



**BAY OF PLENTY RUGBY UNION**

**2018 PREMIER RUGBY**

**SIDELINE MANAGEMENT MANUAL**

## BACKGROUND

In 2016, a Premier One Coaches/Premier Referees meeting, the idea of providing a designated match official to manage the side lines and in particular, the movement of players on and off the field from the two technical zones as well as any sin bin for the four Premier One round robin, semi-finals and finals series was implemented. Feedback from the stakeholders involved clearly indicates that this strategy was a huge success and so it has been decided that this will continue for the 2017 season.

The information contained in this programme comes from World Rugby's online Technical Zone programme. It has been modified slightly to suit our local needs. Some of the replacement laws at premier level differ from international rugby because of New Zealand Rugby's domestic safety law variations and not all of the roles outlined in this programme will be used at the local level.

## INTRODUCTION

It is the objective of the officials in the Technical Zone (TZ) to service both teams and to manage all aspects of replacements and substitutions in accordance with the TZ protocol ensuring compliance with the Laws of the Game.

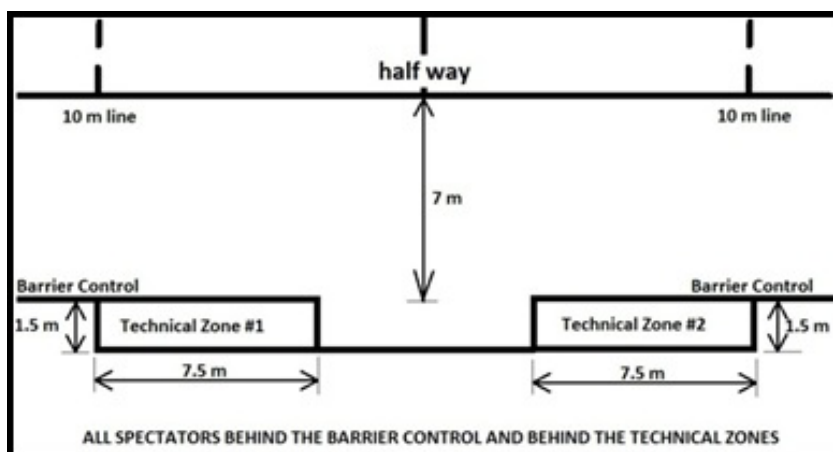
This protocol is designed to ensure:

- Correct information and action
- Clarity and speed of communication

Technical Zone Officials (TZOs) need to have knowledge of the Laws of the Game, the TZ protocol itself and need to have interpersonal skills to manage the two teams during a match.

## TECHNICAL ZONES

Ground set-up for all club rugby games from Baywide Premier to under 11 is, technical zones are to be prominently marked with either control barriers, ropes, painted lines or cones. These technical zones are to consist of 2 x 7.5 m x 1.5 m rectangular boxes located on ONE side of the field, one for each team. They are to be situated at least 3 metres and no more than 7 metres back from the touch line with one of it's edges in line with the 10 metre line and the other near the half way line.



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All team reserves, coaches, managers and water carriers must remain within the confines of the technical zone during the match. Medics and water carriers must be clearly identified (ie fluoro bibs provided to the clubs by the BOPRU in 2014).

Two people from each team are the only personnel permitted to roam the touch lines (one on each side of the field) during the game and are permitted to enter onto the field of play **AT ANY TIME** during the match to tend to any injured players. These people can be medics, physios or just water carriers.

ALL other water carriers **MUST REMAIN IN THE TECHNICAL ZONE** unless there is a stoppage in play.

However, No bibs, no entry to field of play allowed by referee.

## TECHNICAL ZONE PROTOCOL

The management of the side line is the responsibility of the both Sideline Manager AND the two team managers. Remember there is only ONE match official on the sideline, not three like Mitre 10 Cup and above. Therefore, the team managers must also shoulder some of the responsibility for managing the side lines.

Personnel permitted in the Technical Zone – Coach, Manager, Reserves, Medical Personnel and Water Carriers

No more than any combination of four personnel wearing BIBs is permitted onto the field of play when there is a stoppage in play. They can be made up of either medics or water carriers.

## WATER CARRIERS

Water may only be taken on the field during stoppages in play. These are when:

- there is an injury in the playing area and
- a try has been scored.

Water carriers are not permitted in the playing area during penalty kicks at goal. If a water carrier takes the kicking tee onto the field for a penalty shot at goal, they must NOT take a water bottle.

Water carriers must remain in the technical zone at all times unless they enter the playing area to provide water or when ONE enters to provide a kicking tee to a kicker at a penalty kick. This does NOT apply if they are acting as their team's medic.

Water carriers must not obstruct, interfere with play or direct comments at any of the Match Officials.

Players may come to the sideline adjacent to the technical zone to receive water.

Water bottles must not be thrown on to the field of play.

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## MANAGEMENT OF THE TECHNICAL ZONE

All personnel in the technical zones must be easily identifiable ie. wearing a bib.

The appointed sideline manager along with each team manager will manage the technical zones. If there is a transgression of protocol, the matter will be reported to the match referee.

The match referee may caution any offender and may expel the person(s) from the playing enclosure for any breach of protocol.

Any breach of protocol will be reported to the Competitions and Emergency Committee who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to World Rugby Regulation 20.4 against the clubs and/or person(s) concerned.

## REPLACEMENT AND SUBSTITUTION MANAGEMENT SIDELINE MANAGER'S JOB DESCRIPTION

The Sideline Manager records all player movements, timings for temporary replacements and controls sin binned players onto the Player Movement Summary (See appendix 1).

The Sideline Manager, where there is an issue or dispute involving either team will seek the intervention of the match referee.

At the conclusion of the fixture the Sideline Manager will hand the completed and signed Player Movement Summary Form to the match referee.

## MANAGEMENT OF REPLACEMENTS AND SUBSTITUTIONS

The management of the replacement and substitution process is the responsibility of both the Sideline Manager and the Team Manager.

When a replacement or substitution of a player is going to take place, the team manager or person administering replacements and substitutions on behalf of a team, must present a completed substitution/replacement form to the Sideline Manager. (See appendix 2)

This form must clearly indicate the number of the player leaving the field of play, the reason for the player leaving the field of play and the number of the player who will be entering the field of play.

Team Managers are directed to ensure that this form and the replacement/substitution player is presented to the Sideline Manager prior to when you wish the change to be made.

Replacements and substitutions are only permitted to enter the field of play after the Sideline Manager has communicated to the Referee AND the Referee has indicated a replacement may enter the field of play.

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Replacements and Substitutions may ONLY take place, with the permission of the referee AND during a stoppage in play.

The replacement player may only enter the field of play when it is clear and obvious that the player being replaced is in the process of leaving the field of play, at the touch line, the touch in goal line or the dead ball line and will be off the field of play without delay.

A replacement player may be allowed to enter the field of play before the player leaving the field of play crosses the touch line, the touch in goal line or dead ball line if the player leaving the field of play is injured such that it necessitates the player being escorted from the field of play by medical personnel. In such cases the Sideline Manager will indicate to the replacement player when they are permitted to enter the field of play.

If for any reason there are more than fifteen players on the field of play during play, the Sideline Manager will make contact with the Referee to advise of the situation.

The Referee and Sideline Manager will apply Law 3 of both the World Rugby Laws of the Game and the NZRU Domestic Safety Law Variations Law 3. (Appendix 3)

Where there is a conflict between World Rugby and New Zealand Rugby's Domestic Safety Law Variation, New Zealand Rugby's Domestic Safety Law Variation SHALL APPLY.

## **SUBSTITUTED PLAYERS RE-JOINING THE MATCH**

- A player may be used as a substitute only once.
- A substituted player may be used as a permanent replacement for an injured player who has left the field or for a front row player who has been ordered off.
- A substituted player may be used to temporarily replace another player who has left the field to have bleeding controlled and/or an open wound covered, or to replace a front row player who has been temporarily suspended (sin bin) or required to leave the field to obtain a mouth guard.

## **BLOOD BIN**

When a player has a blood injury, which has uncontrolled active bleeding (a blood injury), that player may be temporarily replaced. The injured player must return to play as soon as the bleeding has been controlled and/or covered. If the player who has been temporarily replaced is not available to return to the field of play within 15 minutes (actual time) of leaving the playing area, the replacement becomes permanent and the replaced player must not return to the field of play.

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## TEMPORARY SUSPENSION (SIN BIN)

A player who is temporarily suspended must leave the field of play for a period of 10 minutes (playing time)

Unlike community rugby where the area for the temporary suspension is behind the opposition's goal posts, where an appointed Side Line Manager is in place, the area for the temporary suspension shall be on the half way line in between the two technical zones.

When a player is temporarily suspended, that player is to be situated in the designated sin bin area and must remain there for the duration of the Temporary Suspension with the exception indicated in the third point below.

The player may be given water and the provision of warm clothing. If halftime occurs during the sin bin period the player may go to the team's changing room or team huddle, but must return directly to the sin bin for the remaining time of the suspension when the second half resumes.

A one minute warm-up period is permitted prior to the temporarily suspended player returning to the field of play.

## HEAD INJURY ASSESSMENT (HIA)

Unlike Internationals, Super Rugby or Mitre 10 Cup, THERE IS NO HEAD INJURY ASSESSMENT OF ANY FORM IN PREMIER RUGBY.

The Blue Card Concussion Initiative will be in play for all Premier Rugby for 2017 and beyond.

## ENTERING THE FIELD OF PLAY

A temporary or permanent replacement may only be made when the ball is dead and with the permission of the referee.

When replacements are made for temporarily suspended or sent off front row players, this can only happen upon the referee awarding the next scrum, and another player of that team must also leave the field of play at that time.

## SUBSTITUTION OF A PLAYER SUBSEQUENTLY CHANGING TO AN INJURED PLAYER

There have been in the past, instances of players (especially concerning front row players), who were originally "tactically substituted", then found to be injured. In the event of a prop, this has resulted in a difficult situation, when the replacement player subsequently became injured.

We ask that team managers be proactive in this situation, by ensuring that if a player tactically substituted is then confirmed as permanently injured (for that match), please inform the Sideline Manager immediately, so that the recording of that substitution can be changed, to reflect the reality.

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This avoids a poor process when a front row player is subsequently injured, and your team is then saying that the tactically substituted player is now no longer available to come back onto the field.

This will help our Sideline Manager in managing these events to a better conclusion, on the day.

Any queries in relation to this particular issue please contact Pat Rae Referee Manager.

## REPLACEMENT / SUBSTITUTION CARDS

The following process will take place when team management through the “Team Manager”:

- Wish to make a substitution; or
- Is forced to make a temporary replacement by reason of a blood injury or the temporary suspension of a Front Row Player; or
- Is required to permanently replace an injured player.

A Replacement / Substitution Card must be completed, signed and passed to the Sideline Manager appointed by the union for the match.

Team Managers will be provided with a number of these cards for each match in which they participate, however, team managers are encouraged to be proactive and possess their own which can be downloaded from the “forms and information” tab of the referees section of the Bay of Plenty Rugby website.

<http://www.boprugby.co.nz/community-rugby/referees/forms-and-information/>

The Sideline Manager will check the details, ensuring that the replacement complies with Law 3 and begin actioning the player movement.

At the next stoppage in play the Sideline Manager will contact the referee only if he is free to be spoken with and inform him that a team wishes to make a change by saying, “Substitution, Substitution, 3 black off.”

Only when the referee acknowledges receipt of the substitution call and it is clear and obvious that the required player is leaving the field, shall the Sideline Manager permit the new play to enter onto the field of play.

The sideline manager will complete the Player Movement Summary Form once the change has been made.

At the completion of the fixture the Sideline Manager signs the form and hands it to the Match referee.

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## APPENDIX 1

# PLAYER MOVEMENT FORM

TEAM A:

v

TEAM B:

PLAYER OFF	PLAYER ON	REASON	TIME

PLAYER OFF	PLAYER ON	REASON	TIME

SIDELINE MANAGER .....

DATE .....

**Reasons:**

<b>RI</b>	<i>Replacement Injury</i>	<b>ST</b>	<i>Substitution Tactical</i>	<b>YC</b>	<i>Sin Bin</i>	<b>YCR</b>	<i>Player Returns After Sin Bin</i>	<b>RC</b>	<i>Send Off</i>	<b>SBF</b>	<i>Player off for a front row player during Sin Bin</i>	<b>SBFR</b>	<i>Player Returns after front row Sin Bin</i>	<b>BL</b>	<i>Blood and / or Open Wound</i>	<b>BLR</b>	<i>Player returns after BL</i>
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**THE SIDELINE MANAGER MUST HAND THE PLAYER MOVEMENT FORM TO THE BOPRU REFEREE MANAGER BY MONDAY FOLLOWING THE MATCH**

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# APPENDIX 2

## Substitution/Replacement Form



**OFF**

# PLAYER



**ON**

**NUMBER**

**NUMBER**

**TEAM**

**REASON**


<p><b>SUBSTITUTION/TACTICAL</b> <input type="checkbox"/></p>	<p><b>SUBSTITUTION/SIN BIN</b> <input type="checkbox"/></p>
<p><b>SUBSTITUTION/BLOOD</b> <input type="checkbox"/></p>	<p><b>REPLACEMENT/INJURY</b> <input type="checkbox"/></p>

**SIGNATURE OF TEAM OFFICIAL:**

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**TIME:**

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## APPENDIX 3

### WORLD RUGBY LAWS OF THE GAME (IN BLACK) WITH THE NEW ZEALAND DOMESTIC SAFETY LAW VARIATIONS INCORPORATED (IN GREEN)

#### Application:

Applicable to all levels of New Zealand domestic rugby. Does not apply to International and Investec Super Rugby.

#### DEFINITIONS

**Temporary Replacement:** A player who temporarily replaces another who leaves the field to have bleeding controlled and/or an open wound covered, or who replaces a front row player who has been temporarily suspended or required to leave the field to obtain a mouthguard.

**Permanent Replacement:** A player who permanently replaces an injured player or a front row forward who has been ordered off.

#### Law 3

#### DEFINITIONS

<b>A Team</b>	A team consists of fifteen players who start the match plus any authorised replacements and/or substitutes
<b>Replacement</b>	A player who replaces an injured team-mate
<b>Substitute</b>	A player who replaces a team-mate for tactical reasons.

#### 3.1: MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREA

Maximum: each team must have no more than fifteen players on the playing area during play.

#### 3.2: TEAM WITH MORE THAN FIFTEEN PERMITTED NUMBERS OF PLAYERS

Objection: at any time before or during a match a team may make an objection to the referee about the number of players in their opponents' team. As soon as the referee knows that a team has too many players, the referee must order the captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered.

**Sanction:** Penalty at the place where the match would restart.

~~3.3: WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS~~

~~A Union may authorise matches to be played with fewer than fifteen players in each team. When that happens, all the Laws of the Game apply except that each team must have at least five players in the scrum at all times.~~

~~**Exception:** matches between teams of Seven-a-side are an exception. These matches are covered by the Seven-a-side Variations to the Laws of the Game.~~

## 3.3 WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS

- (a) Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the match and the competition points. The match may still be played.

## 3.4: PLAYERS NOMINATED AS SUBSTITUTES

- For international matches a Union may nominate up to eight replacements/substitutes.
- For other matches, the Union or match organiser with jurisdiction over the match decides.
- How many replacements/substitutes may be nominated to a maximum of eight.
- A Union (or Unions, where a match or competition is played between teams from two or more Unions) may decide how many replacements/substitutes may be nominated to a maximum of eight.
- A team can substitute up to two front row players (subject to Law 3.5 (f) and (g) when it may be three) and up to five other players.
- Substitutions may only be made when the ball is dead and with the permission of the referee.

~~3.5: THE FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS~~

- It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained. It is not for the referee to determine whether any player is suitably trained to play in the front row
- The table below indicates the minimum number of front row players by squad size and the minimum replacement obligations:

Squad Size	Minimum number of front row players in the squad	Must be able to replace at the first time of asking
15 or less	3	-
16, 17, 18	4	Either prop or hooker
19, 20, 21 or 22	5	Either prop or hooker
23	6	Loose head prop, tight head prop and hooker

~~A Union may, having taken player welfare into account, amend the minimum number of front row players in the squad and the minimum replacement obligations at defined levels of the Game within its jurisdiction.~~

~~Where the Union/match organiser has determined squad sizes of 23 and a team is only able to nominate two front row replacements, then that team may nominate only 22 players in their squad.~~

- ~~(c) Prior to the match, each team must advise the referee of their front row players and potential front row replacements and only these players may play in the front row when the scrum is contested.~~
- ~~(d) A replacement front row player may start the match in another position.~~

### 3.5 THE FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS

- (c) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements. A player other than a nominated front row player is permitted to play in the front row only when uncontested scrums are being played and there are no available front row replacements.
- (e) If a team nominates 15, 16, 17, 18, 19 or 20 players it must have a minimum of 3 players trained to play in the front row positions.

If a team nominates 21 players it must have a minimum of 4 players who are trained to play in front row positions.

If a team nominates 22 players it must have a minimum of 5 players who are trained to play in front row positions.

- (i) Should a team be unable to provide competent players for the front row prior to the game starting they shall forfeit the match and the competition points. The match may still be played with uncontested scrums.

### 3.6: UNCONTESTED SCRUMS

- (a) Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders.
- (b) Unions/match organisers may determine whether or not a game may start or continue with uncontested scrums.
- (c) When a front row player leaves the playing area, whether through injury or temporary or permanent suspension, the referee will enquire at that time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum then the referee will order uncontested scrums. If the player returns or another front row player comes on then contested scrums may resume.

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- (d) In a squad of 23 players, or at the discretion of the Union/match organiser, a player whose departure has caused the referee to order uncontested scrums cannot be replaced.
- (e) If they are available, a team must have three front row players in the front row at all times. In an uncontested scrum, only when there is no available front row replacement or substitute is any other player permitted to play in the front row.
- (f) If, as a result of a front row player being temporarily suspended, another player has to be nominated by the team to leave the playing area to enable an available front row player to come on, the nominated player may not return until the period of suspension ends.
- (g) If, as a result of a front row player being sent off, another player has to be nominated by the team to leave the playing area to enable an available front row player to come on, the nominated player may act as a replacement/substitute.

### **LAW AMENDMENT TRIAL**

- (h) Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.

### **3.7: SENT OFF FOR FOUL PLAY**

A player sent off for foul play must not be replaced or substituted. For an exception to this Law, refer to Law 3.5.

### **3.8: PERMANENT REPLACEMENT**

A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of the injured player must be made when the ball is dead and with the permission of the referee.

### **3.9: THE DECISION FOR PERMANENT REPLACEMENT**

- (a) When a national representative team is playing in a match, a player may be replaced only when, in the opinion of a doctor, the player is so injured that it would be unwise for that player to continue playing in that match.
- (b) In other matches, where a Union has given explicit permission, an injured player may be replaced on the advice of a medically trained person. If none is present, that player may be replaced if the referee agrees.

### 3.10: THE REFEREES POWER TO STOP AN INJURED PLAYER CONTINUING

If the referee decides – with or without the advice of a doctor or other medically qualified person – that a player is so injured that the player should stop playing, the referee may order that player to leave the playing area. The referee may also order an injured player to leave the field in order to be medically examined.

### THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING

- (a) If the referee believes a player has been concussed or suspects a player has been concussed, the referee must order that player to leave the playing area. That player must not return and play in that match.
- (b) Without limiting (a) above, in Provincial Unions that have been approved by New Zealand Rugby to take part in the Blue Card Concussion Initiative, if the referee believes a player has been concussed, or suspects a player has been concussed, the referee must show a Blue Card to that player, and that player will be required to leave the playing area, and not return and play in that match. Further the player shown a Blue Card may not return to play in any future match without first meeting the requirements for a graduated return to play, as set out in the protocols applicable to the Blue Card Concussion Initiative. Full details of the protocols can be found in the NZ Rugby Booklet titled: Blue Card Concussion Initiative: Protocols & Implementation Procedures for Provincial Unions.

### 3.11: TEMPORARY REPLACEMENT – BLOOD INJURY

- (a) When a player has a blood injury, which has uncontrolled active bleeding (a blood injury), that player may be temporarily replaced. The injured player must return to play as soon as the bleeding has been controlled and/or covered. If the player who has been temporarily replaced is not available to return to the field of play within 15 minutes (actual time) of leaving the playing area, the replacement becomes permanent and the replaced player must not return to the field of play.
- (b) In international matches, the Match Day Doctor shall decide whether an injury is a blood injury necessitating a temporary replacement.
- (c) Minor cuts and abrasions not constituting a blood injury should be treated during stoppages in play for other reasons.
- (d) If the temporary replacement is injured, that player may also be replaced.
- (e) If the temporary replacement is sent off for foul play, the replaced player may not return to the field of play.
- (f) If the temporary replacement is cautioned and temporarily suspended, the replaced player may not return to the field of play until after the period of suspension.

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### 3.12: TEMPORARY REPLACEMENT – HEAD INJURY ASSESSMENT

If, at any point during a match, a player is concussed or has suspected concussion, that player must be immediately and permanently removed from the field of play. This is known as “Recognise and Remove”.

In elite adult matches only, which have been approved in advance by World Rugby (pursuant to Regulations 10.1.4 and 10.1.5) for use of the Head Injury Assessment and this temporary replacement procedure, a player who is to have a Head Injury Assessment:

- Must leave the field of play; and
- Shall be temporarily replaced (even if all of the substitutes/replacements have been used).

This is to allow for the assessment of a player where it is not immediately apparent if the player has concussion or suspected concussion and should be permanently removed from the field of play.

Where such a player has been temporarily replaced:

- If that player is not presented to a match official on the touchline within ten minutes (actual time) of leaving the field of play to undergo the Head Injury Assessment, the replacement will automatically become permanent and the replaced player is not allowed to return to the field of play.
- If the temporary replacement takes place within the ten minutes before half-time, the replacement shall become permanent unless the replaced player returns to the field of play immediately at the start of the second-half.
- Unless the temporary replacement becomes permanent, the temporary replacement is prohibited from taking penalty kicks at goal or conversion kicks.
- The temporary replacement can be temporarily replaced if the player requires a Head Injury Assessment (even if all of the replacements have been used).
- If the temporary replacement is ordered off the field for foul play, the replaced player shall not be allowed to return to the field of play, except in accordance with Law 3.5 (The Front Row – Replacements and Substitutions) and Law 3.14 (Substituted Players Rejoining The Match), and only if the player has been medically cleared to do so and is presented to a match official on the touchline within ten minutes (actual time) of leaving the field of play to undergo the Head Injury Assessment.
- If the temporary replacement is cautioned and temporarily suspended, the replaced player is not permitted to return to the field of play until after the period of suspension, except in accordance with Law 3.5 (The Front Row – Replacements and Substitutions) and Law 3.14 (Substituted Players Re-joining The Match), and only if the player has been medically cleared to do so and is presented to a match official on the touchline within ten minutes (actual time) of leaving the field of play to undergo the Head Injury Assessment.

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**3.13: PLAYER WISHING TO REJOIN THE MATCH**

- (a) A player who has a blood injury which has uncontrolled active bleeding must leave the playing area. The player must not return until the bleeding is controlled and the wound has been covered.
- (b) A player who leaves a match because of injury or any other reason must not re-join the match until the referee permits the player to return. The referee must not let a player re-join a match until the ball is dead.
- (c) If a player re-joins or a replacement/substitute joins the match without the referee's permission, and the referee believes the player did so to help that player's team or obstruct the opposing team, the referee penalises the player for misconduct.

**Sanction:** A penalty kick is awarded at the place where play would restart.

**3.14: SUBSTITUTED PLAYERS REJOINING THE MATCH**

If a player is substituted, that player may only return to play when replacing:

- an injured front row player in accordance with Law 3.5
- a player with a blood injury in accordance with Law 3.11
- a player undertaking a Head Injury Assessment in accordance with Law 3.12
- a player who has been injured as a result of foul play (as verified by the Match Officials)

**SUBSTITUTED PLAYERS REJOINING THE MATCH**

A player may be used as a substitute only once.

A substituted player may be used as a permanent or temporary replacement.

**3.15: ROLLING SUBSTITUTIONS**

A Union may implement rolling substitutions at defined levels of the game within its Jurisdiction. The number of substitutions must not exceed twelve. The administration and rules relating to rolling substitutions are the responsibility of the Union having jurisdiction.

**ROLLING SUBSTITUTIONS**

- (a) Rolling substitutions are not permitted at any level of rugby in New Zealand.

**FRONT ROW FORWARD SENT OFF, TEMPORARILY SUSPENDED, INJURED OR ABSENT FROM THE FIELD TO OBTAIN A MOUTHGUARD**

- (a) If after a front row player has been sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, and there are no further front row players available from the nominated team, then uncontested scrums will



be ordered. It is not the responsibility of the referee to determine the suitability of trained front row replacements nor their availability, as this is a team responsibility.

- (b) After a front row player is sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, the referee, upon awarding the next scrum, will ask that player's captain whether or not the team has another player on the field of play who is suitably trained to play in the front row. If not, the captain chooses any player from that team who then must leave the field of play and be replaced by a suitably trained front row player from the team's replacements. The captain may do this immediately prior to the next scrum or after another player has been tried in the front row.
- (c) When a period of temporary suspension ends or a front row player who left the field to obtain a mouthguard returns to the field of play, the replacement front row player leaves the field of play and the nominated player who left the field of play for the period of the suspension may resume playing in the match.
- (d) Furthermore, if because of sending off, injury or absence from the field to obtain a mouthguard, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums.

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