

GAME ON!

- A. If a team initiates Game On due to lack of front row players, rolling substitutions are NOT invoked.
- B. The only time that rolling substitutions occur is when a team has less than 15 players.
- C. **The team who initiates Game On, cannot earn a bonus point should they win the match. (This rule is not applicable to Premier Reserve Women's)**

Game On rules are triggered if a team has less than 15 players or insufficient front rowers to commence the match. All decisions are to be recorded in each section and sent to jason.ree@crfu.co.nz withing 48hrs of the match.

1

NUMBERS

Teams must have a minimum of 10 players to start the game

AGREED NUMBERS

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

IF NO AGREEMENT

Defer to team with smallest number
Team numbers must be equal

2

FIELD SIZE

Field may be altered based on team size from full field to ½ field

AGREED FIELD SIZE

e.g. Full, ¾, ½

IF NO AGREEMENT

Number	Field size
13 – 15	Full
10 – 12	¾

3

SCRUM FORMATION

Scrum Formation must be agreed if there are less than 15 players

AGREED FORMATION

e.g. 3-4, 3-2-1, 3-2

IF NO AGREEMENT

Revert to the below based on team size

Number	Forwards	Backs	Formation	✓
14	7	7	3-4	
13	7	6	3-4	
12	6	6	3-2-1	
11	6	5	3-2-1	
10	5	5	3-2	

4

SCRUMS

A minimum of 3 trained Front Rowers are required for contested scrums

THREE OR MORE

Contested scrums

LESS THAN THREE

Uncontested scrums

5

SUBS

Rolling substitutions are only permitted when a team has fewer than 15 players.

YES

Rolling substitutions

NO

Agreed substitutions approach

6

DURATION OF THE MATCH

Match durations can be set between 40 – 80 minutes

(NB: Secondary School Rugby limited to 70 minutes)

AGREED DURATION

E.g. 40 minutes/60 minutes

IF NO AGREEMENT

Revert to the below based on team size

Starting team size	Revert to	✓
10	40' (2 x 20')	
11	50' (2 x 25')	
12	60' (2 x 30')	
13/14	70' (2 x 35')	
15	80' (2 x 40')	