

EASTERN PENNSYLVANIA RUGBY UNION

MEN'S DIVISION 2 COLLEGIATE LEAGUE - FALL 2008

LIBERTY BRACKET

1. Penn
2. East Stroudsburg
3. Millersville
4. York
5. Lock Haven

KEYSTONE BRACKET

1. Princeton
2. Temple
3. Villanova
4. Bloomsburg

FREEDOM BRACKET

1. St. Joseph's
2. West Chester
3. Shippensburg
4. Drexel
5. Scranton

MATCH DATES AND OPPONENTS

LIBERTY

| <u>Sept. 13</u> | <u>Sept. 20</u> | <u>Sept. 27</u> | <u>Oct. 4</u> | <u>Oct. 11</u> | <u>Oct. 18</u> |
|-----------------|-----------------|-----------------|---------------|-------------------|----------------|
| Haven (Bye) | ESU (Bye) | Ville (Bye) | Haven (Bye) | Penn (Bye) | York (Bye) |
| Penn, ESU (Bye) | Ville v Penn | Penn v Haven | Ville v ESU | Ville, York (Bye) | Ville v Haven |
| Ville v York | York v Haven | ESU v York | York v Penn | ESU v Haven | ESU v Penn |

KEYSTONE

| <u>Sept. 13</u> | <u>Sept. 20</u> | <u>Sept. 27</u> | <u>Oct. 4</u> | <u>Oct. 11</u> | <u>Oct. 18</u> |
|-----------------|-------------------|------------------|-------------------|-----------------|--------------------|
| Open (All) | Princeton v Bloom | Nova v Princeton | Nova v Temple | Temple (Bye) | Bloom, Nova (Bye) |
| | Temple v Nova | Bloom v Temple | Bloom v Princeton | Princeton (Bye) | Princeton v Temple |
| | | | | Nova vs. Bloom | |

FREEDOM

| <u>Sept. 13</u> | <u>Sept. 20</u> | <u>Sept. 27</u> | <u>Oct. 4</u> | <u>Oct. 11</u> | <u>Oct. 18</u> |
|-----------------|-----------------|-----------------|-----------------|----------------|-------------------|
| Open (All) | Drexel (Bye) | Ship (Bye) | SJU (Bye) | Scranton (Bye) | WCU (Bye) |
| | SJU v Scranton | SJU v Drexel | WCU v Drexel | SJU v WCU | SJU v Ship |
| | WCU v Ship | WCU v Scranton | Ship v Scranton | Drexel v Ship | Drexel v Scranton |

The number of matches and kick-off times for the above league matches are to be determined by the match secretaries of each club. For open/bye dates, teams can schedule any opponent. The East Penn RRS shall coordinate with each club the location of all league matches and possibly kick-off time as well.

If the above schedule dates need to be adjusted, both clubs must provide a written agreement to the Division Coordinator prior to the start of the season for review and approval with the EPRU and East Penn RRS. Such changes cannot impact the scheduled date of other clubs.

DIVISIONAL PLAY RULES & REGULATIONS

Refer to <http://www.epru.org/mcol/rules.php> for details.

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DIVISION 2 RULING

All D2 League clubs are required by the EPRU to field a minimum of 2 sides during league play. Clubs unable to field two sides against an opponent will be subject to being dropped to Division 3 the following season. If both clubs mutually agree not to play a "B" side match on the date of their league match, the EPRU will not take actions against either club.

"B" side match shall not be less than 30 minutes halves unless mutually agreed to by both clubs.

If a club does not have enough players to field a full "B" side, including the reuse of some "A" side players, it is to borrow players from their opponents upon mutual agreement to insure the match is played. Any club who fails to field a second side on the day of the match without a minimum of 5 days prior notification to their opponent is also subject to EPRU disciplinary action, such as a significant monetary fine.

SUBMITTAL OF COMPLETE FALL SCHEDULE

Your complete schedule AS IS denoting home and away sites, KO time, number of matches, for all matches to be played in the Fall must be submitted the EPRU Collegiate Coordinator via the Men's College Match Schedule form found on the EPRU website form at: <http://www.epru.org/mcol/forms.php>

NO LATER THAN AUGUST 1, 2008

Please include all pertinent information, such as, name, address and phone numbers (both summer and Fall school information) for match secretary (and person submitting schedule if other than match secretary). Once schedule is submitted by this deadline - changes or updates are to be emailed to the **EPRU Division 2 Collegiate Coordinator** - as soon as they are known.

COMPLETION OF MATCH CONTRACT

All of the divisional play matches, as well as all non-divisional matches, **MUST** have a completed match contract issued by email from the home team with a reply from the visiting and be kept on file by each team. The email must provide confirmation regarding the number of matches, KO times for all matches and location. Even though the match pairings and dates are set by the EPRU, the contract is to establish proof of agreement of the match details. Failure to comply with this contract is subject to EPRU disciplinary procedures. If a team refuses to provide respond to a match contract, please advise your Division's Collegiate Coordinator accordingly. A sample Match Contract form can be found in the forms section at the EPRU website (<http://www.epru.org>).

EASTERN PENNSYLVANIA RUGBY UNION MEN'S DIVISION 2 COLLEGIATE LEAGUE - FALL 2008

EPRU PLAYOFFS – QUALIFYING TEAMS

There will be 6 teams qualifying for the playoffs starting Oct 25th and they will be ranked 1 through 6 and awarded seeds accordingly.

Determination of Final Standings in Each Bracket and Playoff Ranking

Points will be awarded as follows:

4 for a win

2 for a tie*

0 for a loss

1 point for 4 or more tries scored in a game

1 point for a loss by 7 points or less

1 for match report submittal within 24 hours of match - **both** winning and losing sides are to submit a match report.

0 for forfeit and the match is played

-1 for forfeit and the match is NOT played

-3 for game day no-show**

* There is NO overtime in divisional play matches. A forfeited match will be credited with a score of 10-0.

** A minimum of two-days (approx. 48 hours) notice (by email to Collegiate Coordinator and opponent) prior to day of match is required in the case of a game not being played, otherwise the game is considered as a no-show on game day.

Tie Breaking Procedure in Final Standings for Each Bracket

a. Results between tied teams

b. Cumulative point differential in all division games (points for minus points against = differential)

Note: Max. scoring differential for standings will be limited to 25 points.

c. Number of tries scored in division games (tries MUST be recorded on match report form)

Playoff Ranking to Determine Seeding

Seeds 1, 2 and 3 to be given to the 3 Bracket winners. Teams will be ranked based on:

a. Points Awarded (as determined by above method of 4 points for win, etc.). If same, then by:

b. Cumulative point differential in all division games (points for minus points against = differential)

Note: Max. scoring differential for standings will be limited to 25 points. If same, then by:

c. Number of tries scored in division games (tries MUST be recorded on match report form).

Seeds 4, 5 and 6 *will not be the second place team in their bracket.* Because there are so many teams in D2, these seeds can come from any bracket. Here is how seeds 4 thru 6 will be determined:

a. Points Awarded (as determined by above method of 4 points for win, etc.). If same, then by:

b. Cumulative point differential in all division games (points for minus points against = differential)

Note: Max. scoring differential for standings will be limited to 25 points. If same, then by:

c. Number of tries scored in division games (tries MUST be recorded on match report form).

It is critical that your club – win or lose - submits its match reports per EPRU Rules!

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EPRU PLAYOFF SCHEDULE

October 25th

Seeds #1 and #2 have a BYE.

#3 versus #6 (#3 home field)

#4 versus #5 (#4 home field)

November 1st - Semifinals

#1 versus lowest seed winner from Oct 25th (#1 home field)

#2 versus highest seed winner from Oct 25th (#2 home field)

November 8th - Championship and 3rd Place Matches

Championship - Winners from Nov 1st (neutral field TBD)

3rd Place - Consolation match from the losers from Nov 1st (field TBD)

TIED MATCHES DURING PLAYOFFS

In the event of tie after a full match of two forty-minute halves during the EPRU Playoffs and challenge matches, the tie-breaking procedures shall be as follows:

1. Referee will 'flip a coin' just as he would to start a match to determine who will kickoff.
2. This will be followed by an overtime period of two (2) ten-minute halves. Teams will switch ends at the half.
3. If teams are still tied at the end of the overtime period, they will play sudden death in ten-minute periods, switching ends at the end of each period. Each new ten-minute period will begin with a kick-off at mid-field, alternating teams for the kickoff, until there is a winner.