Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

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 Friday, February 26, 2027, prior to arrival, at: http://paclassics.org/frostbite-rugby-tournament

Eligibility

The Frostbite Rugby Tournament is a National Collegiate Rugby approved/sanctioned tournament.

Participation in the tournament is open to accepted college teams. Designated "tournament teams" will not be considered for acceptance. Each team must be registered with NCR and all players must meet NCR's eligibility rules. Coaches must possess a NCR approved roster to be turned in at or before registration. Any team fielding an ineligible player will be disqualified and their tournament fee forfeited.

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, Knightmare Rugby Club, Hempfield School District, Lancaster Roses AC, or any teams participating in the tournament, will not be held liable.

Players may compete for only one team in the tournament unless otherwise approved by the tournament committee.

Laws of the Game

All games shall be played in accordance with World Rugby, except as modified by these rules.
https://www.collegiaterugbychampionship.com/tournament-rules

Substitutions

Since this is a pre-season tournament, open substitution. 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*.

Field and Game Equipment

No metal cleats will be worn (accept those approved by USA Rugby, NCR, World Rugby guidelines of the game).

No jewelry will be allowed.

Players are required to wear mouth guards in accordance with World Rugby.

Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

Players must wear numbers on the back of their uniforms. If the referee determines opposing jerseys aren't different enough, and both teams have alternates, the winner of the coin toss will choose their preferred jersey. If only one team has an alternate, they will change jerseys to accommodate those without.

No one will be allowed behind the end line except when designated by the referee. 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.

Duration of Games

Game will consist of two 7-minute halves (exceptions: inclement weather, emergency, and darkness), with a 2 minute break in between halves. There are no overtimes. Games may be shortened at the sole discretion of the referee or the tournament committee.

All participating teams shall provide a competent touch judge for all games.

The tournament will provide game day balls.

Games and Score Reporting

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. The Field Marshall will ensure the game report cards are properly completed and presented to the referee immediately following each game.

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.

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.

Game report cards are returned to the Tournament Headquarters at the end of the day.

Failure to Show and Forfeits

A team is allowed a 2-minute grace period after scheduled kick-off time to field a team before the match is forfeited. A minimum of thirteen (13) players constitutes a team, and, if 13 players are present, the game will not be delayed.

In no case shall a team which forfeits a game be declared a bracket winner or a wild card team. If an apparent bracket winner forfeits a game, the bracket team with the next best record shall be named the bracket winner.

A forfeit in the preliminary round shall be awarded three (3) points for the win. For tie-breaking purposes, the score shall be 14-0. Protests: No protests will be entertained.

Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

Conduct

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.

Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.

In accordance with World Rugby/NCR Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the Match official, Coach, and state association of the team involved.

All dogs are the responsibility of the owner and must be leashed at all times. PA Classics AC, Knightmare Rugby Club, Hempfield School District, Lancaster Roses AC, or any teams participating in the tournament, will not be held liable. Dogs are not allowed on the turf areas of the quad or stadium.

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

World Rugby Code of Conduct must be adhered to - see appendix 1 of this document.

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, one (1) point for a draw, and zero (0) points for a loss. At the end, the bracket winner will be the team with the most win/tie points. In the event of a tie in a bracket, the criteria listed below will be used to determine the winner and placement within the bracket and which teams advance to the finals.

TIE-BREAKERS: The following list is the order of priority for breaking ties:

Points Differential - Maximum 25 per game

Head-to-Head Competition

Points Against (least)

Points For

Drop Kicks from the 22-meter line (best of 5, with different kickers each kick)

Inclement Weather or Other Emergency Situations

If needed, Coaches will receive safety information at registration. It is the responsibility of the coach to read the information and implement if necessary.

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

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

Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

Relocate or reschedule any game(s).

Change the duration of the game.

Cancel any game(s).

Cancel the tournament.

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

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.

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.

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.

General

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, Knightmare Rugby Club, Hempfield School District be responsible for any expenses (hotel, travel, food, for example) incurred by the team.

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

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

COVID-19 Safety Protocols & Information

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.

Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

APPENDIX C - WORLD RUGBY LIGHTNING GUIDELINES

When the lightning strike is within 6 miles of the venue, it is recommended that players are removed from the pitch.

- **Shelter should be sought when there are 30 seconds or less between the flash and the associated thunder clap.**
- Thunderstorms have a tendency to reverse course and come back over an area that that they have just passed. Recommendations on best practice also state that **it should only be considered safe to return to the field of play a minimum of 30 minutes after the final flash of lightning or clap of thunder has been seen/heard.**

Safe locations include:

- Large substantial buildings (with permanent wiring and plumbing to provide safe pathways for current from strikes to go to ground);
- Fully enclosed metal vehicles which are earthed (such as buses) to guide the current around the occupants.

Unsafe areas and situations include:

- Open spaces, especially where large numbers of people are assembled together;
- Close vicinity to large structures or trees;
- Small permanent and temporary structures and shelters especially metal structures;
- Under a single tree or a small group of trees;
- Close to a large body of water;
- In open areas;
- Close to antenna towers;
- Anything that increases a person's height (umbrellas etc.);
- Use of any type of telephone.

For spectators, individual stadium safety protocols should be followed in the event of a strike risk. For events which are not taking place in a stadium, the same protocols as those for players should be followed.

NCR Weather Policy for game played:
https://cdn.prod.website-files.com/634d92e873a503490ca604f3/690952d9debbfb46ce1bba38_NCR%20Weather%20Policy.pdf
NCR Lightning Policy:

Tournament Rules – Frostbite Rugby Tournament

hosted by Knightmare Rugby Club

https://docs.google.com/document/d/e/2PACX-1vRIg2R4Jg2mGckLopuEvZD5PnZPqm1tg8cR8UEJscf3Rt0EIdQmwQmAffeyB_-CJA/pub

Appendix 1 – WORLD RUGBY CODE OF CONDUCT

1. All Unions, Associations, Rugby Bodies, Clubs and Persons:

1.1 must ensure that the Game is played and conducted in accordance with disciplined and sporting behaviour and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles;

1.2 shall co-operate in ensuring that the spirit of the Laws of the Game are upheld and encourage players to refrain from committing acts of foul play (including by refraining from selecting them where appropriate);

1.3 shall not repeatedly breach the Laws of the Game;

1.4 shall accept and observe the authority and decisions of Match Officials and all other rugby disciplinary bodies, subject to Regulation 17;

1.5 shall not publish or cause to be published criticism of the manner in which a Match Official handled a Match;

1.6 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 Bye-Laws, Regulations, or Laws of the Game;

1.7 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;

1.8 shall not commit a breach of any of the World Rugby Regulations;

1.9 shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute;

1.10 shall not abuse, threaten or intimidate a Match Official, whether on or off the field of play;

1.11 shall not use crude or abusive language or gestures towards Match Officials or spectators;

1.12 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, colour or national or ethnic origin;

1.13 shall not do anything which adversely affects the Game of Rugby, World Rugby, any member Union or Association or any commercial partner of the Game.

2. 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.

NCR CODE OF CONDUCT:
https://www.collegiaterugbychampionship.com/code-of-conduct