

## **1. NEW RULE - UNCONTESTED SCRUMS**

All teams, with the exception of Halligan Cup, must have five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

Should a team not have three suitably trained front row players to commence a game with contested scrums, this team must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available (or returns from either blood-bin or temporary suspension) so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

## **2. NEW RULE – ROLLING SUBSTITUTION OF PLAYERS**

A maximum of eight substitutions per team per match will be allowed for all teams.

Substitutions shall include any time one player substitutes another player from the same team, including for injury. Within the allowed eight player substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.

### **Exceptions**

#### **(a) Substitution – Blood**

- (i) If a player has a blood injury and is temporarily replaced by another player that does NOT count as a substitution.
- (ii) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does NOT count as a substitution.
- (iii) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured.
- (iv) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

#### **(b) Temporary Suspension – Yellow Card**

- (i) When a player is temporarily suspended (yellow card) and leaves the field of play that is NOT a substitution.

#### **(c) Temporary Suspension – Yellow Card – Front Row Player**

- (i) When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution.

- (ii) If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a substitution.
- (iii) Player B returning to the field of play is also NOT a substitution.
- (iv) If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a substitution
- (v) Player B returning to the field of play to substitute another player during the period of temporary suspension IS a substitution.

**(d) Send Off – Red Card**

- (i) When a player is sent from the field of play (red card) that is NOT a substitution.

**(e) Send Off – Red Card – Front Row Player**

- (i) When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution.
- (ii) Player B returning to the field of play to substitute another player IS a substitution.

Any player substituted due to injury (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. At matches where there is no match doctor available, the Referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.

After eight substitutions have been made, no other substitutions will be allowed for any reason, except for an injury to a front-row player where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.

Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored shall not be permitted to kick at goal until after the relevant kick has been taken.

**Rolling Substitution - Procedural Guidelines**

Sequentially numbered cards (indicating your club name and the numbers 1 – 8) will be provided by the Union to each team in your club.

Each club will then be responsible for providing this set of cards for each match in which its teams compete.

As each substitute takes to the field he shall hand the appropriate substitution card in the correct sequence to the referee. There is no requirement to record or write anything on the substitution card. The correct sequentially numbered card is simply handed over.

The referee shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. The referee is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team until the referee is satisfied of the final number of substitutes used by each team.

The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

Each substitute's name must be written on the result sheet as he takes the field.