



# LUCKY SCRUM SHOWDOWN

★ HOSTED BY MAULERS RUGBY CLUB ★

## RANDOM DRAW TOURNAMENT



### DATE

Sunday, July 12, 2026



### TIME

10:00 AM – 2:00 PM



### VENUE

Cook Park  
600 North Main Street  
Wauconda, IL 60084



### FORMAT

Youth Tackle  
Random Draw Tournament

Two Simultaneous  
Match Fields



**THIS IS  
TACKLE RUGBY★**

FULL CONTACT.  
SAFE. STRUCTURED. FUN.

**REGISTER NOW!**



SCAN TO REGISTER

**COST \$50 PER PLAYER**

**TWO  
DIVISIONS**

★ JUNIOR DIVISION ★

AGES **8-9**



★ SENIOR DIVISION ★

AGES **10-12**



TEAMS OF  
**5-12**  
PLAYERS  
PER TEAM



**TWO  
SIMULTANEOUS  
MATCH FIELDS**



**WEIGHTED  
RANDOM  
TEAM ASSIGNMENT**



**FIVE  
MATCHES  
PER TEAM**



**CHAMPIONSHIP  
FINALS CLOSE  
THE EVENT**



**BUILT TO PROMOTE:**

- PLAYER DEVELOPMENT
- BALANCED COMPETITION
- CROSS-CLUB CAMARADERIE
- FUN THROUGH TEAM PLAY

**ALL ICE. NO FEAR.**



# RULEBOOK

## OFFICIAL TACKLE TOURNAMENT RULES



**SAFE**  
Play Smart.  
Play Safe.



**RESPECT**  
Respect All.  
No Excuses.



**COMPETE**  
Bring Intensity,  
Bring Heart.



**TOGETHER**  
One Game.  
One Maulers Family.



### FORMAT & STRUCTURE

- ✓ Youth Tackle Rugby Tournament
- ✓ Two Simultaneous Match Fields
- ✓ Junior Division (Ages 8–9): 8-minute matches
- ✓ Senior Division (Ages 10–12): 10-minute matches
- ✓ Each team plays 5 total matches:  
**3 Round Robin + 1 Placement Semi + 1 Final**
- ✓ Championship Finals close the event.

### SCORING SYSTEM



**TRY IN THE BOX** ..... **7 POINTS**

Score is worth 7 points when the ball is grounded in the marked box in the try-zone.

**TRY OUTSIDE THE BOX** ..... **5 POINTS**

Score is worth 5 points when the ball is grounded anywhere else in the try-zone.

**NO CONVERSION KICKS.**

★ **TIEBREAKER – CONVERSION KICK CONTEST**

If the game is tied at the end of regulation, teams will participate in a sudden death conversion kick contest. One kick per team at a time from the designated mark. Continue until one team misses and the other team makes their kick. That team is the winner.

### GAME PLAY RULES



**SCRUMS**  
No scrums.



**LINEOUTS**  
No lifting.  
3 player lineout.



**KICKING**  
No place kicking (kickoffs, conversions, or penalties).  
No conversion kicks.  
All restarts are tap and play.



**RESTARTS**  
All restarts are tap and go.



**TACKLING**  
Wrap and release. No spear tackling.  
No high tackles. Tackle below the shoulders.



**KNOCK-ON / FORWARD PASS**  
Free kick to the opposing team at the mark of the offense.



**OFFSIDE**  
Free kick to the opposing team.



**OUT OF BOUNDS**  
Lineout accordingly.

### PLAYER SAFETY & DISCIPLINE



**SAFETY FIRST**  
Player safety is the top priority. Play safe, play smart, have fun.



**YELLOW CARD**  
Player leaves match for 5 minutes. Team plays shorthanded.



**RED CARD**  
Player removed for remainder of match.  
A second yellow = red.



**ZERO TOLERANCE**  
Abuse of referees, coaches, volunteers, or players will not be tolerated. Violators may be removed from the tournament.

### OTHER IMPORTANT NOTES



- ✓ Teams and players must follow referee instructions at all times.
- ✓ Good sportsmanship is required. Win with class. Lose with class.
- ✓ All coaches will be World Rugby Level 1 certified; refs are certified.
- ✓ Weather delays or modifications will be decided by Tournament Directors.



### REFEREES & OFFICIALS

- ✓ Certified referees will manage all matches.
- ✓ Referees' decisions are final.
- ✓ Coaches may ask for clarification, not argument.



### TEAM BENCH GUIDELINES

- ✓ One coach may be on the field with the team (must be registered).
- ✓ Players not in the game must remain on the bench.
- ✓ Encourage your team.
- ✓ Respect the game.



### EQUIPMENT REQUIREMENTS

- ✓ Rugby boot
- ✓ Football cleats, or soccer cleats acceptable (no metal)
- ✓ Proper shirt (provided)
- ✓ No jewelry

PLAY SMART. PLAY TOGETHER. MAUL TOGETHER.

**ALL ICE. NO FEAR.**



# TEAM SCHEDULE

## OFFICIAL TACKLE TOURNAMENT SCHEDULE



**EVENT TIMING**  
10:00 AM – 2:00 PM



**GAME LENGTH**  
Junior Division (8–9):  
8-minute games  
Senior Division (10–12):  
10-minute games



**TEAMS**  
**JUNIOR DIVISION (8–9)**

- Junior Black
- Junior Royal Blue
- Junior White
- Junior Light Blue

**SENIOR DIVISION (10–12)**

- Senior Black
- Senior Royal Blue
- Senior White
- Senior Light Blue

### COMPETITION FORMAT

 **POOL PLAY**  
3 games  
(everyone plays everyone)

 **PLACEMENT**  
1 placement match

 **CONSOLATION / FLEX MATCH**  
Additional match opportunity

 **CHAMPIONSHIP**  
1 championship final

**TOTAL: 5 GAMES PER TEAM**

### TOURNAMENT SCHEDULE

TIME	FIELD 1	FIELD 2
10:00 – 10:45	Registration / Rugby Explorer Verification / Team Draw	Jersey Assignment
10:45 – 10:53	Junior Black vs Junior Royal Blue	Junior White vs Junior Light Blue
10:55 – 11:05	Senior Black vs Senior Royal Blue	Senior White vs Senior Light Blue
11:07 – 11:15	Junior Black vs Junior White	Junior Royal Blue vs Junior Light Blue
11:17 – 11:27	Senior Black vs Senior White	Senior Royal Blue vs Senior Light Blue
11:29 – 11:37	Junior Black vs Junior Light Blue	Junior Royal Blue vs Junior White
11:39 – 11:49	Senior Black vs Senior Light Blue	Senior Royal Blue vs Senior White
11:51 – 11:59	Junior 3rd Place Match	Junior Consolation Match
12:01 – 12:11	Senior 3rd Place Match	Senior Consolation Match
12:13 – 12:21	Junior Placement Match	Junior Exhibition / Flex Match
12:23 – 12:33	Senior Placement Match	Senior Exhibition / Flex Match
12:35 – 12:43	<b>JUNIOR DIVISION CHAMPIONSHIP FINAL</b>	—
12:45 – 12:55	<b>SENIOR DIVISION CHAMPIONSHIP FINAL</b>	—
1:00 – 2:00	 <b>AWARDS / RECOGNITION / GRILL / SOCIAL / PHOTOS</b> 	

### ABOUT THE SCHEDULE

- ✓ Round robin pool play for all teams.
- ✓ Top 2 teams advance to championship final.
- ✓ 3rd & 4th place teams compete for 3rd.
- ✓ All other teams compete in placement and flex matches.
- ✓ All times are approximate and may adjust slightly.

### SUDDEN DEATH TIEBREAKER

If the championship final is tied at the end of regulation, teams will compete in a sudden death conversion kick contest.

One kick per team at a time from the designated mark.

Continue until one team misses and the other team makes their kick.

That team is the winner.



### POST TOURNAMENT FLEX WINDOW (1:00 – 2:00 PM)

- ✓ Sudden death conversion kick contests (if needed)
- ✓ Team photos and media
- ✓ Grill / Social
- ✓ Overflow games if running behind
- ✓ Clean up



### QUICK REFERENCE



2 Fields



Two Games  
Max at a Time



No Lunch  
Break

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