

2010 MARFU DII Women's Competition Rules

Fall 2010 DII Divisions

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2010 Competitive MARFU DII Team Divisions are: (listed N->S geographically)

The 13 teams are divided geographically between North and South.

Division II North

Harrisburg
York/Lancaster
Doylestown
Brandywine
Chesapeake
Frederick

Division II South

Severn River
Maryland Stingers
Maryland Exiles
Northern Virginia II
James River
Norfolk
Raleigh Venom

Ranking

During the matrix competition season, teams will be ranked within their Divisions as follows:

Win = 4 points

Tie = 2 points

Loss = 0 points

Score 4 or more tries in a match = 1 bonus point

Lose but score within 7 points = 1 bonus point

Ties in the standings will be broken in the following order:

Win-Loss record in head-to-head matches.

Best point differential (Points For less Points Against)

Best try differential (Tries For less Tries Against)

Most points scored

Most tries scored

Toss of a coin.

In the event of a forfeit, the score will be considered 60-0.

Each team shall be responsible to report game scores at

<http://www.marfu.org/marfumatchrep.php>

Advancement to the Fall Playoffs for Division II

The dates for the playoffs will be listed on [the playoff page](#).

The following describes playoff advancement:

1. The top 2 teams from Div II North will advance.
2. The top 2 teams from Div II South will advance.
3. In the event a team qualifies to advance to playoffs and cannot field a full squad, the next highest ranked team from their Division shall be allowed to fill the second-ranked spot for their Division at playoffs.
4. The top-ranked team from Div II North plays the second-ranked team from Div II South. The top-ranked team from Div II South plays the second-ranked team from Div II North

Determining Div II final venue (MARFU Div II Final Four): This will be handled via the event bids received by June 30. The MARFU Board of Directors will announce the winning venue.

Grounds: The fields for the above matches must be suitable (e.g., meets MARFU playoff requirements); otherwise, the opponent will host the match, also provided their ground is suitable; failing that, the MARFU Competitions Committee will name the venue.

Referees: MARR will assign the referees for the Final Four event.

Maximum match point differential

A team will receive no more than 60 (+/-) differential points for a match win in the MARFU divisional standings. The 60-point differential will be determined from the losing team's final score.

Examples: a 72-0 match would count as a 60-0 match (60 pt max differential); an 80-50 game would count as an 80-50 game (only 30 point difference); a 90-25 win would count as an 85-25 win (60 point max).

This does not mean that matches will be halted after a 60 pt differential has been reached; play may continue at the discretion of the referee due to safety issues. This rule only applies to the administrative matrix standings and not to the actual match.

CIPP Compliance and Roster/Substitution Management

All clubs are expected to register all their players in the USA Rugby CIPP program. All clubs are expected to abide by the Laws of the Game with respect to starting and reserve rosters. These rules apply to matrix and playoff matches. These rules are written with the intent that the teams will be self-monitoring. In addition to MARFU rules, MARFU adheres to USA Rugby eligibility rules, found at this web links:

<http://www.usarugby.org/information/default.asp?NavPageID=58782>

Navigation Links are: Eligibility > Regulations

[General Regulations & Event-Specific Regulations](#)

[Terms & Definitions](#)

[General Eligibility Regulations](#)

[National Senior Club Championships](#)

[National Collegiate All-Star Championships](#)

[General Procedures \(Waiver Information, Documentation, Teams Fielding Multiple Sides, Appeals, Challenges, etc.\)](#)

MARFU will not strictly monitor compliance except in obvious cases of non-compliance. MARFU reserves the right to monitor compliance without notification. The following rules to be used by the clubs to self-monitor each other's eligibility.

1. Each club must have 15 players on its USA Rugby CIPP roster by the Friday preceding any match. Failure to have at least 15 players on the roster will be taken as prima facie evidence of an inability to field a full, legitimate team on game day. Teams may apply for a waiver from the MARFU Competitions Committee, or failing their approval, from the MARFU Executive Committee. However, if a team can show that, while having less than 15 players on their CIPP roster, they are fielding a legitimate team on game day, then no penalties will be levied.
2. MARFU is cognizant that new players come to a team throughout the season. New players may not play until USA Rugby has processed their CIPP application and their name appears on the USA Rugby CIPP roster for their club. CIPP registration prior to fall season playoff matches also comes under timing requirements mandated by USA Rugby.
3. It is the responsibility of the club to ascertain that new players are eligible to play; that is, that the new player is not CIPPed with another club, that the new player has not played in the current competitive cycle with another club (and may not be CIPPed yet) in matches leading to a national championship, and that the new player is not serving a suspension from play that was handed down by another rugby administrative body (domestic or international). If the player has a current CIPP number, the club should check with the player's (former) club as to his eligibility; there may be a reason why the player has not been released by his club. Questions about eligibility should be resolved with MARFU administrators before allowing the new player to take the field. Clubs that play ineligible players are subject to various penalties, including forfeiture of games in which the ineligible player took part.
4. Prior to the kickoff, each team may demand a game-day roster of participating players, including substitutes, from their opponent. This roster shall include the names and positions of starting and reserve players CIPP numbers should be easy to also include but are not required. This list may be checked against the USA Rugby CIPP roster on the spot or at a later time. The challenged team

should be prepared to produce a game-day roster, and kickoff may not be delayed more than 30 minutes past the scheduled time. *[Teams should perform the roster check/challenge as early as possible so as not to interfere with their pre-game preparations. Likewise, a team cannot show up right before kickoff and be excused from a roster check/challenge on the grounds that they need time to prepare for the game, nor can the challenging team take an inordinately long time to complete this process.]*

5. Prior to the kickoff, each team may challenge their opponent's game-day roster, including substitutes, by asking to check any or all players' identification. Such identification must include a clear and recent photograph (less than 10 years old but taken when the player was at least 18 years of age; players younger than 20 may produce photo identification that is no more than 2 years old; players under 18 should note the USA Rugby eligibility regulation at the link above). Such identification may be a driver's license, passport, visa, military identification, or any other such original picture identification. Photocopied identification that does not clearly identify the player to the satisfaction of the challenging team may be rejected as insufficient. The challenged players should be prepared to produce such identification, and kickoff may not be delayed more than 30 minutes past the scheduled time. Any player that cannot produce satisfactory identification when challenged, and who subsequently plays in the game, does so at the risk of being declared ineligible if a protest is filed by the opponent. *[Teams should perform the roster check/challenge as early as possible so as not to interfere with their pre-game preparations. Likewise, a team cannot show up right before kickoff and be excused from a roster check/challenge on the grounds that they need time to prepare for the game, nor can the challenging team take an inordinately long time to complete this process.]*

6. A team may ask the name of a replacement player at the time of replacement during the match, and check this name against the game day roster. The referee should check with the opposing team before allowing this player to enter the match, but it is ultimately the responsibility of the teams to verify the identity of the substitution player entering the game and keep track of substitutions. The referee, having checked with the opposing team, should then keep track of substituted players by name and position in case there is a question later. If there are questions about the player's eligibility to participate in the game, the team should inform the opposing captain or team manager and the referee that a protest may be made at a later time. The protesting team should be prepared to present proof of this transgression to the MARFU Competitions Committee and/or the MARFU Disciplinary Committee and/or the MARFU Executive Committee. *[The purpose here is to avoid having a neutral match official at each game who can verify player identities and whether that player has already played in the match. The teams can accomplish this on their own.]*

7. The referee will not adjudicate any disputes before, during, or after the match, but may be called by MARFU as a witness to the events surrounding the protest. Other witnesses, whether or not part of either teams' roster of players, may be called as they are identified.

8. If a team fails to ask for a player roster or challenge a player's eligibility before the match, or during the match in the case of a replacement player, they shall be prohibited from protesting the game on grounds of ineligibility.

9. If a team intends to challenge the eligibility of an opposing player, they must obtain the game-day roster, including starters and substitutes, of both teams, and submit this to MARFU within three days after the match for review. Whether or not a challenge is forthcoming, an official of each team is obligated to sign the game-day roster as well as printing their name and giving a telephone number and an e-mail address (if not their own e-mail address, then that of another responsible club official); such official could be a club executive officer, or club captain, or club coach, or other club member claiming to represent the club. Teams should retain the game day roster until such time as they deem it unnecessary to retain. No eligibility challenges shall be permitted where game day rosters, having been collected, are subsequently destroyed.

10. If a team fields an ineligible player on game day, as determined by their own admission or by the finding of some MARFU administrative body, then the match will be treated as a forfeit (penalties for forfeits are further provided for by MARFU competition rules).

Check-in Guidelines for MARFU D2 Playoffs

Final Fours: At MARFU D2 Final Four events, all teams will appear with identification and citizenship documents as required by USA Rugby at their championship events; MARFU will parallel USA check-in procedures in preparation for our teams going forward. A team may have a player without proof of legitimate citizenship, but that player will count against the club maximum of foreign (non-resident) players. Players may be exempted from the proof of citizenship requirement if their CIPP registration shows that their USA Citizenship has been verified (usually because they have attended a national championship event). Teams with less than the full number will not be barred from playing, but may only play with the legitimate number of players (resident plus non-resident) as currently defined by USA Rugby.

Clubs Competing in C3 Division I and MARFU Division II

At the beginning of the matrix season, a club that is competing in both C3 - Division I and MARFU Division II must provide the Competitions Director with a list of at least 12 players that can only play for the club's Division I team in MARFU matrix matches. If any of these individuals play in a Division II matrix match, the club forfeits that Division II match. All other players of the club may play for both the Division I and Division II sides.

Forfeitures

Forfeiture of an A-match will result in the forfeiting team being barred from the playoffs. A match forfeiture will be counted as a 60-0 matrix win.

Protesting a Match and Dispute Resolution

A team may choose to file a protest the outcome of the match for a variety of reasons. A formal letter or email must be mailed to the MARFU Executive Committee and the XV's Competitions Committee with all appropriate documentation. Once all documentation is received, the MARFU Competitions Committee will adjudicate the protest. The protesting team may appeal the decision with the MARFU Executive Committee.

- If the team disputing the match is not awarded the protest, the original outcome of the match will hold.
- If the team protesting the match is awarded the dispute, a new match date and time will be established. The rescheduled match cannot be protested, and its outcome will override the protested match.

Teams who dispute a match should provide adequate documentation (description of reasons and video if possible) for the basis of providing the argument as to why the match is under dispute.

Date, Time, and Hosting Team of Matrix Matches

MARFU matrix matches must kick off between 11:00 a.m. and 3:00 p.m. on Saturday, unless a mutually agreeable change is made by both teams and reported to the appropriate referees association.

MARFU matrix matches are assigned a hosting team on a rotating basis from competitive season to competitive season. If teams coordinated a match in the Spring season, it has no bearing on the location of the match for the Fall competitive season. Unless both teams make a mutually agreeable change, the hosting team is to provide the field. It is highly recommended that both teams confirm the location of the match within at least two weeks of the scheduled date.

If a change of the hosting team is made, it must be reported to the MARFU XV's Competitions committee to record the new location of the match as it has a bearing on the following season.

If a match must be cancelled due to inclement weather or sudden restricted access to a pitch by local parks and recreation agencies, notice must be given to the MARFU XV's Competitions committee so that a new match date can assigned if both teams have not already agreed to a new date and location.
