GENERAL INFORMATION[*]

Lead Area:	Community & Game Development
Lead Policy Title:	**VARIATIONS TO WOMEN'S RUGBY MATCHES**
Policy Reference No:	RWA19
Adapted by:	JS
Date last modified:	6th March 2018

SCOPE OF RESPONSIBILITY

- The following policy details the variations to the conduct of playing Women's Rugby matches in WA.

Women's Variations:

- PLAYING NUMBERS

Step	Policy	Responsible
1	To play a competitive match each team must have a minimum of 10 players available to start the match at the designated kick-off time. If a team does not have 10 players available, they must forfeit the match. Once the game has been forfeited a non-competitive match should be played.	Team Managers Match Officials
2	All participants must be registered. Any registered player can play for another club during the season to ensure as many matches as possible are played with 15 players a side. Where a registered player(s) to another club is assisting another club to field 15 players for a match, that team may only use sufficient "borrowed" players to make up a team of 15 players.	Team Managers Match Officials Club Registrar
3	Teams must match playing numbers **EXCEPT**: a. When enforcing the contestable front row rule, (refer Step 9) b. When a player(s) has/have been yellow or red carded during a match	Team Managers Match Officials
4	Rolling substitutions will be used throughout all matches however there can only be 12 substitutions per team each match. A team can use no more than 23 individual players in any one particular match.	Team Managers Match Officials
5	Teams who have at least 15 of their own players available for a match at the commencement of the game, and are able to have contestable scrums, shall receive one (1) bonus competition point.	Team Managers Match Officials SCM

- PLAYING CONDITIONS

Step	Description of action	Responsible
7	A half is a maximum of 30 minutes with no time off for injuries.	Match Official
8	There is a 'Mercy Rule' option – if a team trails by more than 40 points in any half of a game they can request the referee to cease play for that half of the match.	Match Official Team Captain
9	If a team calls uncontested scrums and has not satisfied the Laws of the Game Rugby Union, in terms of number of players available to be suitably trained and experienced to play in the front row then they must play the game with one less player than would normally be available to them.	Team Managers Match Official
10	There must be equal number of players in each team's scrum through a match. There must be at least 5 players in each team's scrum and this will occur where a team only has 10 players available at the beginning of the match. If there are 11 or 12 players available, 6 must form the scrum in a 3-2-1 format. If there are 13 or 14 players available, 7 must form the scrum in a 3-4 format.	Team Managers Match Official

[*] This procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

	If there are 15 or more players available, 8 must form the scrum in a 3-4-1 format.	
	Where a team is playing with less players either because of either or both of the above steps 3 and/or 9 and in accordance with the 2018 Game Management Guidelines the team with the lesser number of players on the field STILL needs to match playing numbers when forming a scrum. The numbers in the scrum will be determined as per playing numbers at the beginning of the game.	

OTHER INFORMATION:

Refer to *Laws of the Game Rugby Union*, *RWA 2018 Competition Rules and Rugby Australia's 2018 Game Management Guidelines*.

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