

HS Midwest Rugby Championships

Site: Moose Rugby Grounds
Location: 1500 CR 6- Elkhart IN 46514
Host: Bart Bottorff
Contact: cell# 574 340 9966 bart@ppsgi.com
Format: 2-8 team brackets (one school and one club), set by MW committee and a festival/open tournament, w/ 24+ teams
Date: May 2-3, 2009

Welcome: We would like to congratulate you and your team on making it to the Midwest HS Boys Rugby Championships. This is the best of the best in our region and you should be proud to represent your area. This event will provide a safe and fun weekend of great rugby competition. We will crown a Midwest High School Champion, a Midwest Club Champion and one of them will be crowned the Midwest Champion. The top 2 HS teams and top Club team will represent the Midwest in the USA National Finals later in May.

The event staff will provide the best quality playing grounds, facilities and a first class event from start to finish. We require and demand your support with following all the rules so this is a perfect experience for all teams.

Please distribute this information to your team, fans & coaches, so when we tell mom she cant have her dog on site or dad he cant park on the grass, they are not surprised- thanks!.

Facility Rules

- NO ANIMALS-Dogs, cats, etc at any time.
- NO PARKING ON GRASS OR DRIVE
- NO ALCOHOL OR DRUGS
- NO VULGAR LANGUAGE
- No Grills or Fires
- CHILDREN UNDER 12 MUST BE SUPERVISED
- The Moose #599, the Rugby Grounds and its Sponsors will not be held liable for Damage, Property Loss, Injury or Death.
- MISSION STATEMENT: To provide a quality park, and setting for the game of rugby and other athletic events where athletes, coaches and spectators can thrive.

GENERAL INFO FOR ALL TEAMS **(Championship & Festival Brackets)**

Gate & Entry: Upon check in your team will be given admission passes. All teams should check in for the first time at the front gate area only- and do so as a complete team. Team/Event entry fees are due at this time/check-in. Checks can be made out to: Moose Rugby Grounds (\$300.00 for Championship team, \$250.00 for Festival teams). One gate pass per CIPP listed player will be issued (plus coaches) during check-in. **Players and coaches must present these passes to enter the facility at all times- no exceptions.** All fans will be charged a \$8.00 weekend pass fee.

Concessions & Restrooms: The Grounds has full on site concessions. Teams can expect a full hot menu and several cold drinks at reasonable rates. ***Local food & drink laws prohibit any outside products be brought into the facility.*** Coolers will be allowed for only team water & recovery drinks. Restrooms are next to the concession area under the pavilion. Additional port-o-lets will be on the grounds too. Please use the restrooms- not a tree. Failure to do so is cause for removal.

Rugby Imports: Will again be on site for the entire weekend. Please support them and buy your rugby gear from them at this event and thru the season.

Teams Camp Sites: Please stick to the assigned site location as posted. Sites shown upon check-in. This helps us to find you if needed. **Please clean up your site from all trash and such after each day.** We may mow each night & turn on sprinklers, so please collect the trash and use bins.

Tents: Teams may order tents from AAYS Rental- they may only be delivered on Friday prior to the event as the host staff will be there to direct the tent company for set up locations. **No team may erect its own tents without checking with host staff first due to irrigation line and past breaking of those lines by teams.**

Tent rental- ASK FOR ED: ph# 574 256 1110

tent size/cost 10 X 10 \$130.00, 16 x 16 \$155.00, 20 X 20 \$185

Trainers-Doctor-Hospital: The event will have 4 medical trainers on site all weekend, as well as a doctor centrally located. See the medical tent for your needs. Pre-match taping is also available for no cost if you provide the tape. The hospital is 10 minutes away if needed and directions are at the medical tent as well as concession stand.

Ropes & Restraints: No players are to be in front of the ropes at anytime. Two coaches from each team will be allowed in front on each sideline (4 total coaches from each team). Coaches are expected to control players, fans and fellow coaches at all times. You must demand good sportsmanship, use of language, and behavior standards. **Teams should occupy opposite sides of the fields during all matches.**

Parking: There is paved parking in front of the facility for 300+ cars. There is also a back parking lot that fills quickly for another 200 cars. The drive between the fields will be closed for traffic. All gate traffic is walk-thru only. Busses should drop off and pick up in the front lot. **Event security will direct traffic- please obey them.**

Hotel Info: See the attached documents for several choices. All hotels are no more the 3 minutes from the Grounds. Please list your hotel with the check in person so we know how to reach you if needed.

Pre-Game/Warm-Ups: The festival field is often open for pre-match warm ups. If it is booked with a festival match, they have first right. Warm up at your discretion in other common sense areas. No warm-ups are allowed on the fields before any games. Also, team chants, field grinding should be done off the field playing area- not under the goal posts tearing up the ground.

Match & Event-Discipline: The referee will have the final say in all on field issues. Yellow and red cards will be reported to the MW. An issued red card is dismissal for the event. Local police will be on site for event security as well as event security-please obey their requests. Anyone can and will be escorted from the Grounds by police that is not acting in an orderly fashion. **Teams are expected to control all fans, players and coaches at all times, and act with sportsmanship. Players caught stealing from vendors will be removed and prosecuted. That players team will also not be allowed to return for 2 years to the event.**

Tournament game balls: are provided by Rugby Imports. If your team kicks one over the fence on the Red Field, **the COACH ONLY** near the road should get it- WATCH TRAFFIC- NO PLAYERS IN THE STREET PLEASE.

The game balls should be returned to the referee after each match.

Trash & Clean up: Please keep the grounds clean by using the trash bins. Your site is your responsibility to keep clean. ***Your union may lose a seed next season if your site is not clean each day when you leave the Grounds.***

The Pavilion: seats about 200 people. It is not a dressing room or camp area. It is for vendors and for people to enjoy the concession area.

No Pets or grills are allowed into the grounds for the safety of others.

Play Area-Kids: There is a great play area for young kids. They must be supervised at all times by an adult. Also, understand that this area is near the field and balls do fly into the play area. As always, “play at your own risk”.

The Lodge: the Moose Lodge building or main building in front is a private club; **you may not go into the main lodge for any reason.** Thanks for your cooperation.

FESTIVAL BRACKET TEAMS ONLY

Festival Bracket-Event: A festival bracket will be held for 24 B-teams, local sides, and others that wish to be at this event. These teams need to report the front gate for the first time getting event passes, but do not need to formally check in like the championship sides. The festival event fee of \$250.00 will be paid at this time too. See schedule for games

CHAMPIONSHIP BRACKET TEAMS ONLY

Team Check In-Champions Division Only- teams are required to do a formal player check-in. The following rules and criteria are very important, follow them exactly so all players are able to compete. You must schedule a formal time to check your team in with Midwest HS Chair Bob Cronquist Friday evening or 2 hours prior to your first game. Check in at the front-main gate- where teams will be given entry passes to the facility. Check in takes about 15 minutes per team.

Friday at the Grounds- 4.00pm to 6.30 pm***Saturday at the Grounds- 7:30am to 10am

*Bob Cronquist, HS MW Chair will do the check-in process-cell # 216-539-7009.

Each player will show at check in, a single Xerox sheet with the following on it:

A) Proof of age (usually drivers license, or birth cert)

B) Copy of insurance card

C) School ID

Team Requirement The coach will provide a current CIPP listing off the web site as his team rooster/check in sheet.

Championship Bracket-Team Entry Fee: All teams must pay a \$300.00 fee to compete. This fee is due at team check in. The check may be payable to Moose Rugby Grounds. The MW no longer has a budget for this event, so your fee covers referee, medical, and all cost associated with running this event. The host does not profit from your entry fee!

Event Format: Bracket style. The brackets will be sent as soon as each union releases the competing teams. Teams will all play 3 games (2-sat and 1-sun), 25 minute halves. All games must be played/honored or your union may loose a seed next year. A Champions will be crowned for both the Schools Division and the Club Division. These two Champions will play the last game of the event on Sunday to crown a Midwest Champion.

Scoreboards: the boards are for general information only. They are not official and may not be always correct. You must check with the referee for official scores and exact times...he is sole judge and final say on that subject.

Coin Toss: Your captain must report to the referee tent 30 minutes prior to kickoff for the coin toss. Each captain is to bring the starting lineup sheet and the jersey color. If you are late, the process will go on without you.

Match Subs: You must submit an official starting lineup to the ref at the coin toss. Your 7 allowed subs per game need not be declared at this time. Fill out only the starting 15. As a sub reports onto the pitch, the referee will enter his name onto the sheet, keeping track of your total subs and players names in the match. CIPP #s are not necessary on this sheet, as they have been checked at formal team check-in. (These same sheets will be used as recruiting tools for the USA Coaches watching the games- keep in mind that this is a great venue for your players to be seen by these coaches and invited to formal camps.

Game times: are 25min halves due to the IRB rulings on maximum time allowed for Under 19 players to play in a 24 hour period. Overtime: Game will be decided upon first who scored the most tries. If still tied then go immediately to kicks. Select 3 players from the players on the field only, alternate team kicks from the 22 in front of the posts. After the 3 kicks from each team a winner is declared, if still tied, repeat after backing us 10 meters. No additional game time can be played in any game due to IRB time regulations.

Tournament Awards: A formal presentation of trophies, awards, and bid acceptance to Nationals will follow in the pavilion after the championship game (about 3pm local time). The 3 teams advancing are required to attend and all teams are welcome.