

1. Schedule Changes

No requests for schedule changes will be honored once the preliminary tournament schedule is posted. The Tournament Committee reserves the right to make schedule changes to accommodate field conditions or no shows. Please review the final schedule on the Friday before the tournament and prior to registration, on the Frostbite website: <http://paclassics.org/frostbite-rugby-tournament>

2. Eligibility

a. The Frostbite Rugby Tournament is National Collegiate Rugby approved/sanctioned tournament. The tournament is open for collegiate clubs registered with National Collegiate Rugby (NCR) as well as clubs registered with USA Rugby (USAR), American Collegiate Rugby Association (ACRA), etc., and their registered members.

b. Participation in the tournament is open to accepted collegiate teams. Designated “select sides” and “tournament teams” will not be considered for acceptance. The tournament is open for collegiate clubs registered with National Collegiate Rugby (NCR) as well as clubs registered with USA Rugby (USAR), American Collegiate Rugby Association (ACRA), etc., and their registered members. Collegiate players must be on an approved roster to be turned in at registration. Each player and coach must be registered with NCR, or USAR, ACRA, etc., prior to the start of the tournament. Any team fielding an ineligible player will be disqualified and its tournament fee forfeited.

c. All teams are responsible for their own insurance. In case of accident or injury while traveling to or from, and during the tournament, PA Classics AC, Nightmare Rugby FC, Hempfield School District, Lancaster Roses AC, and their Executive Board, or any teams participating in the tournament, will not be held liable.

d. Players may compete for only one collegiate club in the tournament.

3. Laws of the Game

All games shall be played in accordance with World Rugby Laws, except as modified by these rules.

4. Substitutions

All substitutions must enter from mid-field with the permission of the referee. The referee may disallow substitutions if that request is judged to delay the game.

5. Multiple Sides

- a. Collegiate RFCs may enter multiple sides in the tournament.
- b. Players are to be designated to one side (A, B, or C / 1st , 2nd , 3rd) at the start of the day.
- c. An unlimited number of players may be identified with any one side.
- d. Team rosters for a specific game are to be limited to no more than 12 players.
- e. As the day goes on, players may be promoted (B to A / 2nd to 1st) as replacements due to fatigue, injury, or other reason.
- f. Players, however, may not move down or move back down (A to B / 1st to 2nd) as the day goes on.

6. Field and Game Equipment

- a. No metal cleats will be worn (accept those approved by World Rugby laws of the game).
- b. No jewelry will be allowed.
- c. Players are required to wear mouth guards in accordance with World Rugby Laws of the game.
- d. Players must wear numbers on the back of their uniforms. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- e. No one will be allowed behind the end line except when designated by the referee.
- f. Players are not allowed to wear hard casts, unless they are prepared in a way to prevent injury to all players, subject to the referee's discretion.
- g. Players are permitted to wear leggings and other clothing under their uniform as is dictated by weather conditions. Non uniform clothing posing a safety concern to others may be disallowed by game official. All equipment and apparel is worn at the referee's discretion.

7. Duration of Games

- a. Game will consist of two seven (7) minute halves, with a two-minute break between halves.

- b. There are no overtimes, except in the final of each division. Division finals will be decided by an overtime with first score winning.
- c. All participating teams should be advised that they must provide a competent touch judge for all games.
- d. The Tournament will provide game day balls.

8. Games and Score Reporting

- a. Both teams will set up on the same side of the field for the game. Parents and fans will stay on the opposite side of the field.
- b. The Field Marshall will ensure the game report cards are properly completed and presented to the referee immediately following each game.
- c. The Referee will indicate the official score of the game on the card and sign the card. The coach from each team may also sign the card.
- d. The Referee will record names of players or coaches receiving caution (yellow) or ejection (red) cards and the reason for the card on the game report card.
- e. Game report cards are returned to the Tournament Headquarters at the end of the day.

9. Failure to Show and Forfeits

- a. All games will start at the appointed time or as soon thereafter as possible.
- b. A minimum of five (5) players constitutes a team, and if five players are present, the game will not be delayed.
- c. In no case shall a team which forfeits a game be declared a bracket winner.
- d. If an apparent bracket winner forfeits a game, the bracket team with the next best record shall be named the bracket winner.

10. Conduct

- a. Players, coaches, and spectators are expected to conduct themselves within the spirit and the laws of the game. Displays of temper or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in a game forfeit or

suspension of the team from the tournament as decided by the Tournament Committee.

b. Coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.

c. All red cards, yellow cards, and matters involving unsuitable team conduct may be reported to relevant conferences, unions, and/or governing bodies.

d. Players receiving a red card shall be referred to the Tournament Discipline Coordinator. The Discipline coordinator shall decide how many, if any, games the player will be ineligible as a sanction for the red card.

e. Alcoholic beverages and other illegal substances are not permitted at game sites or on any parking areas.

f. Rugby Code of Conduct must be adhered to - see appendix D of this document.

11. Determination of Bracket and Division Winners

The following format will be used to determine bracket winners:

POINT SYSTEM - Each team will be awarded three (3) points for a win, two (2) point for a draw, one (1) point for a loss, and zero (0) points for a no-show. At the end, the bracket winner will be the team with the most points. In the event of a tie in a bracket, the criteria listed below will be used to determine the winner and/or placement within the bracket and/or which teams advance to the finals.

TIE-BREAKERS: In case teams are tied after pool play, the tiebreakers are:

- (1) Head-to-head result between the tied teams.
- (2) Point differential during pool play.
- (3) Total tries scored and allowed during pool play.
- (4) Total points scored during pool play.
- (5) Coin toss.

12. Inclement Weather or Other Emergency Situations

a. The coach will receive safety information at registration. It is the responsibility of the coach to read the information and implement when necessary.

b. Please read, share with the team, and adhere to the US Rugby Severe Weather and Lightning Policy – see appendix C on page 3 of this document.

c. In the event of inclement weather, unsafe field conditions, or other unforeseen circumstances, the Tournament Committee has the authority to change games as follows:

1. Relocate or reschedule any game(s).
2. Change the duration of the game.
3. Cancel any game(s).
4. Cancel the tournament.

d. Games terminated after one half of play because of the weather shall be considered final.

e. In the event games are cancelled or shortened for any reason, bracket winners will be determined using the point system presented in section 11 of the rules. No awards shall be given unless all teams in a bracket play more than one game.

13. Darkness

Termination of a game due to darkness shall be at the sole discretion of the referee. The referee's decision shall be final. Games terminated after one half of play because of darkness shall be considered final.

14. Team Contact Person

At registration, each team must inform the registration personnel of their designated contact person and must provide a cell phone number where that person can be reached at any time during the tournament.

15. General

a. There will be no registration refunds for partial cancellation of the tournament for any reason. In the event of a full tournament cancellation (no games played), the tournament may consider providing partial refunds of team application fees. In such cases, however, refunds will be taken under consideration by the Board after the event dates and after all tournament costs are covered. Under no circumstances, whatsoever, will the Tournament Committee or PA Classics AC, Knightmares Rugby FC, Hempfield School District, or the Lancaster Roses AC be responsible for any expenses (hotel, travel, food for example) incurred by the team.

b. The Tournament Committee's interpretation of these rules shall be final.

c. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

16. Protests

No protests will be entertained.

17. COVID-19 and other Public Health & Safety Protocols:

The Frostbite Rugby Tournament will conform with the executive orders of the Governor of Pennsylvania, the PA Department of Health, and protocols of the governing rugby associations regarding protocols and guidelines in place at the time of the events. Please check the Frostbite tournament page prior to the event for details regarding the above that would pertain to the event.

Appendix C

USA RUGBY SEVERE WEATHER AND LIGHTNING POLICY

Severe Weather & Lightning– General

In an attempt to educate the public about dangers relating to severe weather the National Weather Service has established a multilevel awareness plan.

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 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. The 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.

Lightning Safety Education Resources:

National Weather Service www.LightningSafety.noaa.gov

National Lightning Safety Institute www.LightningSafety.com/index.html

Appendix D

RUGBY CODE OF CONDUCT

All Unions, Associations, Rugby Bodies, Clubs and Persons: *Must ensure that the Game is played and conducted in accordance with disciplined and sporting behavior and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles; Shall cooperate in ensuring that the spirit of the Laws of the Game are upheld and refrain from selecting players guilty of foul play; Shall not repeatedly breach the Laws of the Game; Shall accept and observe the authority and decisions of referees, touch judges, Match Officials and all other rugby disciplinary bodies, subject to Regulation 17; Shall not publish or cause to be published criticism of the manner in which a referee or touch judge handled a Match; Shall not publish or cause to be published criticism of the manner in which Council or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the By-Laws, Regulations, or Laws of the Game; Shall not engage in any conduct or any activity on or off the field that may impair public confidence in the honest and orderly conduct of a Match, tour, tournament or Series of Matches (including, but not limited to, the supply of information in relation to the Game, directly or indirectly, to bookmakers or to persons who may use such information to their advantage) or in the integrity and good character of any Person;*

Shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute; Shall not commit an anti-doping rule violation; Shall not abuse, threaten or intimidate a referee, touch judge or other Match Official, whether on or off the field of play; Shall not use crude or abusive language or gestures towards referees, touch judges or other Match Officials or spectators; Shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other Person on the ground of their religion, race, sex, sexual orientation, color or national or ethnic origin; Shall not do anything which adversely affects the Game of Rugby Football, the Board, any member Union or Association or any commercial partner of the Game. Each Union and Association is under an obligation to comply with and to ensure that each of its members comply with this Code of Conduct and adopt procedures to monitor compliance with and impose sanctions for breaches of the Code of Conduct by Persons under its jurisdiction.