



# RFU ENGLISH CLUBS CHAMPIONSHIP

## MIDLANDS DIVISION

### **MIDLANDS DIVISION ORGANISING COMMITTEE (MLOC)**

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**2012/2013**  
**BE PREPARED**

#### **Rolling Substitutions**

Please find below the Regulations relating to rolling substitutions, to be introduced this season at Levels 5 and below (they are being sent to you yet again !). The notes below have emanated from the London & SE Divisional Organising Committee and Referee Department and have been modified and then endorsed by the Midlands Division Organising Committee.

The MLOC would like to draw your attention to the following points:

#### **NOTES**

1. Reg. 13.5.14 – If a team has fewer than the allowed number of replacements, it will still be permitted the maximum number of interchanges for the number of allowed replacements, according to the table in 13.5.14.
2. Reg.13.5.17 – If a player is replaced for a blood injury, then subsequently returns, that counts as 2 interchanges. Further, once all interchanges have been used, if a blood injury occurs, that player cannot be replaced.
3. Reg. 13.5.20 – The coach/captain should declare to the referee when a player is replaced because of injury. This will allow the referee to keep track of players who will not be permitted to return following a second injury. The decision whether a player is being interchanged due to an injury or otherwise is down to the team management, unless it is blatantly obvious that the player is so injured that he cannot continue playing and is escorted off. However, in the case of dispute in this matter the referee's decision will be final.
4. Clubs are reminded that it is the responsibility of the referee and the teams concerned to manage the number of permitted interchanges. If it is claimed that a team has exceeded the permitted number of interchanges, then it should be brought to the referee's attention, by the opposing team management, at the time of the interchange. However, in the case of dispute, the referee's decision will be final and there will be no recourse for an appeal against the result at the end of the match. [This is already the case with other aspects of replacements such as the "man off rule" that is inadvertently missed.]
5. Any team that is subsequently found to have breached any of these Regulations, whether deliberate or accidental, may be liable to a Competitions sanction, which may include a deduction of Championship points. However, there will be no change to the match result.
6. Clubs may wish to devise a system of cards or a numbered grid to assist the process, but this is discretionary and nothing specific is being imposed other than to insist that the limit is strictly maintained. Referees Society referees will have been provided with score cards to assist in the management of interchanges. These will have been supplied by the RFU Referee Department to Society Secretaries in mid August prior to the start of the season.



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### 13.5 Replacements & Substitutes

#### Rolling Substitutions Regulation

**13.5.13** Divisional Organising Committees may, at their discretion, permit rolling substitutions in League Matches at Level 5 and below, and RFU Intermediate Cup, Senior Vase and Junior Vase Matches. If the relevant Divisional Organising Committee decides to implement rolling substitutions such implementation must be in accordance with Regulations 13.5.14 to 13.5.21 below.

**13.5.14** In a League or Cup Match, where consent has been given by the appropriate Divisional Organising Committee and subject to Regulations (including, without limitation, 13.5.9 and 13.5.10) each team shall be permitted to use rolling substitutions of not more than the maximum number of the player interchanges ("Permitted Player Interchanges") set out in the table below :-

Number of Replacements Allowed	Maximum Permitted Player Interchanges
3	8
4	9
5	10
6	11
7	12

**13.5.15** In a Play Off Match, "Permitted Player Interchanges" will only be permitted where both participating teams have played their previous Matches with "Permitted Player Interchanges".

**13.5.16** After all the "Permitted Player Interchanges" have been made no other replacements, substitutions or "Permitted Player Interchanges" will be permitted for any reason including injuries, and in the event that a player is injured the team will play with one less player and with uncontested scrums in the event that this involves a front row player and the game cannot continue safely with contested scrums.

**13.5.17** "Permitted Player Interchanges" replace the "blood bin". If a player has an open wound and thus has to leave the field, and the team has used all of its "Permitted Player Interchanges", that player may not be replaced and the team shall continue with a maximum of fourteen players. The player is permitted to return once the wound has been treated and the bleeding stopped.

**13.5.18** Not more than two "Permitted Player Interchanges" per team may occur at any one time and may only occur during a stoppage in play and with the knowledge of the referee who is entitled in his/her sole opinion to refuse to allow or postpone a "Permitted Player Interchange" if he/she believes either that the "Permitted Player Interchange" would prevent the opposition from restarting the game quickly, or where a player has been injured, or that it would not be safe for the replacement player who has been previously injured to play in the match.

**13.5.19** A player who is a replacement shall not be entitled to take a kick at goal until a passage of play has taken place since that player took to the field of play.

**13.5.20** A player who suffers two injuries in a match, which has necessitated that player being replaced on each occasion, is not permitted to act as a replacement following the second injury.

**13.5.21** Under dispensation provided to Unions by the International Rugby Board, where these rolling substitutions Regulations conflict with the Laws of the Game these Regulations shall take precedence.