

Australian Rugby Union

Law 3.14 Rolling Substitutions Union Specific

A Union may implement rolling substitutions at defined levels of the Game within its jurisdiction. The number of substitutions must not exceed twelve. The administration and rules relating to rolling substitutions are the responsibility of the Union having jurisdiction.

Below are the recommended applicable Competition Rules and Procedural Guidelines for the introduction of Law 3.14 Rolling Substitutions Union Specific.

Appendix 1

Rolling Substitution – Number of Substitutions

Senior

A maximum of eight (8) substitutions per team per match will be allowed for all senior rugby.

Exception: A maximum of twelve (12) substitutions per team per match will be allowed for the lowest grade of any senior rugby division/competition.

Age Grade – Under 15 to Under 19

A maximum of twelve (12) substitutions per team per match will be allowed for all Under 19 rugby aged Under 15 and above.

Age Grade – Pathway to Under 14

Unlimited rolling substitutions will be allowed for all Under 19 rugby aged Under 14 and below.

Rolling Substitution - Competition Rules

1. Substitutions under Law 3.14(a) shall include **any time one player substitutes another player from the same team**, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.

Exceptions (a) Substitution – Blood

(i) If a player has a blood injury and is temporarily replaced by another player that does **NOT** count as a substitution.

(ii) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does **NOT** count as a substitution.

(iii) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that **IS** a substitution. The blood player is considered injured.

(iv) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

(b) Temporary Suspension – Yellow Card

(i) When a player is temporarily suspended (yellow card) and leaves the field of play that is **NOT** a substitution.

(c) Temporary Suspension – Yellow Card – Front Row Player

(i) When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.

(ii) If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does **NOT** count as a substitution.

(iii) Player B returning to the field of play is also **NOT** a substitution. (iv) If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that **IS** a substitution

(v) Player B returning to the field of play to substitute another player during the period of temporary suspension **IS** a substitution.

(d) Send Off – Red Card

(i) When a player is sent from the field of play (red card) that is **NOT** a substitution.

(e) Send Off – Red Card – Front Row Player

(i) When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.

(ii) Player B returning to the field of play to substitute another player **IS** a substitution.

2. Any player substituted due to **injury** (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. At matches where there is no match doctor available, the Referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.
3. After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an **injury to a front-row player** where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.
4. Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored **shall not be permitted to kick at goal until after the relevant kick has been taken.**
5. It shall be for the Union to determine who shall be responsible for administering and counting the substitutions and how. A Procedural Guideline follows.



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Appendix 2

Rolling Substitution - Procedural Guidelines for the Administration and Control

- A. Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.
- B. Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.
- C. Each team shall appoint its responsible person (e.g. team manager, coach or parent) who shall be required to hand the appropriate substitution card in the correct sequence to the relevant official before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.
- D. The Union responsible for the match will determine who the relevant official to receive the substitution cards should be. This may be:
 - a. The Ground Marshal in charge of the ground
 - b. An accredited Assistant Referee
 - c. The Referee
 - d. A designated representative from the opposition.
- E. The relevant official shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.
- F. The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.