

RFU REGULATIONS

RFU REGULATION 13 – ADULT COMPETITIONS (APPENDIX 2)

General

1. All matches played under the jurisdiction of the RFU and/or in RFU Competitions or any other competition or merit table must be played in accordance with the World Rugby Laws (including any variations or trials that may be adopted by the RFU), World Rugby Regulations, the RFU Rules, the RFU Regulations and any competition specific Regulations applicable to a competition including, without limitation, the Premiership Regulations and Championship Regulations (as applicable).
2. In matches where rolling substitutions and/or the man-off rule are permitted, the Regulations set out in this Appendix 2 will apply.
3. Any request to amend the minimum number of front row players in the squad and the minimum replacement obligations of the Laws of the Game and/or set out in this Appendix 2, must obtain the approval of the Committee other than for friendly matches where Clubs are entitled to approve such variations provided player welfare is taken into account.
4. In relation to RFU Competition matches, replacements and substitutions are permitted in accordance with paragraph 1 above, paragraph 5 to 29 below and any additional procedures in place for an RFU Competition (such as substitution cards).
5. Replacements and/or substitutes must be named to the Referee or Match Official no later than 15 minutes before the commencement of a match.
6. 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.
7. Players who were replacements or substitutes in an earlier match may participate in a later match on the same day.
8. The attendance of replacements and/or substitutes is not compulsory. If one team wishes to use replacements or substitutes then it may do so even if the other does not.
9. The terms 'replacements' and 'substitutions' referred to in this Appendix and RFU Regulation 13 shall have the same meaning as the definitions set out in World Rugby Law 3.

Number of Replacements and Substitutes

League

10. The number of replacements and substitutes in all League Matches shall be as follows:
 - (a) National League 1 and National Leagues 2 North and 2 South (Levels 3 and 4):

not more than five;

(b) at any Level below Level 4: not more than three (unless a variation has been authorised by the Organising Committee under RFU Regulation 13.1.4).

11. The number of replacements and substitutes in all Play-Off Matches at any Level below Level 4 shall be not more than four.

Cup

12. The number of replacements and substitutes in all Cup matches shall be as specified by each Divisional Organising Committee and for National semi-finals and finals as specified by the RFU, in accordance with Law 3.5, the World Rugby Regulations and any current RFU Regulations relating thereto.

Front Row Requirements

13. With the exception of those Players who fall within RFU Regulations 15.3.6 or 15.3.8 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 RFU Regulation shall be considered a serious breach and may give rise to a severe penalty.

14. In the interest of safety

Level 3 and 4 Leagues Matches, all Play-Off Matches and Cup Matches

(a) In League Matches at Level 3 and 4, Play-Off Matches at all Levels and Cup Matches, each team must have and nominated in advance at least five suitably trained and experienced front row Players in their nominated match squad, all at least eighteen years old (unless otherwise permitted pursuant to RFU Regulation 15) to ensure that:

- on the first occasion that a replacement hooker is required the team can continue to play safely with contested scrums; and
- on the first occasion that a replacement prop is required the team can continue to play safely with contested scrums.

Level 5 and below League Matches

(b) In League Matches at Level 5 and below, each team must have and nominated in advance at least four suitably trained and experienced front row Players in their nominated match squad, all at least eighteen years old (unless otherwise permitted pursuant to RFU Regulation 15) to ensure that:

- on the first occasion that a replacement hooker or a replacement prop is required the team can continue to play safely with contested scrums.

Note: As set out in World Rugby Law 3, the replacement of a front row player must come from the suitably trained and experienced Players who started the match or from nominated replacements. A Player other than a nominated front row player is permitted to play in the front row only when uncontested scrums are being played and there are no available front row replacements.

15. Uncontested Scrum(s)
- (a) The Referee shall order uncontested scrum(s) when: (i) a front row Player is required to be replaced if, having made enquiry of and having confirmed with the captain of the team (or such other person nominated by the Club as the manager or other person responsible for the team), there is no suitably trained and experienced front row replacement who started the match or from the nominated replacements in accordance with paragraphs 13 and 14 above; or (ii) the Referee deems it unsafe for any other reason to start or continue the Match with contested scrums, in which case paragraph 18 below will apply.
 - (b) In League Matches at Levels 3 and below, Cup Matches and Play-Off Matches if on any occasion uncontested scrum(s) are ordered by the Referee, in accordance with (a)(i) above, due to injury (including a temporary blood injury) or consequent to a Player being temporarily suspended or ordered off or for any other reason, the team concerned shall not be entitled to replace the Player whose departure caused the uncontested scrum. On the return to the field of a front row Player who has been temporarily excluded the Match shall continue with contested scrums provided it is safe to do so. Subject to paragraph 18 below, the result of the match shall stand.
16. If a league match is completed or contains uncontested scrum(s) and a Club has failed to comply with the requirement in paragraphs 14(a) or 14(b) to replace a front row Player on the first and second occasions (first occasion only at Level 5 and below) with another suitably trained and experienced front row Player, that Club shall forfeit the match which will be awarded to the other team who shall be deemed to have won by four tries.
17. If a cup match is completed or contains uncontested scrum(s) and a Club has failed to comply with the requirement in paragraph 14(a) to replace a front row Player on the first and second occasion with another suitably trained and experienced front row Player, that Club shall forfeit the match which will be awarded to the other team.
18. If a match is completed with or contains uncontested scrum(s) and there has been compliance with paragraphs 14 and 15, the Organising Committee (or Committee in the case of a Cup Match) may take such action as it deems appropriate (including altering the result or ordering a replay of the Match) in respect of any suspected, alleged or actual breach of Regulations as it shall decide and shall notify all Clubs. The Referee and the Clubs must provide such information and assistance as may be requested by the Organising Committee (or Committee in the case of a Cup Match). Any Club may appeal against the decision of the Organising Committee (or Committee) in accordance with RFU Regulation 13.10.10.

Rolling Substitutions

19. Divisional Organising Committees or the NCA Committee may, in their discretion, permit rolling substitutions in League Matches at Level 3 and below (as applicable), and in the RFU Intermediate Cup, Senior Vase and Junior Vase matches. In respect of non-RFU Competition matches, the applicable Constituent Body may permit rolling substitutions. If the relevant Divisional Organising Committee, NCA Committee or Constituent Body decides to implement rolling substitutions such implementation must be in accordance with paragraphs 20 to 29 below.
20. In a match where consent has been given prior to the Season and subject to Regulations each team shall be permitted to use rolling substitutions of not more

than the maximum number of the Player interchanges (“Player Interchanges”) set out in the table below:

| Number of Replacements | Player Interchanges |
|-------------------------------|----------------------------|
| Up to 3 | 8 |
| 4 | 9 |
| 5 or 6 | 10 |
| 7 or 8 | 12 |

21. In a League Play Off Match, Player Interchanges will only be permitted where both participating teams have played their previous matches with Player Interchanges.
22. After the Player Interchanges have been made no other replacements, substitutions or Player Interchanges will be permitted for any reason (including temporary or permanent injuries, sending offs and suspensions) and in the event that a Player is injured, sent off or suspended from the field the team will play with one less Player and with uncontested scrums in the event that this involves a front row Player and the game cannot continue safely with contested scrums.
23. For the avoidance of doubt, Player Interchanges replace the “blood bin” which means that if a Player has uncontrolled active bleeding and thus has to leave the field, this will be classified as a Player Interchange if that Player is replaced by another Player. If a team has used all of its Player Interchanges, that Player may not be replaced and the team shall continue with one less Player than was on the pitch prior to the injured player leaving the field. The Player is permitted to return once the wound has been treated and the bleeding stopped.
24. Not more than two Player Interchanges per team may occur at any one time and may only occur during a stoppage in play and in all cases with the permission of the Referee.
25. A Player must enter the field of play on the halfway line.
26. A Player who is a replacement shall not be entitled to take a kick at goal until a passage of play has taken place since that Player took to the field of play.
27. A Player who is previously injured in the match may return to play as a Player Interchange provided the Player is fit to continue playing in the match save that a Player who suffers two injuries in a match which has necessitated that Player being replaced on each occasion is not permitted to act as a replacement following the second injury.
28. In addition to the powers set out in the Laws of the Game, Referees are entitled in their sole opinion to prohibit or postpone a Player Interchange if they believe either that the Player Interchange would prevent the opposition from restarting the game quickly or where the replacement Player is not fit to continue playing in the match.
29. Under dispensation provided to Unions by World Rugby, where these rolling substitutions Regulations conflict with the Laws of the Game these Regulations shall take precedence.