

MARFU College Men's D1 League Competition Regulations

[Revised August 26, 2009]

1. MARFU Collegiate Men D1 Clubs

For the Fall 2009-Spring 2010 season, the MARFU College Men D1 League (The League) will include the 8 teams below. Other clubs may be admitted in future years. Considerations will include but are not limited to stability of coaching staff, availability of a regulation field, number of players and ability to field two full and distinct teams every weekend, ability to travel as required by the schedule, university support. Aspiring D2 teams may submit their case for inclusion in the league to the MARFU D1 League at least 15 days prior to the league's AGM for consideration (usually in January of each year).

The teams will play a full round robin schedule beginning about the third weekend in September and concluding on or before the second weekend in November (depending on the calendar. The playoffs will be conducted over a single weekend on the last weekend in March 2010, as determined by the MARFU BoD.

Current member clubs:

United States Naval Academy	(USNA or Navy)
Pennsylvania State University	(PSU or Penn State)
University of Maryland	(UMD or Maryland)
Kutztown University	(KU or Kutztown)
University of Delaware	(DEL or Delaware)
Rutgers University	(RU or Rutgers)
University of Virginia	(UVA or Virginia)
Virginia Polytechnic Institute and State University	(VT or Virginia Tech)

Club contact information appears at the end of this document.

League governance. The League's governing board shall be comprised of one representative from each member club (preferably the head coach) and one representative from each LAU. The chair of this board will be elected by the governing board and must be one of the three LAU Representatives. This League shall be subordinate to the MARFU Collegiate Committee. The League will be responsible for:

- a. League administration, including competition regulations
- b. Producing the schedule for each fall season
- c. Making recommendations for solutions to problems that may arise
- d. Player and club eligibility
- e. Misconduct (team, player, coach, sidelines, or any other specific person)
- f. Making recommendations about revisions to league rules

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- g. League scoring system
- h. Playoff management
- i. Development and application of promotion and relegation procedures (as required)
- j. Maintaining, updating, and posting this document to the MARFU web site

2. Laws of the Game

All matches shall be played under the Laws of the Game and law rulings as defined by the IRB, together with any modifications by USA Rugby and MARFU.

3. Scheduling

Schedule conflicts for the coming fall league season must be reported to the league commissioners no later than the January AGM. The League will make the schedule and distribute to the teams before the season (approximately March 31). The schedule will balance the home and away matches and travel as much as possible. To the extent possible, each year will see a reversal of home and away venues from the previous year. Schedules must be reviewed and accepted by the clubs by May 1.

There may be circumstances that will require that the match be played on a day/time other than Saturday afternoon. For example, Navy rugby cannot play when Navy football has a home game (afternoon or evening kickoff, usually Saturday) due to the requirement that midshipmen must be in attendance at the football game. The League will make every effort to avoid scheduling conflicts where possible.

4. Day of match

The day of the match shall normally be Saturday. Teams may mutually agree to play the match on another day (Friday night or Sunday) of the same weekend. Teams may mutually agree to move the match to another day (even a weekday) during the season as long as the match is played prior to Thanksgiving. Scheduling problems should be largely worked out in advance. Any request to move a match to the spring must be approved by the league commissioners.

For rescheduled matches, the home team shall confirm with Mid-Atlantic Rugby Referees (MARR) that a referee can be available for the rescheduled match prior to League approval of the change. Lack of a confirmed referee shall be reason enough to

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look for another day/time on which to play the match. The League must be informed by both teams of any changes in the schedule as soon as they occur.

5. Kickoff times

Kickoff times shall be set by the home team as follows:

- Friday matches - the A side match shall kickoff
 - not earlier than 7:00 pm and
 - not later than 8:00 pm
- Saturday matches - the A side match shall kickoff
 - not earlier than 12:00 noon and
 - not later than 2:00 pm
- Sunday matches - the A side match shall kickoff
 - not earlier than 12:00 noon and
 - not later than 2:00 pm

Teams may mutually agree to kick off at some other time, subject to the availability of the referee. The League must be informed by both teams of any changes in the schedule before approval will be granted.

Teams failing to arrive at the venue in time for the scheduled kickoff may be ordered to forfeit the game upon appeal to the League by the aggrieved team. Teams failing to arrive for the game within two hours of kickoff will automatically forfeit the game. The team ready to kickoff on time may, at their option, delay their right to request a forfeit as long as they wish to give the other team time to arrive and kickoff. Teams might forestall adverse action by keeping in contact with the opponent about the nature of their delay. It is incumbent upon both teams to be prepared to kickoff on schedule. MARFU recognizes that there may be times when delays are unavoidable.

A team with sufficient players to kickoff at or after the scheduled time but missing some preferred starters must begin the game with the reserves and substitute the preferred starters during the game according to Law 3. Clubs should also reference the MARFU front row regulation (see the MARFU web site).

6. Travel time considerations

Every courtesy regarding kickoff time should be extended to the visiting team as regards travel time, both to the match venue and then back home. Some of these games will

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involve more than a few hours of driving, and teams should be afforded enough time to leave at a reasonable hour, make the drive safely, and have time after arriving to stretch their legs.

Even games between nearby teams, if played on a Friday night, may involve considerable rush hour traffic, so the kickoff time should be such that the visiting team does not have to leave too early or spend a lot of time in rush hour traffic.

7. A and B games

Each team is required to play both the A and B-side matches against each other, except upon mutual agreement to do otherwise (e.g., no game, or a B match against a different team). Ideally, each team should have sufficient players to fill out an A and B-side without having players play in both matches. The League strongly encourages the B-side game, as it is important for team development. The League shall maintain a separate standings table for the B-side, leading to the B side championship to be held in conjunction with the spring league championships.

The A side match shall normally be played first, with the B side match to follow approximately 90 minutes later. Teams may mutually agree to any other schedule. The League has no requirements regarding C side matches. B-side matches shall not be required during the playoffs (other than the B side championship), though teams are certainly encouraged to schedule such a game.

8. Uniforms

Each team shall wear matching kit – jersey, shorts, and socks. The two teams shall wear distinctly different jersey colors/designs in the game. In case of a conflict, the home team shall be responsible for changing into a different jersey that is distinct from that of the visiting team.

9. Referees

Referees will be provided by Mid-Atlantic Rugby Referees (MARR) for the A side match and the home team's Referees Society (PSRFR/PRU, EPRRS/EPRU, and RSV/VRU) for lower side matches. Clubs will be assessed a flat fee at the beginning of the fall league season to cover the A side referee costs. Referee fees for lower side matches shall be

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the responsibility of the home team (no change from the current practice). Referees shall be required for both the A and B games.

Referees shall be contacted (email, phone) by the home team at least 5 days prior to the scheduled day to confirm availability, give directions, and exchange telephone numbers in case of problems.

Normally, only a referee will be assigned to the game. Each team shall supply a suitable touch judge, as is customary. From time to time, a team-of-three (referee plus two assistant referees) may be assigned to the match.

10. CIPP and Eligibility

All players, shall be CIPP-registered with USA Rugby. The club and the coaching staff shall also be CIPP-registered. The only documents that will serve as proof of registration shall be the CIPP list for each club available from the USA Rugby web site no later than the day before the match, or a waiver letter (email copy permissible) from the League Chairman stating the player's eligibility to play. Incoming freshmen and transfer players who are already CIPP registered should complete the transfer form as soon as possible as it only leads to unnecessary confusion if their name appears on another team's list. Player's who have not been CIPP-registered before must register before their first match.

It is the responsibility of each team to ensure that its players are eligible. Teams are encouraged to obtain a CIPP list early in the week and not wait until Friday before the game in case of problems with the USA web site. In case of problems, the League should be notified immediately so that they can help resolve the problem.

All players, both starters and reserves in both A and B games, must meet the same eligibility criteria posted on the USA Rugby web site (http://www.usarugby.org/information/default.asp?NavPageID=58782#i_224507) as if they were competing in the national championship. The player certification process shall be as follows: A player's identity can be challenged any time before, during, or after the game by the opposing team. Players should be prepared to show original picture identification such as school ID, state driver's license, passport, military ID, or other governmental picture identification.:

Teams are expected to check each other's qualifications prior to the match. (See "Roster" below).

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A club may choose to play a player whose identity is challenged before the match. The before-the-match challenge be reported to the League and if the player is found to be ineligible, the player's team will forfeit the game, and the player and his team may be subject to further sanctions through the League, MARFU and/or LAU disciplinary process. A player whose identity is challenged may elect to sit out the game. If the challenged player does not play in the match, then neither he nor the team will be subject to further sanctions.

If a player is found to be ineligible after being challenged during or after the match, then the match may be forfeited. The player and his team may be subject to further sanctions through the MARFU and/or LAU disciplinary process.

The team challenging a player's eligibility shall be responsible for presenting the relevant facts to MARFU and their LAU for review and adjudication. Challenges shall be noted on the club's roster to be sent to the league commissioners by the opponent within 5 days following the match.

11. Roster

All teams shall present a roster of starters and reserves to the opposing team and the referee prior to the match. At the end of the game, teams shall trade roster forms. All teams shall submit roster of starters and reserves that came into the game (and who left and at what time) within 5 days following the match (normally, close of business Thursday after a Saturday match). The roster shall include name, CIPP number, jersey number, and position. The roster shall note the captain, who scored, and the manner of scoring for both teams. The roster must be signed by either the team's coach, president, or captain and include their contact information. MARFU shall make a sample roster form available on its web site [the sample roster form is at the end of this document]. MARFU shall maintain a table of scorers and shall post this weekly during the season.

12. Forfeits

Any team that forfeits a game due to no-show, late arrival, or an ineligible player shall cause the score of the game to be reported as 35-0 and 5 tries (4 points for the win plus 1 bonus point for more than 4 tries to the winning team; 0 points to the forfeiting team). Multiple forfeits in the same season may cause the team to be dropped out of the playoffs, be relegated to their LAU D2 the following year, and possibly be ineligible for promotion to the MARFU D1 league for a number of years.

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Extraordinary circumstances which led to the forfeit will be considered upon appeal. Travel problems should be reported to the League and the opposing team when they occur, giving as much detail as possible about the problem and the estimated arrival time. The traveling team should make every effort to complete the trip, and both teams should make every effort to play the game.

13. Scoring System for Standings and Playoffs

MARFU shall use the following scoring system:

- 4 table points for a win
- 2 table points for a tie (a tie at the end of regulation time shall remain a tie)
- 1 table point for a loss by 7 points or less
- 0 table points for a loss by more than 7 points
- And independently from the above points,
 - 1 table point for scoring 4 or more tries (winning or losing team)

At the end of the league season, all teams shall be ranked according to the number of table points they have accumulated over all games. This ranking shall be used to seed the teams in the playoffs. In case of a tie on table points, the tie breaker system will be

- 1) head-to-head result
- 2) point differential (points for minus points against in all league games)
- 3) points for (in all league games), tries for (in all league games),
- 4) finally, a coin toss

14. Promotion and Relegation

The MARFU College Men D1 League is in a promotion-only mode at present. When the number of teams reaches 10 (approximately), the league will revisit the issue of promotion and relegation.

15. [Section deleted]

16. Playoffs

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The playoff format has the top four teams playing 1v4 and 2v3 in the semifinals with the winners meeting in the final. The two finalists advance to the USA D1 championship. The 3rd place game shall be played. There will be a B side championship match involving the top two B side teams at the same venue as the A side championship. As the league and the national championship seedings and format changes, this playoff format may be changed.

17. Disciplinary issues

All disciplinary matters shall be handled by MARFU and the LAUs in accordance with prevailing MARFU and LAU procedures. Referees shall be responsible for filing timely reports of red and yellow card actions, as well as any other disciplinary matter (e.g., off the field behavior). Either team or MARFU or LAU officers may also report disciplinary matters to MARFU and the home LAU (off-field disciplinary matters, foul play unseen by the referee).

Any player ejected from a match (red card or double yellow) may not play in any match for the rest of the day and is automatically suspended for at least one additional match or eight days, whichever is longer. MARFU and the LAUs have standard procedures for promptly adjudicating these matters.

18. Field standards

MARFU field standards shall be as specified on the IRB and MARFU web site for senior men's league and playoff matches. MARFU standards (www.marfu.org/marfufieldsize.php) address minimum field dimensions and obstructions and otherwise conform to Law 1. Goal posts shall conform to Law 1. Artificial turf fields shall generally be acceptable (for the present, ignore IRB Regulation 22), but a letter stating so shall be obtained from the League. Any variance must be approved by the league commissioners prior to the match being played. Any questions about the suitability of a team's field should be presented to the league commissioners for review. Teams are expected to provide a safe venue (in terms of field conditions) for playing rugby matches.

19. Lighting for night matches

If the game is to be played at night, the lighting shall be at least TBD candlepower at ground level anywhere on the playing field from the start of the first game until the end

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of the last game. Any variance shall be approved by MARFU prior to the match being played.

20. Medical

The League members have agreed that all teams shall have medical service at all league matches. The home team is responsible for providing the medical service. **The medical service shall be equally available to both teams.** The medical service may be provided by a licensed doctor (MD, OD, DC), a certified athletic trainer (ATC), a licensed emergency medical technician (EMT), a registered nurse (RN), or other medically qualified person. While an ATC can provide pre-game and in-game services that might help an athlete compete, the goal is to have someone who can professionally assess athletic injuries and the advisability of the player continuing in the match. In particular, this person must be able to assess severe injuries that require ambulance transport to a hospital.

21. Gate receipts

Teams are free to establish a paid gate for their home matches, and sell refreshments and merchandise at the match, and retain all proceeds. At this time, there are no guidelines or requirements on distribution of gate receipts. Teams are free to negotiate among themselves as to distribution, but in no case shall these competition standards be pre-empted on account of any dissatisfaction by one or both team about the negotiations. MARFU retains all rights to the playoffs.

MARFU College Men's D1 League Club Contact Information

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DELAWARE

Head Coach – Bjorn Haglid, coach@delawarerugby.com, (302)540-7429
President – Mike Levin, President@delawarerugby.com, (610)509-2503
Match Secretary – Jarrett Brotz, MatchSecretary@delawarerugby.com, (609)417-6671
Postal address - Univ of Delaware Intramural Department, Carpenter Sports Building
Room 107 Men's Rugby, Newark, DE 19701
Website: www.DelawareRugby.com

KUTZTOWN

Head Coach - Dr. Gregg Jones, greggajones@verizon.net, 610-703-5973
President - Greg Brooks, gbroo097@live.kutztown.edu, 626-716-2062
Match Secretary - Dr. Gregg Jones, greggajones@verizon.com, 610-703-5973
Postal address - Kutztown Univ, 100 Student Recreation Center, Kutztown , PA 19530
Website: www.kurugby.com

RUTGERS

Head coach - Ken Halligan pacrags@yahoo.com, 609.903.5123
Club president - Greg Dube, dubes@eden.rutgers.edu, 732.648.6201
Club match secretary - Tom Cotton, tcotton@eden.rutgers.edu, 856.889.7709
Postal address - c/o Greg Dube, 1 Guilden Street, New Brunswick, NJ 08901
Web site: <http://rutgersrugby.org/>

NAVY

Navy Coach: Mike Flanagan, gonavy123@aol.com, phone number: N/A
Club Pres.: Chad Kulp, m103468@usna.edu, 928-916-2121
Club Match Secretary: Jake Leete, m113714@usna.edu, 360-720-9647
Postal Address: NAAA, Attn: Robb Dunn, 566 Browson Rd., Annapolis, MD 21402
Website: <http://navymensrugby.com/>

MARYLAND

Head coach - Jeff Soeken, jsoeken@comcast.net, 301-237-6093
President - James Shaw, jshaw3@umd.edu, 410-441-0402
Match secretary - Jeff Soeken, jsoeken@comcast.net, 301-237-6093
Postal address - Univ of Maryland Rugby Football Club , Campus Recreation Services
1115 Eppley Recreation Center, University of Maryland, College Park, Maryland 20742
Website: www.terpsrugby.com

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PENN STATE

Head Coach – Don Ferrell, daf4@psu.edu, 814-867-1319
President – Matt Boccuti, mrb5127@psu.edu, 267-987-3652
Match Admin – Terry Ryland, Terry_Ryland@albemarle.com, 814-880-0423
Postal Address – Director of Rugby, 125 EALB, University Park, PA 16802
Website: <http://www.clubs.psu.edu/up/mensrugby/>

VIRGINIA

Head coach: Neil Livett, neil_livett@yahoo.com, (434) 227-6150
President: Chris Colliton, cmc5ch@virginia.edu, (703) 626-8236
Match Secretary: Walter Thorne, wjt8t@virginia.edu, (202) 841-8440
Postal address: 323 14th Street, Charlottesville, Virginia, 22904
Web site: www.uvarugby.com

Virginia Tech

Head coach - Jon Conrad, jonathanmconrad@yahoo.com, 540 557 7481
President - Grant Furnary, gurnary@vt.edu, 703 220 8827.
Match Secretary - Jon Conrad - jonathanmconrad@yahoo.com, 540 557 7481
Postal Address - VT Rec Sports, 142 McComas Hall, Blacksburg, VA 24060
Website: www.vtrugby.com

LEAGUE COMMISSIONERS

VRU - Carl Schmitt, schmittcf@gmail.com, 804-475-0676
PRU – Eric Pittelkau, epittelkau@gmail.com, 703-587-7462
EPRU – Tom Flaherty, tomflaherty72@lycos.com, 917-576-9641

MID-ATLANTIC RUGBY REFEREES (MARR)

President - Len Borcky, lennyb6@comcast.net, 484-919-5352
Treasurer – Paul Rosenzweig, paul.rosenzweig@gmail.com, 202-329-9650

MARFU College Men's D1 League Match Roster Form

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Your club (mark club and H/A)

DEL KUTZ NAVY PSU RUT UMD UVA VT HOME AWAY

Opponent (mark club and H/A)

DEL KUTZ NAVY PSU RUT UMD UVA VT HOME AWAY

Your name: _____ Opponent's signature: _____

Position with Club: _____ Opponent's position with club: _____

Date of match: _____ Final Score HOME _____ VISITOR _____

Player's name (mark CAPTAIN)	CIPP #	Jersey #	Position	Front Row Capable (mark FR)	Scoring mark T,C,PK,DK
1			LH PROP		
2			HOOKER		
3			TH PROP		
4			2ND ROW		
5			2ND ROW		
6			FLANKER		
7			FLANKER		
8			EIGHT		
9			SCRUMHALF		
10			FLYHALF		
11			INSIDE CENTER		
12			OUTSIDE CENTER		
13			WING		
14			WING		
15			FULLBACK		
16			RESERVE*		
17			RESERVE*		
18			RESERVE*		
19			RESERVE*		
20			RESERVE*		
21			RESERVE*		
22			RESERVE*		
*RESERVE – mark which position they went to					

See following page for important reminders

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Match Roster Form

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REMINDERS (incentive point value in parentheses)

Do the following NLT Wednesday 9 pm following the match. Match DVDs must be received by Friday following the match.

REMEMBER THE FOLLOWING AFTER THE MATCH
Ask your opponent to sign your match roster.
Please sign your opponent's match roster.
Keep your opponent's match roster and send it to the league.

(1 point) Report the score of your A side match using the MARFU score reporting form (<http://www.marfu.org/marfumatchrep.php>)

(1 point) Report the score of your B side match using the MARFU score reporting form (<http://www.marfu.org/marfumatchrep.php>); this is a separate report from the A side match since we need the details of the B side scoring for the B side championship table

(1 point) Individual scoring for your team should be noted above

(1 point) Scan/email or postal mail your opponent's match roster so it arrives NLT Wednesday 9 pm after the match. See below for email and postal addresses.

(2 points) Match DVD – Please obtain name and postal address from Referee before he leaves the field. Mail him a copy of the match DVD so it arrives at his address NLT Friday after the match.

(2 points) Complete the referee feedback form (link on the MARFU web site)

Email addresses to send match rosters and other information:

epittelkau@gmail.com, schmittcf@gmail.com, tomflaherty72@lycos.com

Postal address to send match rosters and other information:

Eric Pittelkau
7415 Dorothy Ct.
Springfield, VA 22153