



## North HarbOUR Rugby Union – Game On

### SENIOR CLUB RUGBY

In 2020 New Zealand Rugby (NZR) are introducing the concept of 'Game On' into all Senior Club and Secondary School community across New Zealand. The 'Game On' initiative has been designed to eliminate defaults occurring. Within the North Harbour (NHRU) region we had 37 defaults in 2019. NZR have given autonomy to Provincial Unions around which grades will be 'Game On' grades and what local rules apply within. 'Game On' will apply to all club grades below Premier 1.

# GAME ON!

*Don't have 15 players? Don't have replacement front-rowers?  
Game On means Club and School rugby still kicks off.*

- MATCH LENGTH**: Icon of a clock and a rugby ball. Text: Matches can be anywhere between 40 & 80 minutes.
- ROLLING SUBSTITUTION**: Icon of a player being substituted. Text: Rolling subs applies to all Club rugby. Half Game rule still applies to Secondary school rugby.
- COMPETITION POINTS**: Icon of a scoreboard. Text: Matches played under Game On are for competition points.
- MINIMUM OF 10 PLAYERS**: Icon of 15 players. Text: Teams of 10 to 15 players.
- SCRUMS**: Icon of a scrum. Text: If teams don't have 3 front-rowers scrums can be uncontested.
- COMMUNICATION**: Icon of speech bubbles. Text: Agreed between teams and referee before kick off.

Game On will be used in all Senior Club and Secondary School rugby in New Zealand, apart from those designated by Provincial Unions.

For more information visit [nzrugby.co.nz/game-on](http://nzrugby.co.nz/game-on)



NZR have given guidance via the website ([nzrugby.co.nz/game-on](http://nzrugby.co.nz/game-on)) around how 'Game On' should be played out. In summary:

- The rugby match will play under the Game On approach if a team has less than 15 players or less than 3 front row players. Player welfare should be considered in all cases where teams present with less than 22 players
- Agreement must be reached between both the teams management and then inform the match officials prior to the match starting. Teams are encouraged to agree on the Game On options in the days leading up to match day

## 1. Team Size

Agreement between 10 - 15 a side. In the event of no agreement, decision defers to team with smallest number of available players.

Teams who reduce numbers are allowed to maintain substitute players. For example, a team with 13 players are able to play 10-a-side and utilise three substitute players.

## 2. Rolling Subs

Rolling Subs are to be used during Senior Club Rugby matches, unless otherwise agreed.

## 3. Contested or uncontested scrums

Subject to availability of minimum of three qualified front rowers in starting 15. There is no requirement to have additional front rowers as named replacements.

## 4. Match length

If no agreement, revert to following match lengths based on team size:

- 10 a side: 2 x 20 min halves, 40 min max.
- 11 a side: 2 x 25 min halves, 50 min max.
- 12/13 a side: 2 x 30 min halves, 60 min max.
- 14 a side: 2 x 35 min halves, 70 min max.
- 15 a side: 2 x 40 min halves, 80 min max.

Points scalable	
Points Available Game On Team	Points Available Other Team
Win – 3 points	Win – 4 points
Draw – 1 point	Draw – 2 point
Loss (-7) - nil	Loss (-7) – 1
4+ Tries - nil	4+ Tries – 1

## 5. Reporting

Game on team to complete the Game On web form and submit to North Harbour Rugby Union by the following Monday 9am

<http://www.harbourrugby.co.nz/webform/game-on-form-2/>

Notes:

- "Game On Team" refers to team that arrived with less players therefore initiating 'Game On'
- Non Game On team maintain 22 players with rolling subs
- Minimum of 10 players to start a game - under 10 players the match will be abandoned
- Any Game On fixture that commences and goes below the minimum of 10 players will be abandoned and therefore the North Harbour Rugby abandoned by-laws apply
- Game On will not apply in any playoff match