SCOTTISH RUGBY

DON'T HAVE 15 PLAYERS, OR WANT TO PLAY A MODIFIED FORMAT OF THE GAME?

Don't worry, you may be able to utilise some of the options below to keep the **GAME ON!**

Both teams must agree and confirm with Match Official(s) prior to kick-off.

PLAYER MATCHING
min **10** players

SCRUM CONTEST
Optional

GAME ON!

THE SCOTTISH WAY
MORE RUGBY
LESS RESTRICTIONS

MATCH DURATION
min **40** mins

Unlimited
ROLLING SUBS

Played for
COMPETITION POINTS

GAME ON! principles can be applied in:

- **Men's Regional Leagues 2 & 3**
- **Regional Reserve Leagues 1 & 2**
- **Women's Regional Leagues 2 & 3**
- **Friendly Fixtures**

Everyone's GAME

Find out more at
scottishrugby.org

COMMUNICATION: The team wishing to use any of the **GAME ON!** principles must communicate with their opponents as soon as possible. The principles are then agreed prior to kick off between both Team Captains and the Match Official(s).

GAME ON!

None of us want to see fixtures being cancelled or postponed because teams don't have sufficient numbers, or enough position specific players. By utilising some of the principles below, clubs can work together to ensure the Game is On.

FIXTURES

GAME ON! principles can be applied in the following Scottish Rugby competitions in addition to any friendly fixtures:

Men's				Women's
Caledonia North	Caledonia Midlands	East	West	Regional 2 & 3
Division 2	Division 2	Division 2	Division 2	North
Division 3	Division 3	Division 3	Division 3	Caledonia Midlands/East
		Reserve 1	Reserve 1	West
		Reserve 2	Reserve 2	

YOUTH RUGBY

GAME ON! principles apply to all levels of the youth game through the flexibility and variations built into the Schools and Youth National Competition Rules (SYNCR) and Age Grade Law Variations (AGLVs).

GAME ON! PRINCIPLES

COMMUNICATION

The team wishing to use any of the **GAME ON!** principles must communicate with their opponents as soon as possible. The principles should then be agreed prior to kick off between both team captains and the Match Official(s).

Clubs should also consider notifying spectators of any **GAME ON!** principles being applied so that they are aware of what is going on in the game.

PLAYER MATCHING

A match can start with fewer than 15 players (but no less than 10 players), subject to each team fielding at least five players in the scrum at all times. If a team starts the match with less than 15 players both teams must start with an equal number of players. Player Matching must be maintained throughout the match other than where a player has been permanently or temporarily dismissed from the field.

MATCH DURATION

Match duration can be reduced to better suit the number of players involved in the match. The match should still consist of two halves but they can be reduced to a minimum time of 20 minutes as required.

SCRUMS

A match can be played with either contested or uncontested scrums without any additional restrictions. Teams may play with only 3 qualified front row players in the team.

- 10/11-a-side: 5 players in a contested scrum
- 12/ 13 -a-side: 6 players in a contested scrum
- 14-a-side: 7 players in a contested scrum
- 15-a-side: 8 players as normal in a contested scrum

In the instance of there being 6 - 8 players from each team involved in the scrum, the player in the number 8 position is still able to play the ball from the back of the scrum once the ball is won.

ROLLING SUBSITUTIONS

There are no limitations to how many substitutions you can make in a match. Rolling substitutions can be applied (i.e. players can be substituted and then return to the field of play). All substitutions must be communicated with the Match Official(s) before being made.

COMPETITION POINTS

Fixtures in the applicable Scottish Rugby competitions that are played with **GAME ON!** principle/s in place will still stand for competition points. Amendments have been made to the Scottish Rugby National Competition Rules under Appendix 2 to reflect the **GAME ON!** variations.

Everyone's GAME

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