



RUGBY OHIO POLICIES & PROCEDURES

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OHIO HIGH SCHOOL RUGBY

A. GENERAL REGULATIONS

1) Eligibility

1.1. TEAM ELIGIBILITY

- 1.1.1. "Team" means a group of at least 15 high school players, for the Spring 15s season, or at least 9 high school players for the Fall 7s season, with a coach, organized and registered with Rugby Ohio, and in good standing, to participate in the League.
- 1.1.2. All high school players on a team must be at least 14 years of age at the time of registration and be enrolled in the 9th through 12th grades.
- 1.1.3. A High School Rugby Team must be based on a state or nationally-accredited school that issues high school graduation diplomas. A Team must be represented by a roster that is limited to players that are registered students at the high school upon which the team is based including home schooled students eligible for that school's athletic activities.
- 1.1.4. No other students are permitted to be rostered on a high school rugby team or club and cannot participate in any interscholastic high school rugby matches.
- 1.1.5. Each team is strongly encouraged to be a single school team. Only if a single school team is not possible may a team draw from multiple schools. These schools must be contiguous.
- 1.1.6. Once a multi-school team builds a base of players where participation from one school is large enough to sustain a separate team, a new team will be formed as long as there are enough players to sustain the original team.
- 1.1.7. Transfers will only be granted in case of extreme hardship and only after written request is received and approved by the Competitions Committee on behalf of Rugby Ohio.
- 1.1.8. Teams may carry an unlimited number of players on their Rosters.
 - 1.1.8.1. Teams may declare a 2nd side once they reach 40 registered players for the spring 15s season. Consideration for a 2nd side schedule will be given to boys' teams when they reach 35 and girls teams when they reach 30 players.

- 1.1.8.2. Teams may declare a 3rd side once they reach 60 registered players for the spring 15s season.
- 1.1.8.3. Fall 7s teams may request a 2nd side when they reach 18 players and a 3rd side at 27 players.
- 1.1.8.4. Teams may not have more than one side compete in the same division.
 - 1.1.8.4.1. Exception: If a team has more than 75 players it has the option to enter a 2nd JV or Developmental side.

1.1.9. High School rugby teams, High School All Star teams and rugby teams made up of high school students or 'Under 19' players are not permitted to play contact rugby against College or Adult teams. This includes contact rugby games, contact practices or scrimmages in sevens, fifteens, or any other denomination of rugby. This is for the safety of the players and is not allowed under any circumstances.

1.2. COACH ELIGIBILITY

- 1.2.1. All Ohio High School Rugby coaches are required to have completed the USA Rugby Level 1 Coach (formerly known as Level 200) Certification Program. This program is offered under World Rugby guidance and policies and is a combination of online modules and a face-to-face workshop. Coaches are assessed online for understanding and then in the workshop for competency.
- 1.2.2. All coaches are required to register with USA Rugby. USA Rugby conducts a background check on every youth and high school coach through this registration process. Register with USA Rugby for your team. USA Rugby and USA Youth & High School Rugby may also require additional courses to maintain eligibility for coaches.
- 1.2.3. All coaches are required to take the USOPC SafeSport course through USA Rugby. The full course is valid for four years. In the three years in between full courses, a SafeSport Refresher is required. All courses are found through your USA Rugby member profile.
- 1.2.4. Coaches receive important player information through the Rugby Ohio registration process: parents' names, addresses, phone numbers, doctor's name and phone number, insurance information and any medical conditions, allergies, drug reactions and previous illnesses/injuries or surgeries relative to the athlete, as well as a signed consent form giving authorization to Rugby Ohio to obtain medical treatment for a minor. This information is sensitive and is required to be maintained in a protected manner.

1.3. PLAYER ELIGIBILITY

- 1.3.1. Players are eligible if they have not reached their 19th birthday by the September 1st that occurs at the start of the school year containing the competitive season, including the summer following that school year.
- 1.3.2. Players, except those that have graduated, must be attending class full time, as defined by the High School registrar.
- 1.3.3. Players must have certified US High School transcripts either for two consecutive semesters including the semester that falls during the Competition Season, or, for players that have graduated, the final semester prior to graduation during the current academic year, excluding freshmen entering high school for their first semester.
- 1.3.4. If the competition season extends beyond the end of the school year, the players may continue to participate in the competition provided that the players were otherwise eligible at the end of the school year.
- 1.3.5. Players must be within four (4) years of the moment the player first enrolled in ninth grade, regardless of when that player started playing rugby or had the ability to start playing rugby.
- 1.3.6. Players must not play in a Match for any team other than the one he/she is registered to, including College Club, or Senior Club competitions, while those players' High School season is in progress.
 - 1.3.6.1. Rugby Ohio may make the decision to combine players from 2 or more teams for one season. That only applies to that season.
 - 1.3.6.2. Teams may not share players in a League match.
 - 1.3.6.3. Players asked to participate in an all-star or select side event must be dual registered to their team and the select side they are playing for.
- 1.3.7. Players that are 14 and enrolled in high school must complete the 'Under 15 Waiver' to participate in High School Rugby. 14 year old players must not participate in the front row for any contact high school rugby match.
- 1.3.8. Players must meet and remain in compliance with all applicable amateur standards.
- 1.3.9. All players must provide a copy of a valid High School Identification Card to the head coach prior to their first practice. Players who are home schooled or enrolled in a GED or equivalent program must

provide documentation on official letterhead stating they are currently enrolled in a high school program culminating in a GED or high school diploma.

- 1.3.10. A student enrolled in eighth grade is ineligible to be included on a high school roster or play in a high school game, regardless of age.

2) Registration of Teams, Players and Coaches

2.1. TEAM REGISTRATION

- 2.1.1. Teams must state their intention to compete annually by contacting Rugby Ohio staff or emailing info@rugbyohio.com.
- 2.1.2. For assistance in registering a new team, contact Rugby Ohio staff or email info@rugbyohio.com.

2.2. COACH REGISTRATION

- 2.2.1. Rugby Ohio High School Coaches are to be USA Rugby Level 1 Coach certified and have “active” standing with USA Rugby. Coaches must register with USA Rugby annually and prior to any practice or coaching activity. The USA Rugby registration cycle runs September 1 - August 31.
- 2.2.2. To be “active” with USA Rugby, a coach must do the following:
 - 2.2.2.1. Register as a coach with USA Rugby.
 - 2.2.2.2. Pass a biennial background screening.
 - 2.2.2.3. Complete the Rugby Ready Package.
 - 2.2.2.4. Complete a certification course.
 - 2.2.2.5. Annually maintain active status.
 - 2.2.2.6. Details for completing these requirements can be found at <https://usa.rugby/coaching>

2.3. PLAYER REGISTRATION

- 2.3.1. All players register through the ‘Registration’ link at www.rugbyohio.com, through their direct team registration link or through USA Rugby. Registration is not complete until payment is made and waivers acknowledged. Electronic payment is required to complete the transaction.

2.3.2. Coaches **MUST NOT** register players. Players must register themselves in the presence of a parent or guardian. The waivers, codes of conduct and liability coverages are null and void if a player does not register himself or herself.

2.3.3. Player Registration Procedure:

2.3.3.1. Players must register with a parent/guardian present. Coaches may not register players without a parent present.

2.3.3.2. Go to rugbyohio.com Click on "Registration" at the top of the Home page or go to <http://myaccount.rugbyexplorer.com.au/>

2.3.3.3. New Players: fill out the contact & player information. Parent/guardian and player must click acceptance of the Code of Conduct and all waivers.

2.3.3.4. Returning Players: login in with your registered e-mail & password.

2.3.3.5. Click on Register.

2.3.3.6. All players under age 18 must have parent sign and acknowledge all waivers and code of conduct.

2.3.3.7. Parent/Guardian must read and electronically initial and sign all legal documents included.

2.3.3.8. Once player registration is complete, payment options will be displayed.

2.3.3.9. Players can apply for Rugby Ohio Reduced Fee Grants by clicking the application link on found at <https://rugbyohio.com/registration-information/scholarships-grants/>. Grant applications should be received by September 15th (fall) or March 16th (spring) for consideration.

2.3.3.10. If there are any questions or concerns regarding registration, please contact Rugby Ohio staff or email info@rugbyohio.com.

2.4. REGISTRATION DEADLINE

2.4.1. Regular registration closes on March 1st. A \$10 late registration fee is added after March 1st.

3) Practice and Coaching

3.1. THE SEASON

3.1.1. **[Reserved.]**

3.2. PRACTICE RULES

3.2.1. A certified Level 1 Coach (former Level 200) is required at every match and practice.

3.2.2. If a certified Level 1 Coach (former Level 200) is not present, teams may not engage in any contact. In the absence of a certified coach, practices must be limited to passing and other non-contact drills.

3.2.3. Coaches are responsible for conducting safe, positive and instructive practices. Coaches are required to ensure compliance with four (4) mandatory tackle practices and two live scrum sessions for every player and two (2) live scrum sessions for relevant players before they play in their first game. The focus on tackle practices is to teach safe tackling techniques and how to be tackled safely. The focus on scrum sessions is to teach preparation, proper technique and safety, safety, safety. Coaches must avoid fast tracking elite athletes.

3.2.4. Coaches are required to have a cell phone at all practices and matches.

4) Protective Equipment and Clothing

4.1. MATCH KITS

4.1.1. Proper equipment is required for all matches.

4.1.2. Mouth guard is required.

4.1.3. Rugby boot, soccer, lacrosse and football cleats are permitted as long as they do not contain metal blades, do not contain spikes made up of more than one material. Must screw in. Shoes with a molded plastic toe cleat are acceptable.

4.1.4. Scrum headgear, mitts, and shoulder pads must have the World Rugby approval stamp. Any questionable items used for protection must be approved by Rugby Ohio staff.

4.1.5. Jewelry and ALL piercings must be removed.

4.1.6. Kits must match and be clean with no tears in shirts, shorts, and socks. Short, or cut, sleeves must be hemmed and must at least

cover the player's biceps. No clothing may show below Rugby shorts (no boxer shorts) except for spandex shorts but these may not extend to the knee.

4.1.7. Numbers on jerseys is mandatory. Both teams must conform to all USA Rugby Kit Requirements.

4.1.8. Teams must have all players in matching kit.

4.1.9. Teams cannot have any reference to alcohol or tobacco related products, bar or tavern locations displayed on any part of their kit. Sponsor logos that are not alcohol or tobacco related are acceptable.

4.2. ADDITIONAL GUIDELINES FROM USA RUGBY PROTECTIVE EQUIPMENT AND CLOTHING GUIDELINES

4.2.1. All items of clothing must comply with World Rugby Regulation 12. More information can be found here:<https://rugbyohio.com/wp-content/uploads/2023/01/Protective-Equipment-and-Clothing-Guidelines-2022-23.pdf>.

4.2.1.1. Cotton blend long tights or leggings, with a single inside leg seam under shorts and socks are allowed.

4.2.1.2. Chest padding is allowed for women.

4.2.1.3. Headscarves or Hijabs are permitted providing they do not cause a danger to the wearer or other players and may be worn under a scrum cap.

4.2.2. If you have a question, contact USA Rugby for clarification. The easiest, overarching guideline to know if something is permitted is anything with plastic or metal of any kind is not allowed.

5) Safety Policies; Dealing with Injuries

5.1. EMERGENCY PLANS

5.1.1. Each team needs to complete and submit an emergency action plan with Rugby Ohio before scheduling is complete. A blank form can be found on the Rugby Ohio website, on the Emergency Action Plan page: <https://rugbyohio.com/emergency-action-plans/> Emergency

plans are submitted for every field used. The Plan must include: address of venue; quickest route to and from nearest hospital/ER; hospital/ER address; and, contact information.

- 5.1.2. Teams that do not have an emergency plan on file with Rugby Ohio will not be eligible for home games.

5.2. SEVERE WEATHER GUIDELINES

- 5.2.1. Severe Storm: If a severe storm approaches the playing area, the safety of the players is the number one priority of coaches and referees and may require that the game be suspended while shelter is sought. In the event the game is suspended due to a severe storm ALL participants MUST clear the field immediately and move into a permanent shelter.

- 5.2.2. Lightning: If lightning is within 5 miles, the game(s) should be suspended and shelter sought. A lightning detector can identify the distance accurately but may not be available. A rough guideline is to measure the time between the lightning flash and hearing the corresponding thunder. If it is 30 seconds or less, seek shelter. It may not be possible to determine which lightning strike generated which roll of thunder. A simple rule: If you can hear it, clear it! Games should not be restarted for at least 30 minutes after the last roll of thunder is heard.

- 5.2.3. Home Coaches should provide directions to a suitable public facility in which teams can seek shelter.

5.3. CERTIFIED TRAINER REQUIREMENT

- 5.3.1. There must be a certified athletic trainer or trained emergency medical personnel present before a game can begin. This person must identify themselves to both teams and the referee before the game.

- 5.3.2. Referees will not begin a match without confirming medical coverage is in place for that match.

5.4. RUGBY OHIO INJURY REPORTS

- 5.4.1. In case of an injury, the procedure is: for an injury that occurs during warm ups or outside of a scheduled game, the athlete should report to the Athletic Trainer for assistance; for an injury that occurs during the game is the responsibility of the Athletic Trainer to attend to.

- 5.4.2. Athletic Trainers have full authority to remove any player from the game for any medical reason. The Athletic Trainer will conduct a primary on-field assessment. If the injury is not serious the medical staff may bring the athlete to the sidelines and conduct a secondary assessment. The Athletic Trainer will inspect the athlete and determine if the ambulance is needed for transport to the hospital.
- 5.4.3. The Athletic Trainer or Coach will assist in organizing hospital transport for the athlete by private vehicle (with family or friend) if an ambulance ride is declined or unnecessary.
- 5.4.4. All injuries that result in removal from a game will be reported to Rugby Ohio. If appropriate, a case will be created in Rugby Xplorer to record the necessary details. This includes all head injuries where there is any concern of concussion.
- 5.4.5. If there is a dispute over the medical care of an athlete this must be brought to the attention of Rugby Ohio and the incident will be recorded in writing. Situations such as this will be dealt with on a case by case basis.

5.5. INSURANCE

- 5.5.1. USA Rugby and USA Youth & High School Rugby offer their members two forms of insurance: liability and accident. More information can be found about this on USA Rugby's website here: <https://www.usa.rugby/membership/insurance/>.
- 5.5.2. In order to receive insurance coverages, all members of a team or club must be registered with USA Rugby. The coach must be registered and current with certifications (Level 1/formerly Level 200), background check and SafeSport) and the team must be compliant.

5.6. CONCUSSION MANAGEMENT

- 5.6.1. If a player shows symptoms of a concussion before, during or after a match, that players must be removed from play immediately, and is not to return during that match. **No Exceptions.** A record will be created in Rugby Xplorer and Rugby Ohio staff will mark the player as inactive until medical clearance is provided.

- 5.6.2. The player needs to be evaluated by appropriate medical staff. Best practice would be evaluation by a medical physician who has training in concussion evaluation and management. A player must do this before returning to play rugby in any form.
- 5.6.3. If a concussion is diagnosed, that player must sit out of activity with full rest for the minimum guidelines set by USA Rugby. For those 18 and under, this is 2 weeks (14 full days) AND be symptom free before beginning the 5-day Graduated Return to Play Protocols. Not returning to contact rugby before GRTP fully complete and symptom free.
- 5.6.4. Once a player is cleared by a physician, they should be closely monitored for any lingering symptoms by coaches, parents, teammates and medical staff and be removed from play immediately if symptoms occur.

6) Match Guidelines

6.1 GAME DAY PREPARATIONS

- 6.1.1. Emergency Action Plans must be on file with Rugby Ohio and posted to the EAP page of the Rugby Ohio website.
- 6.1.2. Home Team Coaches contact the referee and trainer to confirm their attendance before all matches.
- 6.1.3. Coaches are required to submit a Team List, through the Rugby Xplorer Match Day app, for every game. Team lists are to be completed before the start of the match. If changes need to be made, team lists are editable until the score is reported. Team lists must reflect the participants for that event.
 - 6.1.3.1. Any coach who allows the participation of an ineligible player in a game, will cause a Team forfeit of the game, and the immediate dismissal of the coach from Rugby Ohio.
- 6.1.4. Every match must be officiated by a USA Rugby certified referee.
- 6.1.5. Every match must be attended by a Certified Athletic Trainer (ATC) or emergency medical personnel. If a Certified Athletic Trainer is not at the field, the game may not start until one is present. Home Teams are responsible for having ice on the sidelines for ATC use during matches.

- 6.1.6. Coaches and referees must check the athletic grounds for hazards (rocks, holes, water, etc.) and consider current and potential weather conditions (e.g. lightning).
- 6.1.7. The Referee will inspect players for proper equipment and removal of jewelry before the game and will review the electronic Team List in Rugby Xplorer, through the Rugby Xplorer app.
- 6.1.8. The Referee will inspect the technical zones to be sure that technical zone guidelines are met. If technical zones are not in place and adhered to, the Referee is to notify Rugby Ohio of this in his/her match report. The home team coach will receive one warning. If a second non-compliant report is issued, the game will be recorded as a forfeit.
- 6.1.9. Parents, players and coaches agree to follow good sportsmanship guide-lines as described in the Code of Conduct.

6.2. TECHNICAL ZONES

- 6.2.1. The Technical Zone is the area specified for teams and coaches to be around the field during a rugby match. Using these zones is an absolute for organization of the field and safety of players, coaches, referees and spectators.
 - 6.2.1.1. The Technical Zone (TZ) is a space for coaches and players to be staged near the field. It is defined as space in front of the rope/barrier between the 10m line and 22m line.
 - 6.2.1.2. Technical zone ends 2m from the touch line to give room for assistant referees & touch judges.
 - 6.2.1.3. Coaches and players may not cross into the other team's TZ or leave their own TZ.
 - 6.2.1.4. Teams should reside on the same side as their opposition, NOT opposite sides of the field.
- 6.2.2. Rules Applicable to Coaches
 - 6.2.2.1. No more than four (4) coaches are allowed in the technical zone.

- 6.2.2.2. Coaches should not stand in/near the try zone or anywhere on or around the field of play outside the TZ.
 - 6.2.2.3. Only coaches who are registered and Level 1 Coach (former Level 200) certified through USA Rugby should be allowed in the TZ. Coaches should not huddle with teams on the field after scores.
 - 6.2.2.4. Coaches are not allowed onto the field with medical personnel unless explicitly invited by the match official.
 - 6.2.2.5. Coaches should not stand as medical staff; only medical professionals should be allowed to be assigned to a match as a medical professional.
 - 6.2.2.6. Coaches may not serve as water carriers.
- 6.2.3. Rules Applicable to Players and Teams
- 6.2.3.1. Team benches should be between the 10m line and 22m line but “behind the rope” and behind the actual technical zone.
 - 6.2.3.2. Teams should not warm up within 5m of the field of play.
 - 6.2.3.3. Players warming up must wear a contrasting top to the players on the field (e.g. a training vest or pinnie).
 - 6.2.3.4. Teams should not warm up with balls, cones, or other equipment (e.g. ruck pads).
 - 6.2.3.5. If space demands it, teams may warm up in the try zone but only if they access the try zone by staying “behind the rope” without entering the field of play.
- 6.2.4. Rules Applicable to Fourth Official/Stat keeper
- 6.2.4.1. #4 (Fourth Official) or Match Manager (data tracker) occupies the space between the 10m lines (Administrative Area).
 - 6.2.4.2. Chairs may be set up in the Administrative Area for disciplinary purposes.
 - 6.2.4.3. No coach or player is allowed in the Administrative Area except when requesting a substitution.

6.2.5. Rules Applicable to Medical Staff

- 6.2.5.1. Teams may have two medical personnel in the field of play, in front of the rope barriers and potentially on the field if needed.
- 6.2.5.2. Medical personnel may roam either sideline and are not confined to the TZ.
- 6.2.5.3. Only one (1) medical personnel per team is allowed per side of the field.
- 6.2.5.4. Coaches are not allowed onto the field with medical personnel unless explicitly allowed by the match official.
- 6.2.5.5. Medical personnel should always introduce themselves to the match official(s) before the match begins to properly identify them as medical.
- 6.2.5.6. Coaches should not stand as medical staff; only medical professionals should be allowed to be assigned to a match as a medical professional.

6.2.6. Rules Applicable to Water Carriers

- 6.2.6.1. Water carriers must stay “behind the rope” unless the match official signals that they may enter the playing field.
- 6.2.6.2. Water carriers should wear pennies or a distinguishing shirt that clashes with both team’s players on the field.
- 6.2.6.3. Coaches may not serve as water carriers.
- 6.2.6.4. Water carriers should be in the TZ when not bringing water to the players on the field.

6.2.7. Rules Applicable to Spectators

- 6.2.7.1. Spectators should be on the opposite sideline from the teams unless a second rope or structure is present to prevent mixing of spectators with players/staff/administrators.
- 6.2.7.2. Spectators are never allowed in the field of play for any reason.

6.2.7.3. Spectators should not be behind the try zone unless stands or stadium seating is provided with proper restraints.

6.2.8. NOTE: A Referee or Match official may remove any coach, player or spectator from the playing enclosure at any time for negative behavior. This may require stopping the match until the person has left the playing and spectating enclosure.

6.3. CERTIFIED TOUCH JUDGES

6.3.1. Each team is required to provide a touch judge upon request.

6.3.2. The role of a touch judge is different from that of an Assistant Referee.

6.4. FIELD SIZE AND TIMES OF PLAY

6.4.1. All regular season games are 35-minute halves with 10-minute half time. No over time is played during regular season matches.

6.4.2. During playoffs, games are 30-minute halves with 5-minute half time. Overtime will be two five-minute halves. If the game is still tied after the overtime period, winner will be determined by a kick-off from the 22-meter line.

6.4.3. High school players may not play more than a total of 90 minutes in a day.

6.4.4. The minimum field dimensions are 53 yards wide by 100 yards long.

6.5. SUBSTITUTIONS

6.5.1. Rosters will be comprised of a maximum of 23 players for competitive games, which can affect a playoff.

6.5.2. During the match, players may be replaced (for injury) or substituted (for tactical reasons). A player who has been replaced may not re-join play unless he was temporarily replaced to have bleeding controlled; a player who has been substituted may return temporarily, to replace a player who has a blood injury or has suffered a head injury, or permanently, if he is replacing a front-row forward. Eight replacements are allowed.

- 6.5.2.1. The substitution rules above apply in all League matches that count for seeding for playoffs.
- 6.5.2.2. In non-league matches, rolling substitutions may be used, with a maximum of 10 substitutions.
 - 6.5.2.2.1. No more than three substitutions may be made at one time.
 - 6.5.2.2.2. The intent of this policy exception is to allow more players a chance to get game minutes and not to allow the practice of hockey-line type substitutions.
- 6.5.3. Players may enter matches only during extended stoppages such as injuries and after scores and with the permission of the referee.
- 6.5.4. For teams with multiple sides, a player who starts in an A side game may not participate in a B side game, even as a substitute.
 - 6.5.4.1. A player who is used as a substitute in an A side game may participate in a B side game.
 - 6.5.4.2. This same policy applies across sides – starters may not play down. Substitutes may.
 - 6.5.4.3. Once a player starts in two A side games, he/she can no longer play for the B side unless he/she was being used in place of an injured starter who returned to the A side team when recovered.
 - 6.5.4.4. At the conclusion of regular season play, teams must submit to Rugby Ohio their 15 starters for their A side if they have 2 sides. These rostered starters are not available for play on lower sides for the playoffs.
 - 6.5.4.4.1. If a team has 3 sides they must submit a roster of 15 starters for their A and B sides.
 - 6.5.4.4.2. If a team has multiple sides in the playoffs and their A side loses but their B or C side are still playing, those starting A side players are still unable to play down.

6.6. AFTER-MATCH SOCIAL

- 6.6.1. Home teams are encouraged to provide a post-match meal or snack for both teams.

6.7. DEFAULTS

- 6.7.1. Defaults occur if a team has less than thirteen players fifteen minutes after the scheduled start time.
- 6.7.2. For all Defaults, the score is entered as 20-0 in favor of the non-defaulting team.
- 6.7.3. Do not lend players until the match is officially declared a default.

6.8. NO SHOWS

- 6.8.1. A No Show occurs when a team does not show without having given notice to the opposing team.
- 6.8.2. A No Show results in an automatic disqualification from the state playoffs. A No Show during any post season playoff, including State and Regional, will result in an automatic disqualification from playoffs in the following season and payment of the referee fees for the games missed.
- 6.8.3. There is an appeals process through the Competitions Committee.

6.9. MATCH NOT PLAYED

- 6.9.1. If the match is not played due to team issues (e.g. not enough players, travel problems etc.), the team that is unable to play forfeits.
- 6.9.2. If the match is not played due to field issues (e.g. field owner will not allow play due to rain/snow, owner schedule conflict, unsafe to play, etc.), then the match should be moved to an away team facility and held on the same day and at the same time. If that is not feasible, the match should be rescheduled. If the match is not rescheduled, the score is recorded as 0-0.
- 6.9.3. If the match is not played due to a Rugby Ohio issue (e.g. missing official or trainer, or some other similar reason), then the match should be rescheduled. If it cannot be rescheduled, both teams will receive a loss. If one team makes a genuine effort to reschedule and the other does not, the match may be ruled a forfeit.

6.10. DELAYED START

- 6.10.1. The following guidelines relate to any game that is started later than scheduled by a team's late arrival and is not otherwise delayed due to weather, field conditions or other factors identified herein. It is further conditioned on the fact that one team and all match officials are ready to start play at the scheduled time.
 - 6.10.1.1. With notice - 1 hour - no consequence for local (less than 25 miles) matches. Travelling teams granted reasonable accommodation for travel delays or interruptions without limit to time.
 - 6.10.1.2. Without notice – 15 minutes - no consequence. Over 15 minutes, penalty try awarded to waiting team. Over 30 minutes, at fault team forfeit. If multiple sides are being played, ONLY the top side of the offending team shall be penalized. (For example, if the All Blacks cause forfeit for first match of tripleheader, which happens to be the developmental match, then ONLY the All Blacks A side would be penalized).

6.11. INTERRUPTED MATCHES

- 6.11.1. Unanticipated weather/light issues, weather, lightning, darkness (unanticipated does not include scheduling a late start on an un-lighted field), facility issue (lights go out) etc. The match official determines whether such an issue has occurred. 3/4 or 50 minutes is full time; final score at time match is called is treated as a final score for all purposes.
- 6.11.2. If less than 3/4 or 50 minutes, the match should be rescheduled to restart at the point of interruption at the same location.
- 6.11.3. If the match cannot be rescheduled, the coaches can agree that the match has been sufficiently completed. If they cannot decide or if they cannot agree, the match official rules. This includes any and all reasons the match cannot be continued, keeping the safety and welfare of the players, coaches and fans, including fighting or civil disturbance. Appeal must be filed within 24 hours.
- 6.11.4. Disputes: coaches for both teams will submit an e-mail to the head of the Competition Committee within 24 hours stating the nature of the issue and proposed solution. The Chairman of the Competition Committee will forward written appeals to the Committee which will vote on appropriate resolution via conference call within 48 hours.

Any member of the Competition Committee affiliated with one of the teams involved will not be allowed to participate in the discussion or vote.

7) Rosters and Match Reporting

7.1. GAME DAY ROSTERS/TEAM SHEETS

- 7.1.1. Electronic Team Lists must be completed in Rugby Xplorer 24-hours before kickoff. Players not on this team list may not participate in the game.
 - 7.1.1.1. Players bring a photo ID to each match in case questions arise about eligibility.
 - 7.1.1.2. If a player fails to produce an ID, he or she is not disqualified from playing IF the coach of said player certifies he/she is the player identified on the roster AND a picture is taken of said player. The failure to produce an ID will be reported (along with said picture) to Rugby Ohio for review.
 - 7.1.1.3. If Rugby Ohio does not receive a photo ID of said player or cannot otherwise verify that the player in question is properly registered, the match will be forfeited by the offending team regardless of the actual outcome of the competition.
 - 7.1.1.4. Acceptable IDs include Driver's License, Driving permit, passport, school ID, online school or other profile.
- 7.1.2. Games will not begin unless the referee has had the opportunity to review the electronic Team Lists.
- 7.1.3. Failure to comply with this policy will result in disciplinary action against the coach and possibly the team.

7.2. TEAM ROSTERS

- 7.2.1. Clubs are assigned Club Admins who have access to the Admin Portal for the club. Club Admins may assign additional Club Admins or Team Admins to assist with club management duties. For assistance with Rugby Xplorer, please check the Help menu and/or contact info@rugbyohio.com.

7.3. MATCH REPORTS

- 7.3.1. Referees shall submit all scores, cards and any pertinent game day information.
- 7.3.2. Match reports submitted after 48 hours following a game will not be allowed and referee will not be paid for the game.
- 7.3.3. Teams who do not submit match reports to the referee will have the game count as a forfeit and will not be assigned referees for futures games.

8) Discipline

8.1. CODE OF CONDUCT

- 8.1.1. Rugby Ohio considers good conduct and sportsmanship by coaches, parents and players to be an integral part of the culture of the league. As such we have developed guidelines in an attempt to educate players, parents and coaches on proper attitude and behavior that should be exhibited at youth sports activities. In order to register for a Rugby Ohio team, players and their parents/guardians must agree to the Code of Conduct. Please be sure to review this with your parents and players. A copy of this agreement can be found here: <https://rugbyohio.com/coaches-2/#toggle-id-3>.
- 8.1.2. While the referee is responsible for calling the match, Rugby Ohio coaches are responsible for the behavior of spectators and team members. Referees, athletic trainers and team members should not be subjected to negative comments from anyone. Rugby Ohio insists that all participants – coaches, referees, athletic trainers and team members - are treated with respect.

8.2. BEHAVIOR TOWARD REFEREES

- 8.2.1. Verbal abuse by team coaches, team staff or team substitutes directed at match officials or players should not be tolerated and the following process should be followed:
 - 8.2.1.1. The referee will ask the identified person to refrain from their behavior.
 - 8.2.1.2. On the second occasion the referee will EJECT the person from the grounds.

8.2.1.3. Zero tolerance approach should be applied and if the person refuses to leave, the referee should request that team's captain to assist.

8.2.1.4. Failing compliance, the referee may abandon the match.

8.2.2. NOTE: The referee must restart the game according to the latest stoppage and must NOT award a penalty due to the sideline behavior.

8.3. RED CARDS

8.3.1. The issuance of a Red Card to a player will result in immediate removal from play and automatic one game suspension of the player's eligibility for participation in his/her Team's next immediate game. This does not prohibit the player from participating in practice. It is hoped that by going to practice the player will receive corrective action from his/her coaches.

8.3.1.1. The card details (player name and infraction) are submitted by the referee within 24 hours following the game

8.3.1.2. The appropriate ORDB representative will conduct an Initial Review and then issue the Written Decision

8.3.1.3. The coach will be sent the Written Decision

8.3.1.4. The player and coach have 72 hours to submit a written appeal to the ORDB Chair

8.3.1.4.1. The player is not eligible to be rostered while the appeal is under review

8.3.1.4.2. The appeal is only for the sanction and not for the red card itself

8.3.1.5. ORDB will notify the coach, and Rugby Ohio staff, of the committee decision regarding the appeal

8.3.1.6. Rugby Ohio staff will manage the eligibility of the carded player in the registration system

8.3.2. The issuance of a second Red Card in the course of a season will result in the referral of the player and coach to the ORDB. If the coach of the player is on the ORDB they will be replaced by the Alternate for the hearing. The ORDB, having been given the relevant submitted Match Reports, will conduct a hearing to determine the sanction(s) for the player receiving a second Red Card. Sanctions

should be determined on a case by case basis. There is no appeal allowed.

- 8.3.3. The issuance of a third Red Card in the course of a season to an individual will be cause for immediate suspension of eligibility in the League for the remainder of the season. Upon receiving notice of the third infraction, ORDB will notify the player and their coach in writing of the suspension of eligibility. The player's coach may appeal in writing to the ORDB for a review of the case. After review of the relevant Match Reports, and any other relevant material, it is within the Chairman's sole discretion as to reinstatement and any follow-on requirements made of the player or the coach. The player's coach will be required to petition the ORDB for reinstatement of eligibility of an underclassman player for eligibility for any following season.
- 8.3.4. Any coach who allows the participation of an ineligible player in a game, will cause a Team forfeit of the game, and the immediate dismissal of the coach from Rugby Ohio.

8.4. YELLOW CARDS

- 8.4.1. The issuance of a Yellow Card results in the removal of the offending player from the field of play for 8 minutes in a 35-min half game; 7 minutes in a 30-min half game; 5 minutes in a 22.5-min half game; 2 minutes in a 7s game
- 8.4.2. First Yellow Card: no follow-on post game sanctions issued.
- 8.4.3. Second Yellow Card during the same game will result in the issuance of a Red Card (as this is showing a pattern of behavior), immediate removal from play, and, a possible one game suspension of the player's eligibility for participation in their Team's next immediate game.
- 8.4.4. The issuance of a second Yellow Card in a season will result in notification to the ORDB Chair. After review of the relevant Match Reports, it is within ORDB's discretion as to any follow-on requirements made of the player and/or the coach.
- 8.4.5. The issuance of a Third yellow card in a season results in a possible one game suspension of the player's eligibility for participation in his/her Team's next immediate game and will require the player and coach to appear in front of ORDB.

8.4.6. A player receiving a Fourth yellow card in the course of a season will be immediately suspended from eligibility, and the player will be required to appear, with his or her coach, before the ORDB before the player can play again. If the ORDB upholds further suspension, the player's coach may appeal in writing to the ORDB for a review of the case. After review of the relevant Match Reports, it is within the ORDB's sole discretion as to reinstatement and any follow-on requirements made of the player or the coach. The player's coach will be required to petition the ORDB for reinstatement of eligibility of an underclassman player for eligibility for the following season.

8.5. MEMBERSHIP OF THE OHIO RUGBY DISCIPLINARY BOARD

8.5.1. The ORDB, referred to as the Full Committee, shall consist of a Disciplinary Committee Chairman, a representative of Ohio Rugby Referee Society (ORRS), and at least two (2), but no more than five (5) Division Representatives from Rugby Unions/Leagues which utilize ORRS.

8.5.2. The ORDB Chairman, hereinafter referred to as the Chairman, shall be the (or a) President or Vice President of the Ohio Rugby Union (ORU).

8.5.3. Each Division Representative, hereinafter referred to as the/a Representative, shall be the duly selected Representative, Coordinator, President, or Director of his or her respective Rugby Union/League.

8.6. AUTHORITY AND RESPONSIBILITY

8.6.1. Chairman

8.6.1.1. The Chairman shall reside over all meetings of the Full Committee.

8.6.1.2. The Chairman shall have the authority and responsibility to:

8.6.1.3. Recognize repeat violations by an individual person or club;

8.6.1.4. Ensure timely response from the Representatives on disciplinary matters and timely convening of the Full Committee;

8.6.1.5. Ensure timely publication of disciplinary actions to the ORU President, and, as appropriate, the President of the offending individual's club, the President of the offended club, the club's League Coordinator, and the Director of Referees;

8.6.1.6. Permanently record the findings and penalties of the Full Committee and Representatives.

8.6.2. Representative

8.6.2.1. The Representative shall only render disciplinary actions for violations arising within their respective division of play.

8.6.2.2. The Representative shall have the authority and responsibility to:

8.6.2.2.1. Investigate Playing and Non-Playing Violations properly referred to it;

8.6.2.2.2. Reconfirm or modify the extent of culpability;

8.6.2.2.3. Pronounce penalty for culpability in accordance with the guidelines recommended within this Code.

8.6.2.2.4. All findings and penalties published by the Representative shall be subject to appeal to the Full Committee.

8.6.3. Full Committee

8.6.3.1. The Full Committee shall have the authority and responsibility to:

8.6.3.1.1. Review Representative findings and penalties on Playing and Non-Playing Violations;

8.6.3.1.2. Reconfirm or modify the extent of culpability;

8.6.3.1.3. Pronounce penalty for culpability in accordance with the guidelines recommended within this Code.

8.6.4. There is no appeal from the findings or penalties of the Full Committee

8.7. AMENDMENTS TO DISCIPLINARY CODE

8.7.1. The Full Committee shall have the authority to consider and adopt, with or without modification, amendments to this Disciplinary Code submitted to it by an elected officer of either:

8.7.2. The ORU; or A Member Club, in good standing, of the ORU.

8.7.3. The Full Committee shall have the authority to adopt amendments at its own initiation and deliberation

8.8. EXTENT OF CULPABILITY

8.8.1. Admission of Evidence

8.8.1.1. The principal evidence for a disciplinary matter presented before the ORDB shall be submitted in writing. In the case of a Playing Violation, the principal evidence shall be the referee's Disciplinary Report (Appendix III).

8.8.1.2. The Representative or the Full Committee has the discretionary authority to admit or request additional evidence for confirmation or rebuttal of the principal evidence. The additional evidence may be written or oral, at the Committee's discretion.

8.8.2. Committee Consensus

8.8.2.1. Chairman

8.8.2.1.1. In the event of a difference of opinion between the Chairman and the Representative, the Chairman shall refer the disciplinary action to the Full Committee.

8.8.2.2. Full Committee

8.8.3. The findings of the Full Committee will be determined by majority vote. In the event of a tie vote, the Chairman shall exercise a tie-breaking vote.

8.8.4. In reviewing a Representative's decision during appeal, the Chairman and that Representative are permitted to change an opinion previously held, with or without the introduction of new evidence

8.9. PLAYING VIOLATIONS

- 8.9.1. Responsibility for Control Playing Violations, as defined in this Code, are subject to the authority and control of the match referee.

8.10. PROCEDURE FOR DISCIPLINARY ACTION

- 8.10.1. At any time, the Chairman or Full Committee may seek procedural guidance from the USA Rugby Disciplinary Procedures.
- 8.10.2. All disciplinary action as the result of a Playing Violation shall originate from the match referee.
- 8.10.3. The referee shall determine the offender's name and club affiliation at the time of the incident.
- 8.10.4. The referee shall prepare a formal Disciplinary Report; send the original to the ORDB Chairman; and send a copy to the Director, Referees
- 8.10.5. The ORDB Chairman shall contact and provide the evidence to the Representative of the Division in which the violation occurred for their ruling on the matter.
- 8.10.6. The Representative shall determine whether additional evidence is necessary and shall request or admit additional evidence as deemed appropriate.
- 8.10.7. The Representative shall consider all appropriate evidence to determine the extent of culpability and shall pronounce penalty in accordance with the guidelines recommended.

8.11. PROCEDURE OF APPEAL

- 8.11.1. All appeals against the findings or penalties of a Representative's disciplinary action shall be made in writing. The original shall be sent to the ORDB Chairman and a copy shall be sent to the Director, Referees.
- 8.11.2. The ORDB Chairman shall contact each Representative to convene the Full Committee, which may be convened by a meeting, telephone, fax, mail, email, or Internet.
- 8.11.3. The Full Committee shall determine whether additional evidence is necessary and shall request or admit additional evidence as deemed appropriate.
- 8.11.4. The Full Committee shall consider all appropriate evidence to determine the extent of culpability and shall pronounce penalty in accordance with the guidelines recommended.

8.12. DETERMINATION OF PENALTY

- 8.12.1. The recommendations of Section 8.13 are to be construed as guidelines only not as invariable rules.
- 8.12.2. The Representative and Full Committee have the discretionary authority to increase or decrease the recommended penalty, depending upon the circumstances or the case, including the disciplinary record of the offender, but subject to the mandatory requirement that a player ejected for a match before no-side must be suspended for a minimum of two matches or two weeks. It is recommended that the applied penalty shall for the longer period of time.
- 8.12.3. When a suspended player deliberately plays before completion of the suspension, the new violation shall be escalated to the next higher offense of the original category, subject to a minimum of 8 weeks or 8 matches.
- 8.13. RECOMMENDED PENALTIES – From APPENDIX 1. WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17) ADJUSTED FOR UNDERAGE RUGBY <https://www.world.rugby/organisation/governance/regulations/reg-17/appendix-3>

WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17) ADJUSTED FOR UNDERAGE RUGBY

Note: Any act of foul play which results in contact with the head and/or the neck shall result in at least a mid-range sanction. (12)

9.11 Players must not do anything that is reckless or dangerous to others.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches

9.12 A player must not physically abuse anyone. Physical abuse includes, but is not limited to:

Biting	Up to U15s	Low-end: 4 matches	Mid-range: 8 matches	Top-end: 12 + matches
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Intentional contact with Eye(s) (13)	U15 to U19	Low-end: 8 matches	Mid-range: 10 matches	Top-end: 14+ matches
	Up to U15s	Low-end: 4 matches	Mid-range: 8 matches	Top-end: 12+ matches
Reckless contact with Eye(s) (14)	U15 to U19	Low-end: 8 matches	Mid-range: 10 matches	Top-end: 14+ matches
	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 8+ matches
Contact with Eye Area (15)	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 12+ matches
	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
Punching or striking with hand, arm (including stiff-arm tackle), elbow or shoulder	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches
	Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
Leading with the forearm	U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
	Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
Striking with head (16)	U15 to U19	Low-end: 2 matches	Mid-range: 6 matches	Top-end: 8+ matches
	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
Striking with knee	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches
	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
Stamping or Trampling	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 8+ matches
	Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
	U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 10+ matches

Tripping	Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
	U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
Kicking	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.12 A player must not verbally abuse anyone. Verbal abuse includes, but is not limited to, abuse based on: religion, color, national or ethnic origin, sexual orientation.

Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
U15 to U19	Low-end: 4 matches	Mid-range: 8 matches	Top-end: 12+ matches

9.13 A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 6 matches	Top-end: 8+ matches

9.14 A player must not tackle an opponent who is not in possession of the ball.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 6 matches	Top-end: 8+ matches

9.15 Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches

9.16 A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 6 matches	Top-end: 8+ matches

9.17 A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.

Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.18 A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.

Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.19 Dangerous play in a scrum.

- a. The front row of a scrum must not form at a distance from its opponents and rush against them
- b. A front-row player must not pull an opponent
- c. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.
- d. A front-row player must not intentionally collapse a scrum.

Up to U15s	Low-end: warning (18)	Mid-range: 1 match	Top-end: 2+ matches
U15 to U19	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches

9.20 Dangerous play in a ruck or maul.

a. A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches

**b. A player must not make contact with an opponent above the line of the shoulders.
c. A player must not intentionally collapse a ruck or a maul**

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches

9.25 A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 2 matches	Mid-range: 6 matches	Top-end: 8+ matches

9.27 A player must not do anything that is against the spirit of good sportsmanship including but not limited to:

Hair pulling or grab-bing	Up to U15s	Low-end:	Mid-range:	Top-end:
	U15 to U19	1 match	2 matches	4+ matches
		Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches

Spitting at anyone	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches
Grabbing, twisting or squeezing the genitals (and/or breasts in the case of female players)	Up to U15s	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 12+ matches
	U15 to U19	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 18+ matches
Other	Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
	U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.28 A player must not disrespect the authority of a Match Official

Up to U15s	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches
U15 to U19	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches

9.2.8 A player must not verbally abuse a Match Official. Verbal abuse includes, but is not limited to, abuse based on: religion, color, national or ethnic origin, sexual orientation.

Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.28 A player must not make physical contact with Match Officials.

Up to U15s	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches
U15 to U19	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches

9.28 A player must not use threatening actions or words towards Match Officials.

Up to U15s	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 12+ matches
U15 to U19	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 24+ matches

9.28 A player must not physically abuse Match Officials.

Up to U15s	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 24+ matches
U15 to U19	Low-end: 12 matches	Mid-range: 24 matches	Top-end: 48+ matches

(11) All other definitions in the Guidelines are as per Regulation 1 of the World Rugby Regulations Relating to the Game.

(12) The note does not apply to the following Laws whose low-end entry points already take into account head contact being a potential feature or consequence of such breach reaching the red-card threshold: 9.12 (biting, contact with eye(s)/eye area and striking with head), 9.18 and 9.27 (hair pulling).

(13), (14) and (15) The “eye” involves all tissues including the eye lids within and covering the orbital cavity and the “eye area” is anywhere in close proximity to the eye.

(16) Head-on-head contact arising out of a tackle situation should ordinarily be sanctioned under Law 9.13 below.

(17) A Warning shall form part of the Players disciplinary record while at Underage level but not extend into their senior disciplinary record.

8.14. NON-PLAYING VIOLATIONS

8.14.1. Responsibility for Control

8.14.1.1. Non-Playing Violations, as defined in this Code, are outside the limits and authority and control of the match referee, and as such become the responsibility and control of the clubs. Any Non-Playing Violation by any member of a club shall reflect on the club, and the club shall be accountable.

8.14.2. Procedure for Disciplinary Action

8.14.2.1. All disciplinary action as the result of a Non-Playing Violation may be initiated by any member of any Member Club of Rugby Ohio, or by any member of the ORRS.