

GENERAL INFORMATION

Lead Area:	RUGBY SERVICES
Lead Policy Title:	GAME ON RULES (as recommended in World Rugby Game On Global)
Date last modified:	February 2024

SCOPE OF RESPONSIBILITY

This policy describes the Game On Rules, adapted from the [World Rugby Game On Global](#) recommendations, and how they will apply to RUSA Competitions.

The underlying principle of the Game On Rules is to provide a flexible solution to local participation issues, while still promoting the Community XV's Rugby format. At all times, our aim remains to play 15-a-side wherever possible, but where not possible the Game On Rules will still allow for a competitive match to be played.

The Game On Rules apply to all RUSA competition age-grades, except for Premier Grade (Mens) and U12s.

The Game On Rules do not apply during any Finals match (all Finals matches are 15-a-side plus reserves).

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	<p>Notification</p> <p>If a Coach/Team Manager knows before the game that their team will not be able to field 15 players at the start of the game, then they must notify the Referee and opposition Coach/Manager of this fact before the start of the match</p> <p>Ideally, and by way of courtesy, Coaches/Team Managers/Clubs should be communicating on Thursday evening prior to the match if limited numbers are already known</p>	Coach/Team Manager/Clubs
2	<p>Teams must be equal at the commencement of the match</p> <ul style="list-style-type: none"> - with player numbers on the pitch for each team being 10, 11, 12, 13, 14 or 15-a-side (plus reserves up to 23) - Team(s) with less than 15 players available must play with all available players * - The team with the fewest players (between 10 and 15 players) determines the number of players the match is commenced with - Once the match has commenced, injuries or players arriving late don't further alter the number of players on allowed on the pitch as applied prior to the commencement of the match ** <p>EXCEPTION - In U12 Age Grade</p> <ul style="list-style-type: none"> - teams must share players to achieve maximum participation at all times - teams must maintain equal player numbers in each team at all times (e.g. if start game with 12 in each team, and a player is injured/carded, then both teams must reduce to 11 players each) <p>NOTE</p> <ul style="list-style-type: none"> - All games will be played under XV's laws (and any applicable pathways laws) - Contested and Uncontested Scrum Policy still applies 	Coach/Team Manager/Clubs
3	<p>Game Duration</p> <p>The following shortened game durations apply regardless of age-grade:</p> <ul style="list-style-type: none"> - 10-a-side = 40 minutes (20 minutes per half) - 11-a-side = 50 minutes (25 minutes per half) - 12 / 13 -a-side = 60 minutes (30 minutes per half) *** - 14 / 15 -a-side = 70 minutes (35 minutes per half) **** <p>Where there is time remaining in the allocated timeslot, teams are encouraged to play a further period of rugby as a "friendly" match (i.e. not for competition points), to maximise participation opportunity.</p>	Coach/Team Manager/Clubs
4	<p>Scrum</p> <p>Players in the scrum will be similarly reduced based on the starting team sizes as follows</p> <ul style="list-style-type: none"> - 11 / 10 -a-side = 5 players in the scrum - 12 -a-side = 6 players in the scrum - 13 -a-side = 7 players in the scrum - 14 / 15 -a-side = 8 players in the scrum 	Coach/Team Manager/Clubs

* e.g. if you have 13 players available, you play with 13. You don't play with 12, plus 1 reserve.

** e.g. if a player is injured, you play with 1 less player. If a player arrives late, you play with 1 reserve player.

*** unless U12 or U14 age grades, which are maximum 25 minute halves

**** unless U12, U14 (maximum 25 minutes halves), or U16 (maximum 30 minute halves) age grades