

MADISON MINOTAURS PRESENT



Madtown

Scrumdown

15s RUGBY TOURNAMENT



May 6th

2023

Madison, Wisconsin

Welcome

From the Committee

The Madtown Scrumdown 15s rugby tournament hosted by the Madison Minotaurs first occurred in 2018 after months of preparation by a team of three directors led by Drew Briski. The main goal in the first year was to see if it was possible for us to even hold a tournament of any size over a three team round robin. The second goal was to create a space for the Minotaurs to show the International Gay Rugby community that Madison is one of the premier rugby locations in the Midwestern United States.

As the tournament grew in its first few years, we've made it into more of an event for not only the players but the spectators as well. The host site, the Wisconsin Rugby Sports Complex in Cottage Grove, WI, has one of the only clubhouses in the Midwest. This asset allows for balcony seating and an indoor bar and seating area for fans. We've also begun incorporating live entertainment in the form of a drag show occurring between matches to give fans a break from the rugby action.

Moving forward our goals for the tournament include making it a space for all queer identifying individuals to feel welcomed while participating in the sport of rugby alongside their ally teammates and to make the fan experience feel as close to a professional sporting event as possible.

The other directors and I thank you for attending the 2023 Madtown Scrumdown and hope your time at the Wisconsin Rugby Sports Complex will be a memorable one.

Drew Briski

Drew Briski
Executive Director



Drew Briski
Executive Director



Tim Lom
Director



Tim Tousey
Director

Tournament Schedule

May 6th

2023

Madison, Wisconsin

West Pitch

East Pitch

Bye

10:00 am ●

Minneapolis Mayhem



Milwaukee Beer Barons



Chicago Dragons 1



Columbus Kodiaks



11:00 am ●

Milwaukee Beer Barons



Minneapolis Mayhem



Chicago Dragons 2



Madison Minotaurs



12:00 pm ●

Madison Minotaurs



Columbus Kodiaks



Chicago Dragons 1



Chicago Dragons 2



12:45 pm ●

Drag Show

2:00 pm ●

5th & 6th Place Playoff

3rd & 4th Place Playoff

3:00pm ●

Championship Match

4:00 pm ●

Trophy Ceremony & Third Half



Our Sponsors



Coopers Tavern

The Coopers Tavern is a gastro pub on the Capitol Square, in the heart of downtown Madison. Our menu is influenced by our travels but sourced locally as much as possible. We have 28 premium craft beers featured on draft, over 120 bottled beers from around the world, over 120 whiskeys, and oak barreled wines, whiskeys, and bourbons.



Oakstone

Oakstone Recreational, in Cottage Grove, WI, is the premier bar, restaurant, volleyball and event center serving Madison, Deerfield, Stoughton, Lake Mills, Cambridge and surrounding areas. We specialize in events such as weddings, corporate and charity events, birthday, and holiday parties and much more.



Misty Mountain Games

Madison, WI's largest game store. CCGs, RPGs, Miniatures, and Board Games: we have it all! Our weekly events calendar includes competitive and casual events for a variety of card games and tabletop games. We always have something going on at Misty Mountain! Come play with us!



Five Nightclub

Predominantly serving Madison's LGBT residents, FIVE Nightclub provides a very mixed crowd playing in one arena! Being one of Madison's largest dance venues, FIVE really does have something for everyone including a massive dance floor, an outdoor wrap-around patio, summer and fall volleyball, and a great selection of your favorite alcohol brands provided by friendly bartenders!



Village Liquor

Your hometown beer, wine and spirit destination at the heart of Cottage Grove. Offering a large selection of local beers and spirits, it is your one stop shop for all your alcohol needs. Collect gold cards to get rewards, discounts or trade them in for a range of specialty items. Great customer service and knowledgeable staff are waiting for you at Village Liquors!



Ian's Pizza

Ian's Pizza brings affordable, craft-quality pizza to the people. We create exciting recipes incorporating the finest local ingredients and aim to make the best NY style, hand-tossed pizza to hit your tastebuds. Ian's specializes in a wide variety of old school and original pizza combinations, all available by the slice or whole pie. Stop by one of our locations, or order pizza for delivery for an epic night of Ian's and chill.



Sundance Bioclean

Our streamlined, hands-on approach to management sets Sundance BioClean apart from the large janitorial franchises. We are able to approach any situation with the client's best interest in mind. Our best asset is our clients. This is why we work tirelessly to exceed expectations whenever possible.



Fords Gym

We know that everyone exercises for different reasons, for better athletic performance, to gain muscle, to lose weight, or simply to improve everyday functional strength. Whatever your reason, we can help you reach your goals. We have cardio, circuit training equipment, free weights, and strongman implements as well as boxing classes, tanning, and personal training.

Rugby

Terms



Try

The main method of scoring that is worth 5 points (comparable to a touchdown in American football). In order to score a try a player must touch the ball to the ground in the in-goal area or on the goal-line. If the ball is in the try zone but the ball carrier is unable to touch the ball down it is referred to as being "held up" which results in the defending team having a drop kick from the goal-line.

Conversion

After a team scores a try they are given the opportunity to convert it for another 2 points. The conversion kick takes place in line with where the try was scored. It benefits the team when the try scorer centers the ball making the kick easier.

Scrum

The eight forwards from each team bind together and push against each other. The Scrum Half from the team that has been awarded possession puts the ball into the center of the scrum. The ball must be fed straight down the middle of the tunnel. The ball comes out the back of the scrum and then is put into play by either the Scrum Half or the Number 8. The scrum is reformed again if the ball comes straight out of the tunnel or if it collapses.

Ruck

A ruck occurs after a tackle has happened. A player from the ball carrier's team and a player from the tackler's team are bound together competing for possession of the ball. They must be on their feet and their hands cannot be on the ground.

Knock On

The ball is dropped or hit forward after the ball has come in contact with a player above the waist. A knock on results in a scrum to the other team.

Line Out

When the ball is either kicked or carried into touch (out of bounds) the game is resumed by the ball being thrown back in by the team that did not carry the ball into touch. Players line up parallel with each other between the 5-meter and 15-meter lines facing the touch line. The ball must be thrown straight down the middle of the players. If the throw is not straight the line out is redone and the throw is given to the opposition. Jumpers can be lifted below their waist by their teammates. The jumpers must not be hit or pulled down while in the air by the other team. All players not involved in the line out, except the Scrum Half, and Hooker, need to be 10 meters back.

Penalty

Penalties are awarded for serious infringements like dangerous play, offsidess and handling the ball on the ground in a ruck. Penalties are signaled by the sir (referee) with a diagonal arm raised in the air. The team being penalized must retreat 10 meters (or to their try line if closer). The team awarded the penalty can either kick for points (penalty kick), tap and go, take a scrum, or kick directly into touch with the resulting line-out awarded to them.

Maul

A maul is formed when a ball carrier is held up (has not been tackled to ground) by a player from the other team. Players can join in the maul only from behind their last teammate.

Rugby

Positions



1. Loosehead Prop

One of the two Props that make up the front row along with the Hooker. Always on the left side of the scrum. Props are strong and powerful and are used to secure the ball in rucks or crash the ball into the defensive line.

2. Hooker

Always in the middle of the front row of the scrum, in between the Props. Their job is to hook the ball back in the scrum. The Hooker usually throws the ball in during lineouts.

3. Tighthead Prop

The other one of the two Props that helps support the Hooker in scrum and is always on the right side in the front row. Props are also used to lift a jumper in the lineout.

4. Lock

One of the two players that make up the second row which is where the power comes from in the scrum and is usually the main jumper in the lineout.

5. Lock

Locks are typically taller than props and are strong ball carriers during open play.

6. Blindside Flanker

Makes up part of the back row of the scrum, binds on to one of the Locks and is on the side of the scrum closest to the side line. Sometimes can jump in the lineout or can lift. Flankers are versatile players and are very physical especially around the ruck.

7. Openside Flanker

Binds onto the Lock on the side of the scrum that is close to the opposition's Fly Half. The Openside Flanker is usually more mobile than the Blindside Flanker.

8. Number 8

A very explosive player with strong tackling and ball carrying skills. The No. 8 makes up the very back of the scrum and binds on to the hips of the Locks. They can be used in the lineout and they are the only forward player that can pick the ball up from the back of the scrum.

9. Scrum Half

The key link between the forwards and the backs. They are usually smaller in size and need to make quick decisions as they control the speed of the game. They need to also be very vocal and to be able to pass extremely well.

10. Fly Half

Fly half controls most of the attack by making decisions on when to pass the ball to the rest of 11. Left Wing

Positioned out wide they are usually the last player in the back line. Wings are usually one of speed and great footwork.

12. Inside Center

Positioned just outside the Fly Half they need to be strong runners and have a good eye for gaps in the defense. They are usually adaptable players who have a good pass and can kick very well.

13. Outside Center

The Outside Center is typically smaller than the Inside Center but plays in a similar fashion to the them. The Outside Center is very fast and a 14. Right Wing

The other Wing that works within the back closest to the right touch line. A Wing needs to be a strong tackler and be able to work with the Fullback and the opposite Wing as the last line of defense.

15. Fullback

The Fullback lines up behind the entire back line and catches many high kicks from the other team. They need to be comfortable under the high ball and have great vision as they are decision makers for the defensive line and back line.