



ULSTER
Rugby

Game On

GAME ON- PURPOSE

- Reduce cancelled fixtures and the associated impact on players, referees, coaches etc.
- Promote meaningful, competitive rugby for all
- Been around for a few years – but not used enough!
- Now consistent approach – across numerous leagues!

Where can 'Game On' be used?

- Women's Championship A & B
- Men's Provincial Regional and Regional Leagues
- Suzanne Fleming Cup & Shield (although must be contested scrums)
- Under 18 Boys Division 4 & Under 14/16s Boys Division 3 and below
- **Club Committees, Coaches, Captains and Players all need to be aware that their game does not need to be cancelled as a front row player is missing or only reduced numbers available**

Game On format

How Game On works

Game On may only be used in those leagues specified in the Adult Male, Adult Female and Male Youth regulations.

The table below shows the default format for 'Game On'. If both teams agree, they may use a different format using the Game Card for guidance.

Matched numbers

Teams must field the same number of players at all times, except where a player has received a yellow or red card.

Scrum

Where both teams have a suitably trained front row the match shall start with contested scrums. If either team does not have a fully trained front row, then the match will start with uncontested scrums. At any point during the game, either team or the referee may request scrums to go uncontested. The 'Player Off' rule does not apply in these circumstances.

League Points

In adult fixtures, league points are awarded as usual, except that a team requesting Game On can earn a maximum of 4 points for a win, with no bonus point. In Youth fixtures league points are awarded as usual i.e. 3 points for a win, 2 for a draw and 1 for a loss.

NOTE

If either team has fewer than 12 players to start or drops below 10 players through injury or a red card, or declines to play in the Game On format, that team will be deemed to have forfeited the fixture.

Standard Game On formats

Starting player numbers	Scrum formation	Duration (Adult)	Duration (Youth)
15	3-2-3	80 mins	as per regulations
14	3-2-2	70 mins	"
13	3-2-2	70 mins	"
12	3-2-1	60 mins	"



'Game On'..... It should be!!!!

- Fines now apply to lower levels!!!!
- Male/Female subject to same regulations
- Teams can have 12-18 players with rolling subs
- Does not apply to Cup/Shield/Plate(except Suzy Fleming Cup)
- Dump any old versions in your bags