# RUGBY ALBERTA / AJRA

# GAME ON





IN ADDITION TO ALTERNATIVE GAMES, GAME ON IS AN ADAPTABLE FORMAT WHERE CLUBS AIM TO PLAY 15 A SIDE HOWEVER, IF THAT IS NOT POSSIBLE A MENU OF OPTIONS BELOW ALLOW CLUBS AND OFFICIALS TO PLAY BY MUTUAL AGREEMENT.



GAME DURATION
MINIMUM OF 40MINS,
EXAMPLES INCL. 3 X 20MINS,
4X20MINS OR 2X40MINS



SUBSTITUTION
ROLLING SUBS



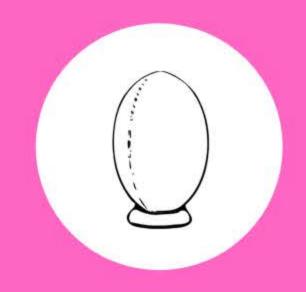
NUMBERS
TEAMS TO BE EQUAL BUT
CAN PLAY
10, 11, 12, 13 OR 14 A SIDE



SCRUMS
CONTESTED OR UNCONTESTED
(UNCONTESTED CONDITIONS:
NO PUSHING, STRIKE CONTEST
ONLY. BALL MUST BE PASSED
BY THE SCRUM HALF)



LINEOUTS
FULLY CONTESTED OR
CONTESTED WITH NO
LIFTING & BALL MUST BE
PASSED TO SCRUM HALF



KICKING
PERMITTED ANYWHERE IN
OPEN PLAY. PENALTIES IN
OWN HALF MAY BE
KICKED TO TOUCH. KICKS
AT GOAL PERMITTED



# COMMUNICATION

THE TEAM WISHING TO PLAY AN 'ALTERNATIVE MENU' HAS TO INFORM THEIR OPPONENTS AS SOON AS POSSIBLE. THE HOME TEAM IS RESPONSIBLE FOR INFORMING THE MATCH OFFICIAL(S). THE GAME ON ALTERNATIVE MENU IS A RECOMMENDED OPTION FOR SINGLE FIXTURES, TOURNAMENTS AND ROUND ROBIN FIXTURES.

# GAME ON!

Game On rules are triggered if a team has less than 15 players or insufficient front rowers to commence the match. All decisions are to be recorded in each section by the match referee as a record of agreement.

#### **NUMBERS**

Teams must have a minimum of 10 players to start the game

## AGREED NUMBERS

E.g. 12v12, 10v10, 12v14

Team numbers can be unequal

#### IF NO AGREEMENT

Defer to team with smallest number Team numbers must be equal

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#### SCRUM FORMATION

Scrum Formation must be agreed if there are less than 15 players

## AGREED FORMATION

e.g. 3-4, 3-2-1, 3-2

#### IF NO AGREEMENT

Revert to the below based on team size

Number	Forwards	Backs	Formation	✓
14	7	7	3-4	
13	7	6	3-4	
12	6	6	3-2-1	
11	6	5 3-2-1		
10	5	5	3-2	

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#### **SCRUMS**

A minimum of three trained Front Rowers are required for contested scrums

#### THREE OR MORE

Contested scrums

#### **LESS THAN THREE**

Uncontested scrums

4

#### **SUBS**

Rolling substitutions to be used unless otherwise agreed by teams

#### **YES**

Rolling substitutions

#### NO

Agreed substitutions approach

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#### DURATION OF THE MATCH

Match durations can be set between 40 – 80 minutes

(NB: Secondary School Rugby limited to 70 minutes)

# AGREED DURATION

E.g. 40 minutes/60 minutes

#### IF NO AGREEMENT

Revert to the below based on team size

Starting team size	rting team size Revert to	
10	40' (2 x 20')	
11	50' (2 x 25')	
12	60′ (2 x 30′)	
13/14	70′ (2 x 35′)	
15	80' (2 x 40')	