

Rolling Substitutions

1. A maximum of 12 substitutions (Changes) per team per match will be allowed.
2. Changes under this Law shall include blood replacements and injuries; indeed any time one player replaces another player from the same team other than front-row replacements required after a yellow card (see 6. below).
3. When a player has a blood injury and is replaced by another player and then returns to the field of play within the permitted time that will count as 2 changes.
4. When a player is sent from the field of play under a red card that is not a change.
5. When a player is temporarily suspended under a yellow card and leaves the field of play that is not a change.
6. When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on that does NOT count as a change.
7. If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a change.
8. Player B returning to the field of play is also NOT a change.
9. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning that IS a change.
10. After all 12 changes have been made, no other changes will be allowed for whatever reason including injuries. If, after the 12 changes have been made there is any reason for a player to leave the field of play, the team must play on with one less player.

NOTE:

If, after all 12 changes have been made, a front row forward is sent from the field of play either temporary or permanent, or suffers a blood injury that requires treatment, and as a result scrums cannot continue, a front row player that has previously been tactically replaced must come back on to enable contested scrums to continue. In this instance another player must leave the field ensuring the team drop to 14.

Procedural Guideline for the Administration and Control of Rolling Substitutions:

A) The IRFU will forward, prior to the commencement of the All Ireland Cup, 2 sets of laminated cards numbered 1 – 12 to each club. The BLUE set should be used by the HOME club and the GREEN set by the AWAY club at each match. It shall be the responsibility of the HOME club at all matches to have the cards available. The No. 4 official from the HOME club is responsible for ensuring that both clubs have the correct set of replacement cards.

(B) Each team shall appoint its responsible person (e.g. Team Manager / Coach) who shall be required to hand the appropriate change card in the correct sequence to the 4th official. This must happen before each change takes place and a player enters the field of play. There is no requirement to record or write anything on the card.

(C) The 4th official shall receive and retain the cards during the match and shall monitor each team's use of its changes. He should retain the submitted cards until after the end of the match. He should record on a match sheet the time of the substitution, the respective numbers of the players involved and whether a blood substitution is involved.

(D) The referee shall submit this sheet with his Referee's Report Card