

2026 RUGBY INDIANA

Fall 7s Finals

[These are subject to change](#)

Gates Open: 8:30a

NO EARLY GATE ENTRY

Site / Location: Moose Rugby Grounds, 1500 County Road 6. W, Elkhart IN

Host: The Rugby Grounds

Host Contact: Bart Bottorff, bbottorff@premierprint.com, 574.340.9966

Rugby Indiana Contact: Wayne Eells, WEells@RugbyIndiana.com, 317.727.8651

Format: Bracket set by Rugby Indiana and available on RX (Rugby Explorer) App

Dates: 11 October 2026

Parking: Ample parking will be available over at the Moose Lodge. No parking on the grass or service roads. ALL PLAYERS MUST CHECK IN AT THE FRONT GATE OFF CR 6 (The Moose Lodge Gate Entrance)

Gate Fee: \$10 per person 13 and over (coaches, referees, medical staff, Rugby Indiana staff exempt). The Rugby Indiana Online Box Office is open – get your tickets there in advance.

Welcome: We would like to congratulate you and your team on making it to the 2026 Rugby Indiana Fall 7s Finals. This event will provide a safe and fun day of great rugby competition. At this event will experience some of the best youth rugby there is. At the end of each finals match, we will recognize the first and second place teams of the spring competitive season.

The staff and volunteers are working hard to provide the best pitches, facilities, and rugby experience from start to finish. We require your support and following of all the rules so this can be a great experience for all teams. Please distribute this information to your team, fans & coaches. By sharing this information now, it will prevent confusion, surprises, and conflict.

Thank you and have a great post season!

Facilities:

- **Concessions:** Food and drinks from the outside are prohibited. A selection of hot foods and cold drinks are available (cash and card reader available at concessions).
- **Restrooms:** Restrooms and Port-a-Johns are available. Please use them, and not trees, etc. Failure to use the restrooms is cause for immediate removal from the ground/event. Additionally, failure to use the restrooms will open up a case for the Rugby Indiana Disciplinary Committee to address which can include penalties and fines.

- **Water:** for team hydration is available under the pavilion.
- **Tournament Merchandise:** Tournament Merchandise will be available for sale. **Credit Card readers will be available to assist with purchases.**

Player Eligibility: Players must meet Rugby Indiana eligibility requirements and be registered in the Rugby Indiana for the Fall 2026 Season. **There will NOT be any onsite late registrations. If a player is NOT registered in Rugby Indiana at the time of the tournament, they will NOT be allowed to play.**

All players must comply with the Protective Equipment and Clothing Guidelines
THIS INCLUDES – Jewelry (removed not “taped over”) and Goggles.

Coach Eligibility: All coaches must be registered and have all accreditations completed and appear on the Team List. Coaches who are not in full accreditation compliance are ineligible. A maximum of 3 eligible coaches may be in the Tech Zone. Each team will be presented with Coaching Credentials (up to 3) based on their team lists. These credentials must be worn by the coaches in the tech zone.

COACHES will receive a FREE Gate Admission Entry Pass if they have been listed on their club’s (team’s) Fall Application. If a coach is NOT current with their accreditations, their entry pass will be revoked.

Match Day App/Team Lists: Teams are required to have their team's roster set in their Match Day App (including their B/C-Sides). **Team Lists for all matches must be submitted by 9:30a on Saturday, 10 Oct 2026.** Team lists are locked in for the day. No changes except for Force Majeure and with Rugby Indiana approval. Rugby Indiana will use those team lists for team check in. Failure to submit Team Lists may result in sanctions, including match forfeits for the day’s matches which don’t have team lists submitted. If teams have problems, communicate with the Executive Director at least 48 hours before the deadline so issues can be resolved.

- How To Manage Your Squad >> [Squad Management \(explorer.rugby\)](https://explorer.rugby)
- How To Set Your Team List >> [Team Lists \(explorer.rugby\)](https://explorer.rugby)
 - No names listed – you have not created your first team list yet.
 - Names listed, but right above them in teal – “Previous week’s team list” means you have not submitted your team list for the match yet
 - Names listed, but right above the says “XX Players Added” means you have submitted your team list.

Team check-in: At the Moose Lodge Gate / Large Parking Lot; NOT under the pavilion.

All teams should be prepared to check-in. The check in process will take around 5-minutes per team. Teams, Players, and Coaches will be checked against the submitted team lists and in accordance with Rugby Indiana Eligibility Policies. Having the required information prepared in advance will speed up your check in. You will need to provide the following:

- **Team’s Must check in as a complete team.**
- **Please have your players line up in the order of your RX Match Day Team List shows to speed up check in, with their ID in hand. This will speed up check in.**
- Every player on the Team List must provide a government photo ID. Photo copies are acceptable. Any issues should be communicated with the Executive Director at least 48 hours before check-in so issues can be resolved prior to check in.
- Team List / Match Roster:

- High School Boys and Girls: 7 starters and up to 8 reserves subs, which is 15 players, and are subject to World Rugby front row requirements. (players in HS under 15 must have a signed waiver and are subject to its provisions, completed waiver must be provided to RI Official at check in, not eligible for front row.)
- Player Movements: Teams are allowed up to 5 player movements per match.
- Coaches should have in their team binder, printed and signed copies of (we do not inspect binders):
 - Waiver of Liability and Eligibility
 - Code of Conduct
 - Parental Consent for Treatment of Minors & Parental Consent for Transportation of Minor.

Park Rules:

- No animals (dogs, cats, etc., at any time)
- No parking on grass, no blocking lanes, emergency vehicles, etc. Follow directions of parking staff at all times.
- No Drugs and Alcohol
- No Firearms or other weapons
- No vulgar language
- No outside food and/or beverages
 - Teams are allowed to have and provide recovery food/drinks only.
- No Fires, grilling, or tailgating.
- No RV's or Trailers
- Children under 12 must be supervised
- No Driving on the Fields
- Drones are not permitted at this facility.
- Parents and Players must stay behind the restraints, on the proper side of the Technical Zones.
- Spectators are not permitted to taunt players, match officials, other spectators, or anyone else. Taunting (yelling at them, challenging calls, etc.) can result in ejection from the facilities, on field penalties for teams, match officials to abandon the match, loss of team seeding rank next year, and/or extended bans from Rugby Indiana events. **This will be strictly enforced.**
- The Event Location, its grounds, Rugby Indiana, its hosts, the sponsors shall not be liable for damage, property loss, injury, or death.

Trainers: Certified Athletic Trainers on site. Trainers will provide medical coverage for injuries and accidents.

Players needing to be "taped" before game play are required to provide their own supplies. The hospital is 15 minutes away if needed and directions are at the medical tent as well as concession stand.

Teams "Village" / "Camp" Sites: Team camps will be marked. Please clean up your site.

- Teams are assigned locations with a trash can that has their name on it. Teams set up in their designated areas only, and many not move their location.
- Teams are allowed to have and provide recovery food/drinks only.
- 10x10 pop up tents are allowed in the villages only (no tents on sidelines), but are the responsibility of the team. All items including the tent must remain inside your village camp area. Host locations have in-ground watering systems for their fields. **No Team may erect its own tent without checking with the host staff first due to irrigation line, and past breaking of those lines by Teams.**

- **Team Camp Check Out/Team Clean Up:** All teams are required to check out with Rugby Indiana before leaving to ensure the team camp areas are left clean. **DO NOT LEAVE YOUR DAMAGED CHAIRS OR TENTS BEHIND AT THE FACILITY.** Any team leaving before checkout and/or not cleaning their tech zone and/or camp area after matches may result in a \$250 fine and/or future tournament sanctions.

Warm-Ups: Warm up at your discretion in the designated warm up space. **Do not warm up on the pitches.** Use the designated areas only. Teams should arrive on the pitch 10 minutes before game time for final instructions and inspections by referees.

Coaches Meeting: If coaches have any questions, they should meet with match officials no later than 10 minutes before the match.

Coin Toss: Captains shall go to the referee area 10-minutes prior to their match.

Event Format: There will be three fields for all Rugby Indiana divisions. Championship brackets are available on Rugby Xplorer (RX) App and will be posted on the outside of the concession stand.

Rugby Laws and Policies: All teams, coaches, players, officials, and fans are subject to the Rugby Laws, Charters, and Policies of World Rugby, USA Rugby, and Rugby Indiana.

Match Duration: Rugby Indiana matches will follow USA Rugby's guidelines regarding match duration

- High School matches will have 7-minute halves.

Touch Judges: If Assistant Referees are not assigned/available, each team will be required to have a volunteer to serve as a touch judge. The touch judge is not part of the match officials' team. A touch judge signals when a ball goes into touch and when a kick is good. No coaching of players is permitted by any touch judge. Coaching from the touch judge position can result in loss of coach credentials for the day, or even removal from the facility.

Conversion Kicks: Kicks will be taken from behind the goal in line with where they scored the try, and kicked back into the pitch.

POOLS

Boys: Each pool winner advances to the semifinals. The remaining semifinal position will go to the highest-ranked eligible team based on the pool-play ranking criteria.

Girls: The winner of Pool A and the first- and second-place teams from Pool B advance to the semifinals. The remaining semifinal position will go to the highest-ranked eligible team based on the pool-play ranking criteria.

For Pool Play:

- a. The system to determine ranking in the pools teams will be based on the following order:
 - i League Points
 - ii Number of wins

- iii Head To Head
- iv Total Points Scored
- v Points Differential
- vi Coin Toss

For Pool Play:

- b. The system to determine ranking in the pools teams will be based on the following order:
 - i League Points
 - ii Number of wins
 - iii Head To Head
 - iv Points Scored
 - v Points Differential
 - vi Coin Toss

Overtime: In the event of a tie after regulation play for Semi-Finals and Championship matches, the following will be used:

- a If a tie remains at the end of regular time in a playoff match, a 3-minute sudden death overtime will be used. A coin toss will decide who receives the ball from the kick.
- b If still tied after the sudden death, a 3-kicker (drop kick) system will apply. A coin toss will decide who kicks first: whoever wins the coin toss can elect to go first or have the opposing team kick first. Each team will select 3 players, who were on the field of play at the end of the sudden death period, that will take 1 kick each (alternating between teams) at goal from behind the 22 directly in front. The other team must then repeat and beat the results to win, or match the results to force another repeat. This format is used to stay on time with the event and determine a winner and the limited number of minutes a U-19 rugby player may play in a single day.

Match & Event-Discipline: The referee will have the final say in all on field issues. All disciplinary issues will be handled by Rugby Indiana's Disciplinary committee. **Teams are expected to control all fans, players and coaches at all times, and act with sportsmanship.**

Tournament game balls: The match balls are the property of Rugby Indiana, and shall be returned to the referee after each match. Players, coaches, and spectators handing match balls may be removed from the facility by the director of Rugby Indiana.

Technical Zones: Coaches, Players, Spectators are required to adhere to Technical Zones. This includes a maximum of 3 L1 USAR Certified Coaches in their coaching box, players properly warming up, proper water carriers (with pinnies on), no coaches in goal after tries, bringing water/kicking Ts, etc. Administrators & Volunteers are not eligible to be on the Players/Coaches side of the Pitch. Coaches are expected to control players, fans, and fellow coaches at all times. You must demand good sportsmanship, use of language, and behavior standards.

Persons allowed inside Technical Zone Barriers: All persons inside the barriers must not interfere with the duties of the Assistant Referees/Touch Judges.

- Match Official, Assistant Referee (Touch Judges).
- 4th Official, Score Keepers (in the Center TZ area)
- Trainers (in the Center TZ Area)
- **Coaches: A maximum of 3 Level 1 USA Rugby coaches per team in their TZ, and must be wearing their coaching credentials**
- Accredited and appointed Performance Reviewer and/or coaches of Referee Officials (properly attired)
- Rugby Indiana Officials (ExDir, League Admin, DO)
- Professional or team photographer/videographer: Only one per sideline, Monopod camera supports are permitted. Use of tripods or free standing camera supports are not permitted inside the barrier, unless permission is granted by the Match Official and Rugby Indiana Officials. Photographers must secure a press credential from the Executive Director. **Club's are allowed 1 credentialed photographer.**
- Ball boys/girls: The Match Official may deny use of ball boys/girls.
- Team List / Rostered Players: Only players on the team list may be in their team's TZ. Water Carriers must wear pinnies and may not interfere with any conversion kicks. (Youth teams that have more players than the rostered may have their additional players in the proper TZ area as long as their clothing is in contrast to the players on the pitch & rostered players).

AT NO TIME SHOULD ANY PERSON NOT RESGISTERED WITH RUGBY INDIANA/USA RUGBY BE ON THE PLAYING SURFACE OR IN TEAM TECHNICAL ZONES.

Score Boards: If score boards are used, they are for general information only. They are not official, and may not always be correct. The Referee is sole judge and final say on that subject.

Tournament MVP: The head coach of each team in the final match will select the Player of the Match for their team. If they are unable to agreed, they will give both names to the Executive Director (or their designee) , who will then put those two names "in a hat" and draw out the Tournament MVP or toss a coin to decide.

Tournament Awards: A formal presentation of trophies, awards will follow in The Rugby Grounds Pavilion after the State Final's match for each level. Championship Bracket winners receive awards and a team trophy. (there is no trophy/awards for the festival teams as the event does not play out or lead to a winner).

Note: *Presentation of Trophies and Awards will take place near The Rugby Grounds Pavilion. Teams and spectators are not permitted to be on the pitches/fields.*

Action Plan for Dangerous Weather: If dangerous weather has been declared teams will be directed to take shelter in their cars or in the restrooms. Final Determination rests with Rugby Indiana Officials (1. ExDir, 2. League Admin. 3. DO).

Level 1 – If you are planning outdoors activities, obtain the weather forecast beforehand. Know your local weather patterns.

Level 2 – If you are planning to be outdoors, identify and say within traveling range of a proper shelter. Employ the "30-30 Rule" to know when to seek a safer location. The "30-30 Rule" states that when you see lightning, count the time until you hear thunder. If this time is 30 seconds or less go immediately to a safer place. If you can't see the lightning, just hearing the thunder means lightning is likely within striking range. After the storm has apparently dissipated or moved on, wait 30 minutes or more after hearing the last thunder before leaving the safer location

Level 3 – When lightning strikes, go to a safer location. Do not hesitate. What is a safer location? The safest place commonly available during a lightning storm is a large, fully enclosed substantially constructed building. Substantial construction also implies the building has wiring and plumbing, which can conduct lightning current safely to ground. Once inside, stay away from corded telephones, electrical appliances, lighting fixture, microphones, electric sockets and plumbing. Inner rooms are generally preferable from a safety viewpoint. If you can't reach a substantial building, an enclosed vehicle with a solid metal roof and metal sides is a reasonable second choice. Close the windows, lean away from the door, put your hands in your lap and don't touch the steering wheel, ignition, gear shifter or radio. Convertibles, cars with fiberglass or plastic shells, and open framed vehicles are not suitable lightning shelters.

Level 4 – If you cannot flee to a safer location, take action to minimize the threat of being stuck. Proceed from higher to lower elevations. Avoid wide-open areas, including sports fields. Avoid tall, isolated objects like trees, poles, and light posts. Do not consider unprotected open structures such as picnic pavilions, rain shelters and bus stops. Avoid contact with metal fences, metal bleachers, or other metal structures.

Level 5 – If circumstances or a series of bad decisions have found you outside of a shelter, far removed from a safer place when lightning is occurring, there are still measures to be taken. Put your feet together, squat down, tuck your head, and cover your ears. When the immediate threat of lightning has passed, continue heading to the safest place possible.

Level 6 – If the worst happens, there are key Lightning First Aid guidelines. First, if at all possible, call "9-1-1" immediately. Since all deaths from lightning strikes result from cardiac arrest and/or stopped breathing, begin treatment as soon as possible. CPR or mouth-to-mouth resuscitation is the recommended first aid, respectively.

threat of injury due to a lightning strike is very prevalent. We unfortunately cannot control the weather, however can decrease the possibility of injury through education and proper precautions. By understanding and utilizing the five levels identified in the National Weather Service plan we can be assured that our teams are safe at all USA RUGBY events.

Please note at all Rugby Indiana Tournaments an air horn will sound three times after which all matches must stop immediately and the advice outlined above should be observed.