



Middle School Division 2012 Policies

The iYRA Middle School Division is a developmental league. We do keep track of scores and maintain standings, but our focus must remain on developing young athletes as rugby players. All coaches are expected to assist any player regardless of club affiliation.

General Middle School Division Rules:

1. All coaches & players will be CIPP'd.
2. We allow boys and girls in grades up to eighth (8th) grade (inclusive) to participate. We allow each coach & parent to decide whether their player(s) are large / mature enough to play safely. Please see the separate iYRA Midi Rugby Program description.
3. Host Clubs:
 - a. will set the time & date of their Festival as well as the order of matches
 - b. will provide a full size rugby pitch with crowd barriers & post pads
 - c. will provide a certified Referee and an athletic Trainer for each minute of each match
 - d. will have printed directions to the nearest hospital available at the pitch
 - e. are encouraged, but not required, to provide food/drinks at the Festival as a fundraiser for themselves and a benefit for our players & their families.
4. At the State Championship Tournament, we will name 1st, 2nd, 3rd and 4th place champions.

Middle School Division Laws Variations:

1. **All players must wear a mouth guard.** Protective headgear is not required by the Division, but may be required by individual clubs for their own players.
2. **We play 15-a-side rugby whenever possible.** We will Reduce to Equate and/or allow Players on Loan whenever necessary per coaches agreement.
3. **We play with a size 5 rugby ball on a standard pitch.**



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Middle School Division Laws Variations (continued):

4. **We play with a running clock** due to the constraints of our Festival Format. Matches should always start on time, even if this ends a preceding match early.
 - Midi Rugby 2 x 25 min halves
 - Middle School 2 x 25 min halves
5. **We allow unlimited substitution.** The referee's permission is not required.
6. **Line-outs are contested.** There is no lifting or supporting allowed.
7. **Scrum** are uncontested, all eight (8) players must remain bound until the ball is out
 - Midi Rugby Only:** The Defending Scrum-half may not follow the Offensive Scrumhalf past the tunnel.
8. **High Tackles** – We ask our referees to assist our coaches in training good tackling habits in these younger players by using verbal warnings during play.
 - a. Should a Dangerous Tackle occur, the player should receive a Yellow Card and not be replaced during the "Sin Bin Period."
 - b. Multiple players may receive Yellow Cards throughout a match. There is no incremental penalty. There is no limit to the seating capacity of the Sin Bin.
 - c. A second occurrence by the same player will result in an ejection. There is no further sanction or suspension for this player. The ejected player may be replaced.
9. **Yellow Cards** result in a player being sent off the field to discuss the issue with the coaches. The player may only return with the referee's permission.
 - Midi Rugby 2 minutes in the "Sin Bin"
 - Middle School 5 minutes in the "Sin Bin"
10. **Red Cards** may still be issued at the referee's sole discretion for dangerous or foul play. A Red Carded Player may be replaced (i.e. a Soft Red) and may face further disciplinary action.