

SPX RUGBY 2021

DIGITAL PROGRAM



GAME 2 VS. ST. THOMAS

FRIDAY, FEBRUARY 12, 2021 | AVEVA STADIUM

MATCH DAY



ST. PIUS X
PANTHERS



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SPX OVERALL RECORD: 1-0-0, 5 PTS

2/6	AT LAMAR	44-19	3/13	AT NOLA JESUIT	1PM
2/12	ST. THOMAS	7PM	3/15	AT BROTHER MARTIN	4PM
2/20	AT WEST HOUSTON	1PM	3/26	WEST HOUSTON*	7PM
3/5	AT STRAKE	7PM	4/15	STRAKE**	7PM
3/11	LAMAR	7PM	4/23	AT ST. THOMAS	7PM

*ALUMNI NIGHT

**SENIOR NIGHT

PANTHER LINE-UP

NO.	NAME	YR
1	Alex Gutierrez	11
2	Juan Reyes	12
3	Seth Pena	11
4	Brodie Scott	11
5	Jack Birbeck	12
6	Michael Fite	11
7	Max Bright	11
8	Bre Citizen	12
9	David Sipes*	12
10	Burke Battenfield	11
11	Nethaneel Loolo	10
12	Hayden Llorens*	11
13	Logan Landry	10
14	Nathan Gonzales	12
15	Grant Stringfellow	11
16	Donovan Armstead	10
17	Mirko Dawson	11
18	Jose Rivera	10
19	Jackson Joiner	10
20	Andrew Lewis	9
21	Zach Amelang	9
22	Tristan Acuna	10
23	Travis Avant	10
24	Undra Ferrow	12

* CAPTAINS

ST. PIUS X COACHES & STAFF

HEAD COACH: DAVID SELBY
 ASSISTANT COACH: DAVID-JOHN SELBY
 TEAM LOGISTICS: LOWELL LOCKE
 HEAD ATHLETIC TRAINER: JEREMY KALLUS
 ATHLETIC DIRECTOR: JEFF FELLER
 SPORTS INFORMATION: KHADIJAH RAY
 HEAD OF SCHOOL: CARMEN GARRETT ARMISTEAD
 PRINCIPAL: RACHEL WARE

EAGLE LINE-UP

NO.	NAME
1	Charles Jardine
2	Ian Tastard
3	Jacob Michael
4	Jacob Torrey
5	Mark Pownall
6	Alex Yankowsky
7	Ean Poggio
8	Tanner Erb
9	Francisco Llamosa*
10	Aidan Kelly
11	Anthony Herger
12	Tommy Erb
13	Robert Longo
14	Juan Vazquez
15	Brian Lively
16	Michael Cassetta
17	Edward Seymore
18	Samuel Cornell
19	Diego Garcia
20	Taylor DeJamette
21	David Pfister
22	James Rodriguez
23	Jorge Villalobos

* CAPTAIN

ST. THOMAS COACHES & STAFF

HEAD COACH: BRETT MILLS
 ASSISTANT RUGBY COACH- FORWARDS:
 JEFFREY TESONE

ASSISTANT RUGBY COACH- BACKS/ATTACKS:
 CONOR MILLS '09

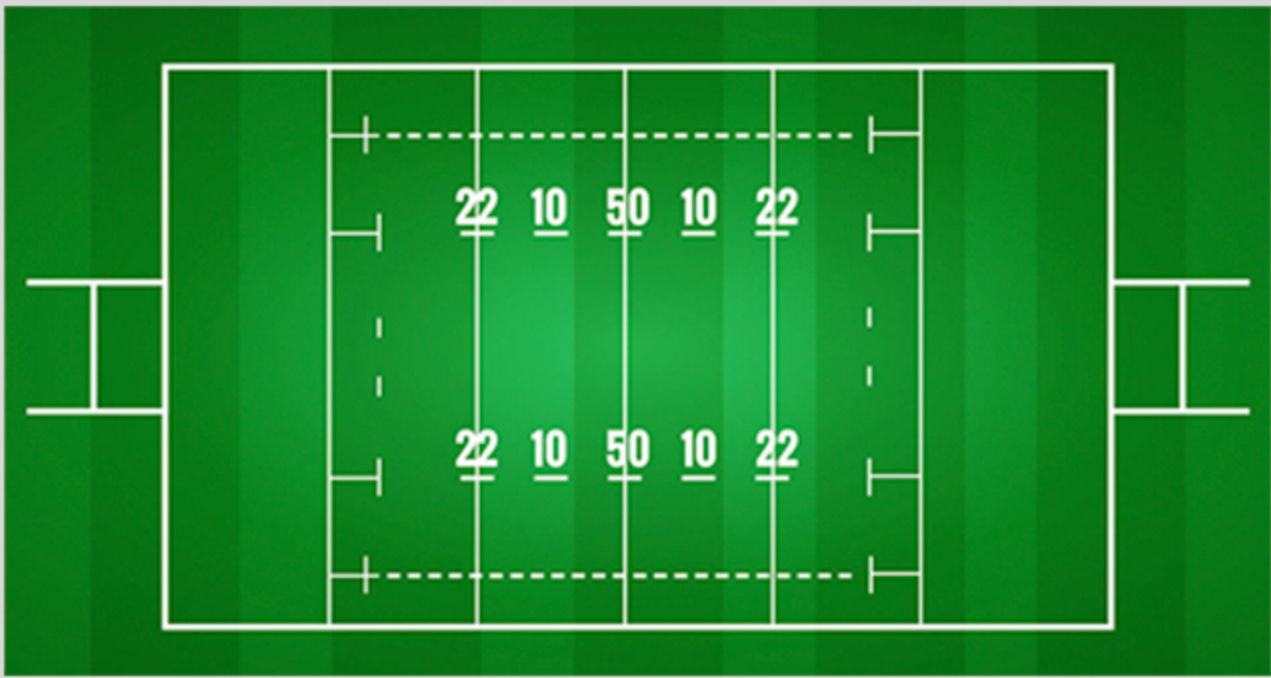
ATHLETIC TRAINER: CHRIS VALDEZ
 DIRECTOR OF RUGBY: JAMES WOLFINGER



Prior to each match, the referee will call the team captains together for a coin toss. The winner of the toss will choose to either kick or receive, or which end of the field to defend. If conditions on the field are not a factor, the captain will likely choose to kick off. That done, the teams will gather together one last time as the referee will give his instructions to each team.

The kicking team will line up at midfield (see 50 meter line below). Once the whistle blows and the ball is kicked, it must travel 10 meters (see 10 meter line below).

If it does not, the receiving team may choose to play it. If they don't, the referee will ask the receiving team if they want a rekick or a scrum at the halfway line. The scrum option is usually taken.



Once the ball is in play, the team in possession will try and move the ball forward by running with the ball in hand, kicking it forward, or passing it backward. Play will continue until one of several things occur:

1. A TRY:

When a player touches the ball to the ground in the in-goal area for a score.

2. KNOCK ON:

When a player in possession of the ball fumbles the ball forward, this results in a scrum with the defending team feeding the scrum.**

3. FORWARD PASS:

When a player in possession of the ball passes the ball forward, this results in a scrum with the defending team feeding the scrum.**



4. BALL IS KICKED TO TOUCH

If the team with the ball in possession runs out of options, or wishes to trade possession for territory, they may kick the ball downfield. At this point, several things can happen:

A. If the ball is kicked behind the 22 meter line, whether it bounces into touch (out of bounds) or goes out in flight, the kicking team gains the ground, or

B. If the ball is kicked in front of the 22 meter line and bounces into touch, the kicking team gains the ground. However, if the ball goes into touch in flight, the ball is brought back to touch on a line where the ball was kicked.

5. THE LINEOUT

When the ball goes into touch, the two teams form a tunnel with the team now in possession throwing the ball in. The possessing team dictates how many are in the lineout, and the defending side must match that number. If the ball is not thrown in straight, the defending side has the choice of another lineout or a scrum.**

*** The game is based on continuous action, so anything that causes a break in play causes the team with the ball to lose possession. When an infraction occurs and the defending team secures possession of the ball, the referee, if he chooses, can play the advantage, which means he will allow play to continue while awarding possession to the defending side. If no advantage is made, the referee will stop play and set the scrum.*

PENALTIES

The knock on and forward pass are considered misdemeanors in the game. However, there are more serious offenses called penalties. The referee will indicate as such by an arm raised at an almost vertical angle in the direction of the team awarded the penalty. The advantage rule again comes to play.





Here are some of the more common penalty infractions:

HIGH TACKLE

While tackling is allowed and expected in any game of rugby, players are forbidden from tackling each other above the shoulder. High tackles are those where a player grabs his opponent around the neck or head area.

A high tackle or other egregious play results in a penalty, and if deemed dangerous, incurs a yellow card and 10 minutes in the sin bin. If a referee views it as an act of serious foul play, then the offender could be given a red card and removed from the game. The team whose player has received a yellow or red card will play with only 14 players during that time.

NOT RELEASING THE BALL ON THE GROUND

When a player is tackled to the ground, he has to release the ball. Failure to do so prevents the opposition from winning possession or retrieving the ball and constitutes foul play. For a tackled player to play the ball, he first needs to get on his feet again and then proceed to regather the ball. This is a penalty offense.

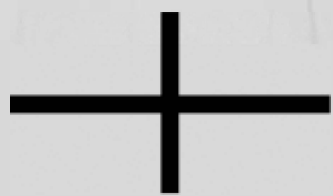
NOT RELEASING THE TACKLED PLAYER

Tacklers have the responsibility to let go of the player in possession in order for the ball to be recycled. Preventing the attacking team from quickly launching the next phase of play constitutes an infringement and is a penalty offense.

TACKLING A PLAYER IN THE AIR

While competing for the ball in the air is allowed, players are not allowed to tackle or disrupt an opponent who is jumping and is in a better position to catch the ball. This infringement is a penalty offense.





BRINGING DOWN A MAUL

Once a team has established a [maul](#), the defending side cannot pull it down and collapse the maul. It can only defend the maul by driving them back or out of the field of play. Collapsing a maul is a penalty offense.

OBSTRUCTION

This offense happens when a player deliberately impedes an opponent from getting to the ball carrier.

RESULTS OF A PENALTY

When a team is awarded a penalty they have several options depending on playing conditions, time remaining, and score:

- A. They can attempt a penalty kick at goal (worth three points).
- B. They can kick for touch, getting the distance and the throw in at the lineout.
- C. Call for a scrum.
- D. Do a quick tap (touching the ball to their foot and resuming open play) and go from the mark.

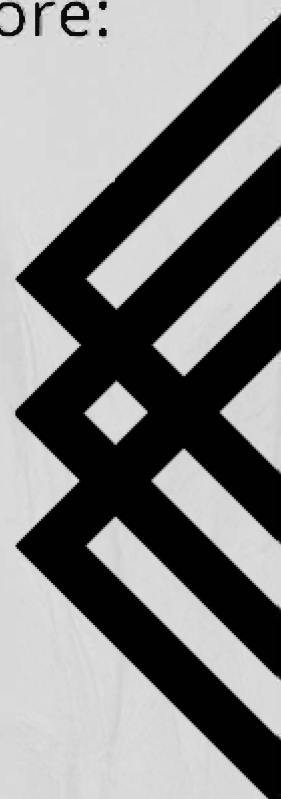
SCORING

TRY: 5 POINTS

A try is scored when a player carries the ball over the opposing team's goal line and touches it down on the ground, or when a player applies downward pressure on a ball that has landed in the in-goal area.

CONVERSION: 2 POINTS

When a team has scored a try, that team is allowed to attempt a conversion to get extra points. A conversion kick can be made from any point perpendicular to where the try was scored, along a line parallel to the touch line.





The ball can either be placed on the ground for a place kick, or a dropkick (where the ball is dropped and then kicked after it hits the ground). Two points are awarded if the ball passes between the goalposts and above the crossbar.

PENALTY GOAL: 3 POINTS

When a penalty kick is awarded as a result of a foul committed by the other team, a penalty goal is scored if the ball passes between the goalposts and above the crossbar.

DROP GOAL: 3 POINTS

When a dropkick is attempted during play, a drop goal is awarded if the ball passes between the goalposts and above the crossbar.

MAN OF THE MATCH – GAME 1



It is always interesting in the first match of the season to see who will break out of the pack and have that blinder of a game. While there were several who seized the moment, there were two who stood out.

Shout out to LOGAN LANDRY for scoring three tries. But on the basis of him scoring his first two varsity tries, with his second being an exceptional individual effort, the Man of the Match had to be MAX BRIGHT.

TRY RUGBY



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SPX Rugby is grateful for its sports medicine student assistants, on-campus trainer, and team doctor.
Thank you to all who support the program!



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