

NSW SUBURBAN RUGBY UNION

2020 FINALS SERIES RULES SUPPLEMENT

Duration of Matches

Whilst there will be a ground marshal at each finals match, he will NOT keep time. That is the referee's responsibility.

Stoppage time will be played in all matches (use judiciously so you finish before the next game is due to commence).

Grade	Each Half
1st	40 mins
2nd	35 mins
Colts	35 mins
3rd	30 mins
4th	25 mins
5th / Halligan	25 mins

Drawn Games

In the event of a draw at the conclusion of allotted time:

- *Semi-finals*

The team which finished highest on the competition ladder of the minor premiership shall be declared the winner

- *Grand Finals*

An extra 10 minutes each way will be played, then both teams will be declared joint premiers if the match is still drawn

Note: When extra time is played there is *NO* break after the match or between halves.

Sinbinned Players

Any player sinbinned will remain with the Ground Marshal, who will keep the sin bin time. No player is permitted to return to the field until the referee has given the player permission to do so, or unless it is during the half time break.

Replacement of Players

Clubs are allowed eight (8) replacements for each match. These are rolling subs.

The exception is Jeffrey & Meldrum Cups, where clubs are allowed ten (10) replacements for each match.

All replacements/substitutes **MUST** report to the ground marshal's table **AND** the assistant referee before entering the field of play.

Uncontested Scrums

Competition Rule 36.13 will be strictly enforced during the Finals Series:

"In a team for a semi-final or grand final there must be sufficient front row players (i.e. 6 players) to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in each front row position is required, the team can continue to play safely with contested scrums.

In the lowest grade in each division (including Halligan Cup) and colts there must be five players who can play in the front row to ensure that on the first occasion that a

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replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums. Contravention of this rule will bring an automatic forfeit."

Remember if a front-row player is sin-binned or sent-off and his team continues to contest scrums they may choose to have less than 8 players in the scrum (law 19.6). The law requiring 8 players in the scrum (law 3.15) only applies to UNCONTESTED scrums resulting from a YC, RC or injury.

Waterboys / First Aid Personnel

All persons other than water runners, including coaches and reserves, shall remain outside the playing enclosure. The three water runners allowed per team shall wear the supplied Subbies bibs.

Team coaches are prohibited from being one of the water runners.