



31 January 2022

**To: South African Schools Rugby Association
All Referee Society Chairperson
All Referee Managers
SuperSport
All Match Officials
All High School Societies
All Primary School Societies**

RE: PLAYING TIME AND REPLACEMENTS FORMAT FOR HIGH AND PRIMARY SCHOOLS RUGBY MATCHES

The following amendment is provided on abovementioned matters.

DEFINITIONS:

Playing Time: The time that has been played excluding time lost as defined in Law 5 – Time (Actual time, excluding time lost for stoppages).

Running (Actual) Time: Is continuous elapsed time (includes time lost for any reasons).

HIGH SCHOOL:

Please note that Law 5.3 makes provision for match organisers to reduce the length of a match by mutual agreement.

1. The High Schools 1st team game should last no longer than 70 minutes of **PLAYING TIME**.
 - a. Sin bin = 10 minutes **PLAYING TIME**.
 - b. Halftime break = Maximum of 10 minutes running time.
2. Other age groups:
 - a. u/14 and u/15 = 25 minutes **PLAYING TIME** per half.
 - i. Sin bin = 5 minutes **PLAYING TIME**.
 - ii. Halftime break = Maximum of 5 minutes running time.
 - b. u/16 = 30 minutes **PLAYING TIME** per half.
 - i. Sin bin = 5 minutes **PLAYING TIME**.
 - ii. Halftime break = Maximum of 5 minutes running time.



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PRIMARY SCHOOL:

With respect to Primary School rugby the following **RUNNING TIME** is applicable:

1. Two halves of 25 minutes **RUNNING TIME** each will be played for U13 only.
 - a. Sin bin = 5 minutes **RUNNING TIME**.
 - b. Halftime break is 5 minutes running time.
2. For the age group U9 to U12 a match comprises two halves of twenty (20) minutes **RUNNING TIME**.
 - a. Sin bin = 5 minutes **RUNNING TIME**.
 - b. Halftime break is 5 minutes running time.

REPLACEMENTS FORMAT (HIGH AND PRIMARY SCHOOL)

Pending competition/tournament format (rules) two scenarios are applicable here:

1. If schools pre agree, the number of replacements used is unlimited.
 - a. The team must have a suitable trained tight-head, loose-head, and hooker as replacement.
 - b. A player tactically replaced may be used again.
2. For league matches or where schools fail to agree the following applies:
 - a. A team must have 8 replacements (reserves) clearly marked on the bench.
 - i. Three (3) of the replacements must be a suitable trained tight-head, loose-head, and hooker.
 - b. A team may make up to 12 rolling replacements.

Nb: BokSmart Rugby Safety Programme always applies.

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