

OPERATIONAL POLICY



GENERAL INFORMATION*

Lead Area:	Rugby Operations
Lead Policy Title:	Replacement Policy
Policy Reference No:	SA10
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SCOPE OF RESPONSIBILITY

- Substitutions under Law 3.14(a) shall include any time one player substitutes another player from the same team, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.

STEP BY STEP PROCEDURES

- SA Rugby Replacement Policy

Step	Description of action	Responsible
1	Senior A maximum of eight (8) substitutions per team per match will be allowed for all Premier, Premier Reserve, Division One and Division One Reserve Grade's. <i>Exception: A maximum of twelve (12) substitutions per team per match will be allowed for the Over 35s and Women.</i>	Team Manager
2	If a Player is replaced due to injury, the injured player must <u>not</u> return to the field of play	Team Manager
3	Age Grade – Under 16 to Under 18 A maximum of twelve (12) substitutions per team per match will be allowed for all Under 15 to Under 19.	Team Manager
4	Age Grade – U6/7 to Under 14 Unlimited rolling substitutions will be allowed for all Under 19 rugby aged Under 14 and below.	Team Manager

Grade	Player Numbers	Minimum Numbers	Squad Numbers	Even up	Time Per half	Interchange numbers	Uncontested Scrums	LAWS
Under 6 and 7	7	5	10	YES	15 mins	Unlimited	ALWAYS	WALLA
Under 8	7	5	10	YES	15 mins	Unlimited	ALWAYS	MIDI
Under 10	12	7	12	YES	20 mins	Unlimited	ALWAYS	MIDI
Under 12	15	11	23	YES	25 mins	Unlimited	Coach & Ref Discretion	MINI
Under 14	15	11	23	NO	25 mins	Unlimited	Coach & Ref Discretion	U 19s
Under 16	15	11	23	NO	30 mins	12	Coach & Ref Discretion	U 19s
Under 18	15	11	23	NO	35 mins	12	Coach & Ref Discretion	U 19s
Women	15	11	23	NO	35 mins	12	Coach & Ref Discretion	IRB
Over 35s	15	11	23	NO	30 mins	12	Coach & Ref Discretion	IRB
Division one Reserve	15	11	23	NO	35 mins	8	Coach & Ref Discretion	IRB
Division One	15	11	23	NO	40 mins	8	Can't start uncontested	IRB
Premier Reserve	15	11	23	NO	35 mins	8	Can't start uncontested	IRB
Premier Grade	15	11	23	NO	40 mins	8	Can't start uncontested	IRB

OTHER INFORMATION

- Exceptions

* This procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

(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 (15 mins), 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.

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- After the maximum number of substitutions has 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.**

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