

## Game Day Procedures and Preparations

1. These procedures are for all FRU competitions. If there is a discrepancy between the FRU policy and USAR policy for matches leading to national championships the USAR policy will be followed.
2. Rescheduling of games will be allowed by prior mutual consent between the two teams, the availability and approval from the Referee Society, and the consent of the VP/Competition Chair. If there is no mutual agreement between the two teams, the original scheduled date stands. The team will have points deducted for a no-show, even after trying to reschedule. Fines for cancellations are listed in policies and procedures.
3. Clubs must confirm directions to referee and opposition by Wednesday prior to match <http://floridarugbyunion.org/referees> – [info on how to confirm and request refs here](#)
4. When teams arrive with LESS than 15 players, one of the following options will apply. By mutual agreement between the two team Captains **prior to the start of the game:**
  - a. Team A can give players to Team B and the game will stand
  - b. Team A can give players to Team B and the game will not stand.
  - c. Team B can play short, maximum two players, and the game will stand.
  - d. A league Game cannot be started with less than 13 players and is automatic forfeit by the team with less than 13 players.
4. Ties will stand, unless by mutual agreement between the team Captains prior to the start of the game, overtime will be played. 10 minutes each away, 1-minute break between halves. If a tie remains after two 10-minute halves sudden death overtime will be played. A toss of a coin will determine which team defends which end.
5. All League games shall be played under the existing Rules, Regulations and By-Laws of the FRU and USA Rugby.
6. Home teams are responsible to provide suitable sideline barriers which span the entire length of the field (goal line to goal line) excluding the in-goal area to prevent spectators from approaching within 5 meters of the playing enclosure.
7. Home teams are responsible to provide appropriate goal post pads to a minimum of 2 inch thickness and 5 feet height on all goal posts used in a match.
8. All league games should be played either on a full-sized field (100 meters x 70 meters) when there is available area that is practicable for safe play. No league match can be played on a field that is less than 60 M wide and 85 M in length not including the goal area. If either team has objections about the ground or the way it is marked out they must tell the referee before the match starts. The referee will attempt to resolve the issues but must not start a match if any part of the ground is considered to be dangerous.
9. All league games will commence at 2:00 p.m., unless mutually agreed upon by both teams and approved by the referee, by virtue of the match contract.
10. **CIPP Roster, Photo Roster, and USAR Game Management System-** The team captain must complete a FRU Game Day Roster (<http://floridarugbyunion.org/forms>) listing the name of each starting player and all reserves and have on hand a print out of the USA Rugby Roster page confirming all players are currently registered (or have an electronic equivalent). The writing must be legible and names must be in full; nicknames are not acceptable. Only current Roster forms will be accepted. Only players listed on the roster will be allowed on the field. Team captains are responsible for the accuracy of information given on Game Day Rosters and are subject to suspension for entering false information. In addition, the team captain is to provide a copy of the team's photo roster (<http://floridarugbyunion.org/forms>) to the opposite team's captain and a copy to the referee. The photo roster should be submitted prior to the season to [floridarugbygu@gmail.com](mailto:floridarugbygu@gmail.com) and additional players added to the end of the roster when they join the team later in the season. If a player is not on the photo roster, they should bring a photo ID to the pitch with them. Only players on the photo roster or with a valid ID will be allowed onto the field. If there is a question with regards to someone's USAR eligibility or photo, this must be noted prior to the start of

the match on the CIPP form. If there is a dispute over a player being missing from the photo roster, the opposing team is encouraged to take a photo of this player where possible for future dispute. After completion of play, the captains and referees must sign both game day forms complete with final score, and then each team submits their own completed rosters via e-mail no later than Tuesday following the match. Rosters are to be submitted to [floridarugbygu@gmail.com](mailto:floridarugbygu@gmail.com). Competition Points will be deducted for a failure to comply.

For matches leading to a USAR National Championship, use of the USAR Game Management System is required. As noted in the competition management handbook (<http://floridarugbyunion.org/forms>), teams can find the competition management system at the following URL. <http://usarugbystats.com>

Teams are emailed their logins using the email contacts provided to the GU. Failure to provide Game Day or Photo rosters and failure to use USAR system will result in loss of league points.

**11. Referee payment – referee will be paid prior to kickoff. Fees are listed on the [referee page](#)**