



05 February 2025

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 SCHOOL RUGBY MATCHES**

The following amendment is provided on the 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: This is continuous elapsed time (includes time lost for any reason).

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 School 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.





PRIMARY SCHOOL:

For 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)

The table indicates the minimum squad size obligations:

Squad size	Minimum number of front-row players in the squad	Must be able to replace at the first time of asking
23	6	Loose-head prop, tight-head prop and hooker

Pending competition/tournament format (rules)¹ the following replacement format options are applicable:

Option 1	If schools pre-agree, the number of replacements used is unlimited. <ul style="list-style-type: none">• The team must have a suitable trained tight-head, loose-head, and hooker as a replacement• A player tactically replaced may be used again
Option 2	For league matches or where schools fail to agree the following format applies: <ul style="list-style-type: none">• 8 replacements (not applicable to Primary School Rugby)<ul style="list-style-type: none">○ Three (3) of the replacements must be a suitable trained tight-head, loose-head, and hooker○ If a team can nominate only two front-row replacements or a squad size of 22, then that team may nominate only 7 replacements OR <ul style="list-style-type: none">• 12 rolling replacements (applicable to Primary School Rugby)<ul style="list-style-type: none">○ Three (3) of the rolling replacements must be a suitable trained tight-head, loose-head, and hooker○ A player tactically replaced may be used again

¹ Any deviation from this document is prohibited without prior approval from the SARU Community Referee Manager.



In the event scrums are uncontested, the teams are reduced as per the Uncontested Scrum Reduction Table – see annexure 'A'.

- Injury (reduced to 14)
- YC/RC Sanctions (reduced to 13)
- The team is not reduced in numbers when 2nd injury is caused by:
 - Confirmed and suspected concussions
 - Blood
 - Foul Play – PK and confirmed by the referee as a foul play injury

The Uncontested Scrum application does not apply to Primary School Rugby.

Nb: BokSmart Rugby Safety Programme always applies.

Deon van Blommestein

Community Referee Manager

Tel No: 021 928 7092

E-Mail: deonv@sarugby.co.za

ANNEXURE 'A'

Uncontested Scrum Reduction Table		SECOND EVENT					
		Foul play injury	Blood injury	Head injury	Contact injury	Yellow card	Red card
FIRST EVENT	Foul play injury	NO	NO	NO	NO	YES (13)	YES (13)
	Blood injury	NO	NO	NO	NO	YES (13)	YES (13)
	Head injury	NO	NO	NO	NO	YES (13)	YES (13)
	Contact injury	NO	NO	NO	YES (14)	YES (13)	YES (13)
	Yellow card	NO	NO	NO	YES (13)	YES (12)	YES (12)
	Red card	NO	NO	NO	YES (13)	YES (12)	YES (12)

