that the match be played at a neutral field location on the normally scheduled match date. The visiting team's request must be communicated to the officers/coaches of the host club as well as the conference commissioner in order to determine a mutually agreed upon alternate location.

13. **Referee Requirement**
Each program is required to have at least two certified referees within their membership. Those individuals will be responsible for officiating each club's home second side, or Futures, match. Each program should encourage those members who are injured, retired from play and or may never contribute to the A-Side to pick up the whistle and become a referee.

Certification classes can be found here:
https://webpoint.usarugby.org/wp15/Events2/Events.wp?evt_CategoryID=10

14. **Match Balls**
Each Club will be provided eight match balls with our Conference's seal on them. These must be used for all Conference matches and no less than two of these balls should available for each match.

15. **Technical Zone**

The Technical Zone is a roped line 10 meters off the sidelines on both sidelines, starting 10 meters from the Goal line to the opposite 10 meter goal line. **All** Clubs must have this present during all matches and must direct all coaches, reserves and spectators to stand behind it

(Indicated by the Red Lines)

16: **Video Taping Matches**

This is a mandatory requirement. Each match should be recorded and placed in the share location listed below. Both Referee Societies have requested to provide game tape so they can work to improve and provide the necessary feedback to their Referees. This will also assist with our player development.

17. **Alcohol Policy**:

No alcoholic beverages are allowed by anyone at or near venue. Teams are responsible for their own players, coaches and their fans.