



SEASON 2017/18



Replacements & Substitutions Regulations 11/10/17

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1. Replacements & Substitutions

- 1.1 Replacements are permitted in all matches in accordance with World Rugby Law 3.
- 1.2 A player participating in a match can be used as a replacement or substitute in another match being played at the same time. Injured players may be replaced by players from another pitch. It is also possible to replace the replaced or substituted player from another pitch or by a nominated replacement/substitute.
- 1.3 Players who were replacements or substitutes in an earlier match may participate in a later match on the same day.

2. Number of Replacements and Substitutes

The number of replacements and substitutes in all Bristol & District Rugby Football Combination Cup Competition matches

up to and including Semi Finals shall be as follows:

- 2.1 **Bowl & Vase Competition; not more than FIVE (5) Squad of 20**

(Both clubs must agree on reps numbers or default number is 3 & squad of 18)

Main Competition; Not more than FIVE (5) Squad of 20

- 2.2 Cup Finals not more than **SEVEN (7) Squad of 22.**

The number of interchanges in all matches (if applicable) will be as per current World Rugby regulations.

3. Front Row

Requirements

- 3.1 No player may play in the front row of the scrum during contested or uncontested scrummages in adult rugby until he has reached his eighteenth birthday. Any breach of this Game Regulation shall be considered a serious breach and may give rise to a severe penalty.



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- 3.2** In the interest of safety each team should have at least four (4*) players in their nominated match squad of 18 (or five (5) in a nominated match squad of 20), all at least eighteen years old, who are suitably trained and experienced to be capable of playing in any front row position to ensure that on the first occasion** that a front row player is required to be **permanently** replaced (whether due to injury or a sending off), the team can continue to play safely with contested scrums.

Main Competition* = 5 players; *5 Repls/Subs* require first & second occasion.

4. Permanent Replacements

- 4.1** If any front row player requires to be **permanently** replaced and his team cannot provide a suitable replacement from those who started the match or from the nominated replacements to enable the match to continue safely with contested scrums, but have complied with the requirements of Rule 3.2, the match will continue with uncontested scrums and the result will stand.
- 4.2** If a team does not have the required number of front row replacements (as per 3.2) then the Referee, if he deems it safe to do so, may start the match. Should a situation arise where any front row player requires to be **permanently** replaced and the team cannot provide a suitable replacement, having not complied with Rule 3.2, the game may continue with uncontested scrums (see World Rugby Law 3.6(h) 2017) at the Referee's discretion but the offending team will be deemed to have lost the match and the *non offending* team will go through to the next round.

5. Temporary exclusion (Sin Bin).

- 5.1** A front row player who has been temporarily excluded by the Referee may be substituted by another (assuming a suitable front row replacement is available) for the duration of the exclusion. If a replacement from the 'bench' is used then one other team member must be removed from the field. If no suitable front row replacement is available, the game will continue with

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uncontested scrums for the duration of the exclusion (see World Rugby Law 3.6(h) 2017) and the final result will stand.

6 Temporary exclusion (Blood Injury).

- 6.1** A front row player who has been temporarily excluded due to a blood Injury may be substituted by another (assuming a suitable front row replacement is available) for the duration of the exclusion (max 15 minutes).
- 6.2** If the team has already complied with the requirements of Rule 3.2 and no suitable front row replacement is available, then the injured player may be replaced and the match will continue with uncontested scrums for the duration of the exclusion and the result will stand. (see World Rugby Law 3.6(h) 2017). Should the injured player not return to the pitch within the 15 minutes allowed, the replacement will be deemed to be **permanent** and Rule 4.1 above will apply.
- 6.3** If the team has not complied with the requirements of Rule 3.2 and no suitable front row replacement is available, then the player will not be replaced and the game will continue with uncontested scrums for the duration of the exclusion and the result will stand (see World Rugby Law 3.6(h) 2017). Should the injured player not return to the pitch within the 15 minutes allowed Rule 4.2 above will apply.
- 7** The Organising Committee may review the circumstances in a case where a match is completed with uncontested scrums.

PLEASE ENSURE THAT YOUR CLUB IS FULLY AWARE OF THESE PROVISIONS

Ian Reed
Hon Cup Sec