

Uncontested Scrums Directive

The competition managers of the Queensland Premier Rugby Competition have implemented new competition rules related to uncontested scrums in 2021.

The rules will apply in 1st Grade to 5th Grade senior men's rugby, Colts 1 to Colts 3, and senior women's rugby.

They will **NOT** apply to 6th Grade or Colts 4.

Rule changes:

- If a team calls uncontested scrums prior to kickoff, they will lose 2 competition points from the total they would earn in that game.
 - 4 point win -> 2 points
 - 2 point draw -> 0 points
 - 0 point loss -> 0 points
- If both teams call uncontested scrums prior to kickoff, they will both be liable for this sanction.
- If a team calls uncontested scrums during the game, they do not lose competition points.
 - We will apply **laws 3.13 to 3.20**, with the exception of 3.18.
 - These state that the team calling uncontested scrums must drop a player at the next scrum, with the exception of some specific circumstances which will be detailed below.
 - The coach of the team may choose which player leaves the field.

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Process

- Before the game:
 - Referees are to conduct their pre-match chat as usual.
 - Assume each team is contesting scrums unless informed otherwise.
 - If either/both teams indicate to you that they cannot field a front row, remember this for after the game.
 - Teams do NOT need to drop a player during the game if uncontested scrums are called prior to kickoff.
- During the game:
 - **Uncontested scrums must be 8v8.**
 - Scrums may go uncontested during the game due to injuries, substitutions or yellow/red cards.
 - If an uncontested scrum is called, the team responsible must drop a player, unless covered by an exemption below.
 - The coach of the team is responsible for choosing which player leaves the field.
 - Teams do not need to drop a player if:
 - The player leaving the field was injured as a result of foul play (sanctioned with penalty advantage, penalty kick or a card).
 - The player leaving the field has been shown a blue card.
 - The player is leaving the field for a blood substitution.
 - Please see page 3 for examples.
- After the game:
 - As usual, confirm the score & any blue, yellow or red cards with both managers.
 - If uncontested scrums were called by either/both teams, ensure this is noted in Rugby Xplorer.
 - If there is any sort of dispute, please refer the managers back to their clubs who will raise the issue with the QRU.

Important Note

- The loss of competition points etc. is NOT a referee issue.
- Our job is to manage the game on the field, and accurately confirm the sequence of events if uncontested scrums are called before the match.
- Please refer any disputes to the clubs & QRU.
- If uncontested scrums are called during the match, it is extremely important we are all aware of how many players the team should be playing with.

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Examples

Event leading to uncontested scrum	# of players
Green calls uncontested scrums before the game.	15
Green calls uncontested scrums before the game. Green #2 receives a yellow card for repeated infringements. Scrums are already uncontested, so no penalty beyond the YC.	14
Green #2 is tactically substituted after 50 minutes. At the next scrum, green informs you they no longer have a trained front row available. Green must drop a player as scrums have become uncontested	14
Green #2 is injured in a fair tackle and leaves the field. At the next scrum, green informs you they no longer have a trained front row available. Green must drop a player as scrums have become uncontested.	14
Green #2 receives a yellow card for repeated infringements. At the next scrum, green informs you they no longer have a trained front row available. Green #2 has left the field due to the yellow card. Green must drop an additional player as scrums have become uncontested.	13
Green #2 receives a yellow card for repeated infringements. Green has a replacement hooker on the bench. Green may substitute any player with the hooker as a 'free' sub to ensure scrums remain contested. When green #2 returns to the field, the replaced player should return too. If either green #2 or the replaced player stays on the bench, this counts as a player movement.	14
Green #2 is bleeding from his head and leaves the field for a blood replacement. At the next scrum, green informs you they no longer have a trained front row available. As this is a result of a blood replacement, green does not need to drop a player. If green #2 does not return within 15 minutes actual time: As the blood replacement is now classed as an injury replacement, green must drop a player.	15 14
Green #2 showed visible signs of concussion as they got up from a ruck. Green medic confirms they are leaving the field due to suspected concussion. You show green #2 a blue card. At the next scrum, green informs you they no longer have a trained front row available. As uncontested scrums were a result of a blue card substitution, green does not need to drop a player.	15
Green #2 leaves the field due to a dislocated shoulder, which occurred when a red player dangerously charged into a ruck. You accurately sanctioned the red player. At the next scrum, green informs you they no longer have a trained front row available. As uncontested scrums were a result of an injury caused by foul play, green does not need to drop a player.	15

If scrums resume being contested later in the game, the team returns to their normal strength.