

Lettering and team culture.

To letter the following conditions must be met.

85% Attendance

Attendance includes practices, all games (friendlies /scrimmages, league games, playoffs).

Also any extra event that the coaches choose to enter for example, the rugby-o-rama is included in the requirement to letter.

If a player cannot attend any of the required events the coaching staff need to be informed in advance.

Lettering and team culture.

Varsity game play

To letter a player must play at least 8 halves or 4 games of League or championship games. Friendlies, freshman/sophomore and other events non league / non playoff events do not count.

Non-game team events

Although not a requirement for lettering attendance at team events it may contribute selection on game day.

Playoffs

During the post regular season games squad size (limited to 22 per game) and substitutions are more limited but we still require a positive contribution at practices and games by all players whether they make the playoff squad or not. Making that selection is a difficult process for the coaches; we need still to maintain a full roster throughout the season

Championships are not won by teams they are won by squads.

Coaches Discretion

Ultimately all letters are at the head coach's discretion.

Players can still letter if miss playing because:

They are injured, ill or have a family bereavement and other mitigating circumstances.

Absences have to be cleared by the coaches.

Not sustaining academic eligibility is **not a mitigating circumstance** if you have academic issues talk to your teachers, ask your team mates to help.

School suspension is not a **mitigating circumstance**; being sent from practice is not a **mitigating circumstance**.

If a player is given a red card during a game (automatic minimum 2 week game ban) or suspension from yellow cards in multiple games **not a mitigating circumstance**.

Injured players can still letter by making off field contributions, helping at practice, fundraising, sponsorship and attendance at non game team events other contributions may be considered.

Behavior

Fulfill the expectations of conduct signed in your school packets.

Those that help set up fields before game and clear after the game will also be noted being a club sport we have to carry all of our gear and game and practice players are expected to help at all times.

Principles of play

Although they are designed for game they apply to practice and away from Rugby

Go Forward - Game time simple go forward on the field - Always Be willing to learn and be positive.

Support- Always help and support those around you.

Contest- Game we always compete-at practice we push either to be better.

Captain's letter

Again at coaches discretion

We will have more than one captain in the team, being a captain is not just being captain on game day but being a leader but being trusted by the coaching team, a positive influence at games, practice and away from the field maintaining the culture and the values we expect as well as upholding our principles of play.