

SOUTHERN CALIFORNIA INTERSCHOLASTIC RUGBY FEDERATION (SCIRF)

29 Nov 18

Introduction

Accelerating the growth of rugby in the USA is dependent on the institutionalization of rugby in high schools and colleges as fully recognized varsity sports. The *sole* purpose of the Southern California Interscholastic Rugby Federation (SCIRF) is to pursue, with vigor, through adherence to approved and proven High School athletic policies, acceptance of rugby as a fully recognized varsity sport at the high school level. To achieve this SCIRF will:

Align all high school teams within their respective high school in some form or fashion. A high school team must be considered Varsity, club, *approved* ASB or in a school or SCIRF directed probationary/test status to participate in the SCIRF league.

With the creation of the SCIRF, an organization *solely* dedicated to high school rugby, the organization is now in place to ensure proper alignment under the existing high school athletic program. The organization, initially, will be overseen by an *independent* body of three, knowledgeable rugby personnel (aka Oversight Board) who are no longer part of the game and will actively seek counsel, when necessary, from designated High School Athletic Directors.

The only goal of SCIRF is to allow high school rugby to be no different than any approved high school sport. Games will be administered under proven, established CIF guidelines, processes and policies. When needed CIF guidelines will be relaxed, within reason, by approval of all.

Administration

All teams must be insured either via their school or via the SCIRF chosen insurance company. All players must submit a waiver. No player without a waiver on file will be allowed to be rostered and/or play.

Each team shall strive to develop a cadre of referees. Referees will be paid on the day of the game by the home team. Referees will be covered by the planned insurance policy.

The home team is responsible for procuring and paying athletic trainers on game day. When feasible, if a visiting team has a trainer that trainer may cover both sides.

Each team will follow their respective school's guidelines for concussion training and awareness which will include compliance with California State and CIF regulations. Part of the registration process includes concussion training and awareness for players and parents. Links concerning concussion awareness and other information has been previously provided to all SCIRF

members. It is the responsibility of the school/team to ensure that concussion training and awareness is conducted. Each team shall also follow their respective school's guidelines concerning additional training required by the school, for example, first aid, CPR, sudden cardiac arrest. Background checks will be conducted in accordance with applicable school policy.

Administration issues that cannot be resolved locally will be directed to the 3 member Oversight Board for adjudication.

Game Day Application

Each team will use the approved Match Day application and populate the SCIRF web site as required. The web site is www.cifrugby.com. The schedule will be posted on the website and a link to the registration process is available. All players must be registered regardless of the source of their insurance coverage,

Scoring/Standings

The home team head coach is responsible for putting game day scores and issues into the Game Day Application.

Standings will be kept using the following format (taken from Super Rugby):

Win = 4 points

Draw = 2 points

Loss = 1 point if within 7 points or less of the team that wins

Loss = 0 points for a loss of more than 7 points

1 point for scoring 4 or more tries than the opposition

-1 point for a forfeit; "winning" team receives bonus of 1 point

All scores will be enter into the game day app and sent to Glenn Irvine. Format is number of tries, kicks and total points.

Tie Breakers

Tie breaking rules:

- a. Head to head
- b. Most wins
- c. Highest aggregate points difference from all matches
- d. Total tries for and tries against
- e. Most tries

Overtime

Overtime play will only occur during the championship game.

- a. One 10 minute period
- b. Sudden death (10 minute period) first score wins.
- c. Kicking contest (from the 22, 5 players per team/best of 5 wins)

Game Day Execution

1. Each team shall provide a copy of their roster to the referee and opposing coach.
2. Juniors on the jv roster will be highlighted; only 5 juniors at any given time will be allowed on the playing field.

Discipline

All disciplinary issues will be referred to the Oversight Board; their job after review is to confer with an appointed Athletic Director to ensure that any action, if necessary, is within existing CIF standards. The Board may apply the punishment or lessen the impact; the Board may not enhance the punishment. It is important to note that punishment, when applicable, is being directed by a proven High School Athletic Director to ensure adherence to existing CIF policy and accountability of the team to their high school and SCIFR. Appeals will also be referred to this group for action.

Standardized disciplinary actions, for example, will follow standard CIF disciplinary guidelines, for example ejection from the game will result in an automatic suspension from the next competition. Examples of standardized penalties are found below (many are standard red card violations which result in immediate ejection and suspension from the next competition).

Forfeits

In addition to the below summary of violations other reasons for forfeits include, but, are not limited to:

1. Not playing a scheduled game
2. Playing non-registered players
3. Playing players who are academically ineligible
4. A forfeit eliminates the team from playoff eligibility.

Violations, Minimum Penalties and Appeal Process

(Applicable to players and coaches from time of departure for contest until time of return.)

ACI

1. Behavior resulting in ejection of athlete or coach from contest
2. Illegal participation in next contest by athlete ejected from previous contest.
3. Second ejection of athlete or coach from any contest during one season.
4. When an athlete leaves the bench area or fielding position to begin a confrontation or leaves the bench area or fielding position to join an altercation.

MINIMUM PENALTIES

EJECTION POLICY:

Any coach, team attendant, or spectator ejected by a contest official from any contest for any reason, at any level, is suspended indefinitely from participation, practice, or attending (site and sound) any sports contest, until the first of the following occurs: the ejected person serves the tentative penalty recommended by SCIRF (red cards excepted)..

Any player ejected by a contest official from any contest for any reason is suspended from participation in the next contest(s) until the tentative penalty recommended by SCIRF. **Players are permitted to practice with the team and attend contests, but not in game uniform, during the period of suspension.**

Ineligibility for remainder of season for athlete. A written appeal may be made by the individual or school to the commissioner.

A coach, who permits participation by a player ejected from a previous contest, knowingly violates a CIF or San Diego Section rule, and penalty may include a sanction to the school, coach, or suspension of membership.

Ineligibility of athlete for remainder of season or suspension of coach for remainder of season. A written appeal may be made.

Ejection from the contest for those designated by the official, ineligibility for the next contest, probation for remainder of season. Those players involved are later identified, ineligible for next contest and probation for remainder of season. A written appeal may be made by the individual(s) or school to the commissioner. Official to make report by the next school day to the commissioner.

A similar infraction of this act by the same athlete(s) during the same season will result in termination of the season for the athlete(s) concerned. A written appeal may be made by the school principal to the Commissioner.

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| <p>5. When more than two athletes leave the bench area or fielding position to begin a confrontation or leave the bench area or fielding position to join an altercation.</p> | <p>Contest will be stopped by officials and coaches. Ejection from the contest for those athlete(s) designated by the officials. The team(s) that left the bench area must forfeit the contest, record a loss, and the team(s) and player(s) placed on probation for the remainder of the season. A written appeal may be made by the school(s) principal to the commissioner. A second infraction will result in cessation of the season for the team(s) and/or athlete(s). A written appeal may be made by the school(s) principal to the commissioner. Official to make report by the next school day to the commissioner.</p> <p style="text-align: center;">If the act occurs in the SCIRF Finals, and both teams are charged with a forfeit, there will be no champion.</p> |
| <p>6. Other acts committed by individuals or teams or acts committed at end of season.</p> | <p>The AD advisor will determine and implement penalties up to and including career suspension for individuals and following year penalties for teams.</p> |
| <p>7. Use of an ineligible player in a contest.</p> | <p>If a team uses an ineligible player in a contest(s), the contest(s) shall be forfeited. The number of forfeited contest(s) exceeds the maximum permitted in accordance with the CIF Forfeit Policy team shall be excluded from CIFSDS playoffs.</p> |

Specific Operational Guidelines

1. Teams shall strive to play on Friday evening or Saturday mornings to improve referee and field availability. Coaches shall confirm time and place of the scheduled game NLT Wed.
2. Varsity level games shall consist of 35 minute halves; junior varsity 30 min halves. No player can play more than 90 minutes in any given day. There will be no overtime periods until playoffs.
3. Junior varsity games should be played first to allow jv players to participate in the varsity game if needed or desired. Players may play up but not down on any given day.
4. Varsity sports at the high school level are capability based not age driven. There are no restrictions on the varsity team composition. Junior varsity teams may have a maximum of five juniors on the field at any given time.
5. All students must maintain a 2.0 GPA and coaches shall maintain a record of the players grades. Realizing every school district's grading periods vary, documentation from the high school stating that the student is academically eligible shall suffice. Grade summaries shall be forwarded to XXX for record keeping when grades are due per applicable school grading policy
6. All players must be registered via the game day application. Registration consists of verification of insurance and submission of the required waiver and concussion awareness training.

7. All Head Coaches must be CIPP'd; this ensures that all head coaches are Level 200 qualified and certified. The CIPP requirement of Head Coaches is in addition to any requirement the applicable high school has in place to certify their coaches.
8. Unlimited substitutions are allowed, however, once the player has been substituted for he/she cannot return until the second half, unless the substitution is directly related to a medical issue. Rosters for the playoffs will be limited to 25.
9. Technical zones are not required. Personnel not part of the team should not be allowed on the sideline and rope barriers must be in place to allow a safe playing environment. Goal posts shall have the required padding applied. It is the responsibility of the head coach to ensure that the playing field is cordoned off and properly marked
10. Only IRB approved equipment shall be used; full length leggings are not allowed.
11. All member schools shall play 15 aside rugby. If a team finds itself short players the two schools can mutually agree to either play 12 per side or borrow players to get to 15. Regardless any school that has less than 15 players but not less than 12 may play shorthanded. Any team that does not have the 12 player minimum and/or borrows players from the opposition will forfeit the match.

Concussion Training

Concussion training will be conducted by and documented by and in accordance with the high school's concussion training program(s) which at a minimum will ensure compliance with California State and CIF regulations and will be evidenced via the registration process. Return to play protocols will be in accordance with the high school policy. The team/high school is responsible for keeping concussion training records.

Schedule

SCIRF will follow the CIF Winter schedule. First official practice is 3 Nov, end of regular season is 16 Feb. The championship will be played on 23 Feb.

Core Values

SCIRF willingly adopts the CIF goal of "Pursuing Victory with Honor." There are 6 pillars of character and 16 Principles of the Pursuing Victory with Honor program that SCIRF will adopt and adhere to:

6 Pillars of Character

1. Trustworthiness
2. Respect

3. Responsibility
4. Fairness
5. Caring
6. Good citizenship

16 Principles of Pursuing Victory with Honor

1. The essential elements of character building and ethics in CIF sports are embodied in the concept of sportsmanship and six core principles: trustworthiness, respect, responsibility, fairness, caring, and good citizenship. The highest potential of sports is achieved when competition reflects these “six pillars of character.”
2. It’s the duty of coaches, athletic administrators, program directors, and game officials - to promote sportsmanship and foster good character by teaching, enforcing, advocating, and modeling these “six pillars of character.”
3. To promote sportsmanship and foster the development of good character, school sports programs must be conducted in a manner that enhances the academic, emotional, social, physical, and ethical development of student-athletes and teaches them positive life skills that will help them become personally successful and socially responsible.
4. Participation in school sports programs is a privilege, not a right. To earn that privilege, student-athletes must abide by the rules, and they must conduct themselves, on and off the field, as positive role models who exemplify good character.
5. School administrators, parents, and school sports leadership shall establish standards for participation by adopting and enforcing codes of conduct for coaches, athletes, parents, and spectators.
6. All participants in high school sports must consistently demonstrate and demand scrupulous integrity and observe and enforce the spirit as well as the letter of the rules.
7. The importance of character, ethics, and sportsmanship should be emphasized in all communications directed to student-athletes and their parents.
8. School administrators, parents, and school sports leadership must ensure that the first priority of their student-athletes is a serious commitment to getting an education and developing the academic skills and character to succeed.
9. Principals, school administrators, and everyone involved at any level of governance in the SCIRF must maintain ultimate responsibility for the quality and integrity of SCIRF programs. Such individuals must assure that education and character development responsibilities are not compromised to achieve sports performance goals and that the academic, social, emotional, physical, and ethical well-being of student-athletes is always placed above desires and pressure to win.
10. All member schools must be directly involved and committed to the academic success of student-athletes and the character-building goals of the school.
11. Everyone involved in competition including parents, spectators, associated student body

leaders, and all auxiliary groups have a duty to honor the traditions of the sport and to treat other participants with respect. Coaches have a special responsibility to model respectful behavior and the duty to demand that their student-athletes refrain from disrespectful conduct including verbal abuse of opponents and officials, profane or belligerent trash-talking, taunting, and inappropriate celebrations.

12. School administrators of SCIRF member schools must ensure that coaches, whether paid or voluntary, are competent to coach. Training or experience may determine minimal competence. These competencies include basic knowledge of: 1) The character building aspects of sports, including techniques and methods of teaching and reinforcing the core values comprising sportsmanship and good character. 2) The physical capabilities and limitations of the age group coached as well as first aid and CPR. 3) Coaching principles and the rules and strategies of the sport.
13. Because of the powerful potential of sports as a vehicle for positive personal growth, a broad spectrum of school sports experiences should be made available to all of our diverse communities.
14. To safeguard the health of athletes and the integrity of the sport, school sports programs must actively prohibit the use of alcohol, tobacco, drugs, and performance-enhancing substances, as well as demand compliance with all laws and regulations, including those related to gambling and the use of drugs.
15. Schools that offer athletic programs must safeguard the integrity of their programs. Commercial and outside relationships should be continually monitored to ensure against inappropriate exploitation of the school's name or reputation. There should be no undue interference or influence of commercial or outside interests. In addition, sports programs must be prudent, avoiding undue financial dependency on particular companies or sponsors.
16. The profession of coaching is a profession of teaching. In addition to teaching the mental and physical dimension of their sport, coaches, through words and example, must also strive to build the character of their athletes by teaching them to be trustworthy, respectful, responsible, fair, caring, and good citizens.

SCIRF Code of Ethics-Athlete, Parent, Coach and Officials

Comply with the six pillars and 16 Principles of the Pursuing Victory with Honor program.

1. Be courteous at all times with school officials, opponents, game officials, and spectators.
2. Know all rules of the contest, of CIF State, and the CIFSDS and agree to follow the rules.
3. Show respect for self, players, officials, coaches, and spectators.
4. Refrain from the use of foul and/or abusive language at all times.
5. Respect the integrity and judgment of game officials.
6. An athletic director, sports coach, school official or employee or booster club/sport group member may not provide any muscle-building nutritional supplements to

student-athletes at any time.

7. A school may only accept an advertisement, sponsor, or donation from a supplement manufacturer that offers only non-muscle building nutritional supplements. A school may not accept an advertisement sponsorship or donation from a distributor of a dietary supplement whose name appears on the label. Permissible non-muscle building nutritional supplements are identified according to the following classes: Carbohydrate/electrolyte drinks; energy bars, carbohydrate boosters, and vitamins and minerals. (Revised - Federated Council May 2007.)
8. Win with character; lose with dignity.

Accept the consequences of conduct deemed inappropriate or in violation of rules

Hosting

Although post game hosting is part of the rugby culture due to the lateness of the games, travel and time requirements hosting by the home team is optional. The home team is requested to notify the visiting side of the post-match plans.