

GAME ON!

Game On is triggered if a team has less than 15 players or has insufficient front rowers to commence the match. Decisions to be recorded in each section by match referee as a record of agreement.

1

NUMBERS

Less than 15? Teams may start with a minimum of 10 players

AGREED NUMBER

E.g. 12v12, 10v10, 12v14
Team numbers can be unequal.

NO AGREEMENT

Defer to team with smallest number
Team numbers must be equal

2

SCRUMS

Minimum 3 trained Front Rowers to start the game?

YES

NO?

Uncontested Scrums

3

SUBSTITUTIONS

Rolling substitutions to be used unless otherwise agreed by teams

NO?

Agreed substitutions Approach

4

DURATION OF THE MATCH

Matches may be played with a duration of 40 – 80 minutes

(NB: Secondary School Rugby limited to 70 minutes)

AGREED DURATION

NO AGREEMENT

If no agreement to the duration of the match, revert to the below based on team size

Starting team size	Revert to	Agreed
10	40' (2 x 20')	<input type="checkbox"/>
11	50' (2 x 25')	<input type="checkbox"/>
12	60' (2 x 30')	<input type="checkbox"/>
13/14	70' (2 x 35')	<input type="checkbox"/>
15	80' (2 x 40')	<input type="checkbox"/>

Match referee to submit match report on completion of match outlining reasons and variations used for 'Game On'.