

APPENDIX 1 – GAME ON PROVISIONS

1. Game On is a flexible game format designed to enable games to proceed with meaningful outcomes despite teams being unable to meet normal team number and/or front row considerations. It applies to all adult club and secondary school rugby competitions that are not Designated Premier Grade Competitions.
2. Game On is only to be used when a team(s) has less than 15 players and/or insufficient players trained to play in front row positions to commence the match.
3. The rules to apply to matches under the Game On Provisions are determined as follows:
 - a. Team Size (when one or both teams has less than 15 players). Playing numbers (from 10 to 15 aside) are determined by agreement between the Teams. In the event of no agreement, the playing numbers will match the number of players of the team with the fewest players.
 - b. Rolling Replacements (Grades above Secondary School Rugby only). Rolling Replacements will be permitted in all games played under the Game On Provisions unless the teams agree that Rolling Replacements will not be used, and notify the referee prior to kick-off. Half Game rule applies to Secondary School Rugby below 1st XV grades.
 - c. Contested or Uncontested Scrums. Subject to availability of a minimum of three players trained to play in front row positions to start in each team, the match will commence with contested scrums, but for the avoidance of doubt will revert to Uncontested Scrums if any of those trained players leave the field.
 - d. Length of match. To be agreed between the teams (with 40 minutes being the minimum and 70 minutes being the maximum for Secondary School Rugby, and 80 minutes being the maximum for grades above Secondary School Rugby). If no agreement is reached, the match duration will be based on team size as follows:

Number	Time	Maximum
10 a side	2 x 20 min halves	40 min
11 a side	2 x 25 min halves	50 min
12 a side	2 x 30 min halves	60min
13/14 a side	2 x 35 min halves	70 min
15 a side	2 x 40 min halves	80 min
(Secondary School Rugby 70 mins max)		