

GENERAL INFORMATION

Lead Area:	RUGBY OPERATIONS
Lead Procedure Title:	PLAYER NUMBERS AND CONTESTED/UNCONTESTED SCRUMS
Date last modified:	11 MAY 2018

SCOPE OF RESPONSIBILITY

- This policy has been introduced to enable competitive matches to take place in grades below premier, premier grade reserve, division one
- Note: any matches in U12's and below will not adopt this uncontested scrum policy as they are required to match team numbers at all times.
- If a team Coach / Manager knows before the game that their team will not be able to field 15 players at the start of the game and they do not intend to have 8 players in the scrum, then they must notify the referee and opposition Coach/Manager of this fact before the start of the game.

STEP BY STEP PROCEDURES

- Minimum/Maximum Player Numbers

Step	Description of action	Responsible
1	Minimum playing numbers = 11 When competing for Competition Points, a team must maintain a minimum of 11 players on the pitch	Club / Team manager
2	Maximum playing numbers = 23 Any team (other than JPP teams) can name a maximum of 23 players for a match. A team is not required to have 3 front row reserves named.	Club / Team manager

- Contested Scrums

Step	Description of action	Responsible
1	Senior Grades When a team is reduced to fewer than 15 for any reason, then the number of players in each team in the scrum may be similarly reduced. Where a permitted reduction is made by one team, there is no requirement for the other team to make a similar reduction. However, a team must not have fewer than five players in the scrum (3 x front row and 2 x second row).	Referee
2	Juniors Grades (U18 and below) <i>When a team is reduced to fewer than 15 for any reason, the number of players in each team in the scrum may be similarly reduced.</i> <i>Where a permitted reduction is made in the scrum by one team, the other team must reduce their scrum accordingly, down to a minimum of five.</i> <i>Where there is an incomplete scrum, it must be formed as follows:</i> <i>(i) Seven players – 3-4 formation (i.e. no number eight).</i> <i>(ii) Six players – 3-2-1 formation (i.e. no flankers).</i> <i>(iii) Five players – 3-2 formation (i.e. no flankers or number eight)</i>	Referee

- SA Rugby Uncontested Scrum Policy

Step	Description of action	Responsible
1	It is the responsibility of the team manager and the club to ensure that the referee (or if known prior to the day scheduled for the match, SARU and secretary of the club of the opposing team) is notified immediately upon the team manager or the club becoming aware that a team will not be able to field 3 properly qualified front row players prior to or during the conduct of any match.	Club / Team manager



2	In premier grade, premier grade reserve and division one <u>no match</u> can commence with an uncontested scrum.	Referee
3	In any grade below Premier Grade reserve and division 1, if one team is unable to provide three suitably qualified front row players prior to the start of a fixture, that team will play the whole match with one player short. Should both teams be unable to provide three suitably qualified front row players prior to the start of a match, the above would not be enforced.	Referee
4	In premier Grade, Premier Reserve and division one, at the time scheduled for the start of a Match: a) If neither team is able to field three properly qualified front row players, the match will not proceed and the outcome of the match will be recorded as a nil all draw; and b) If one Team is unable to field 3 properly qualified front row players, the match will be deemed to have been forfeit by the team which is unable to field a properly qualified front row of players and the applicable Rule for dealing with forfeited matches will apply.	Referee / Union
5	If during any match in any grade one team is unable to field a properly qualified front row of players the match will proceed using uncontested Scrums and the offending team will be required to play the remainder of the match with one player short.	Referee
6	Where there is an uncontested scrum during any match: a) There must be no impact at the engagement between the players involved in the uncontested scrum; b) The team which is not feeding the uncontested scrum must not contest for the ball; c) The team feeding the ball must win the ball; d) Neither team may engage in any forward or backward movement from the point indicated by the referee; e) Neither team may apply any forward pressure on or move backward from the opposing team; f) The ball must be cleared from the base of the scrum as soon as it is available to the team who has the feed into the scrum; and g) If either team does not comply with the above process or any other directions given by the referee, then the referee may award a free kick to the non-offending team.	Referee / Players / Club
7	Where there are uncontested scrums, teams do not need to match numbers in the scrum, so long as the scrum maintains a minimum of 5 and a maximum of 8 players.	Referee

OTHER INFORMATION

- If the referee determines at any time during a match that:
 - The safety of any player participating in the scrum has been compromised the referee can direct that the match will proceed using uncontested scrums as if both teams are from that time forward unable to field a properly qualified front row of players.
- A properly qualified and trained front row of players is defined as:
 - Tighthead prop, hooker and loosehead prop.

RELATED PROCEDURES

- 2018 Results Procedure

DOCUMENTS REQUIRED TO IMPLEMENT PROCEDURE

- Online Rugby Union SA Team Sheet (Rugbylink)