

2020 NZ Rugby Game On

Game On Provisions	Flexible game format to enable games to proceed as a competitive game despite teams being unable to meet normal team number and/or front row players. In Canterbury this applies to all adult club and secondary schoolage rugby (U18 -U14 including club teams) excluding Metro Premier Grade, Ellesmere Divisions 1 & 2, North Canterbury Division 1 & UC Championship	
Laws	Metro Premier, Ellesmere Div 1 & 2, Nth Canterbury Div 1 & UC Championship	All Other Grades - Game On
Law 3.3 Number of Players to start game	Current law applies. Must have at least 15 players including 3 players trained to play in front row.	If a team or teams have less than 15 players including at least 3 trained front row players); and both teams have at least 10 players then the game would continue as a competitive match with contested scrums and even numbers on the field. Both teams must agree to number of players. If there is no agreement then the playing numbers must match the number of players that the team with the fewest players have. If any of the trained front row players leave the field the game will revert to non contested scrums
Law 3.5 Front row replacements	Current law; If a team nominates 15 - 20 players then it must have a minimum of 3 players trained to play in front row. If a team nominates 21 players then it must have a minimum of 4 players trained to play in front row. If a team nominates 22 players then it must have a minimum of 5 players trained to play in front row.	If a team has less than three players trained to play in the front row then the game will proceed with uncontested scrums, it will still be a competitive match.
Law 3.15 Rolling Substitutions	Not permitted, current substitution law applies.	Up to 12 tactical substitutions (per team), which can be made only when the ball is dead and with permission of the referee. Only can be used if Game On is activated in Open Grade rugby otherwise game is played under normal Substitution law. Not permitted at grades U14-U18 - Half game law & current substitution law applies
Law 5.2 Duration of Match	Current law applies	To be agreed between the teams: Minimum of 40 minutes and 70 minutes maximum for U14-U19; Minimum of 40 minutes and 80 minutes maximum for grades above u19. Game on Provisions If no agreement is reached, the following times apply based on team size 10 aside - 2 x 20 min halves. 40 min max 11 aside 2 x 25 min halves. 50 min max. 12 aside - 2 x 30 min halves. 60 min max. 13/14 aside - 2 x 35 min halves. 70 min max. 15 aside - 2.x 40 min halves. 80 min max.