

Appendix Five

Replacement Protocol

1. Each Club's Technical Zone Manager is responsible for the Club's replacements during a Match, as well as the Club's compliance with the technical zone protocol at Appendix Nine to these Tournament Rules. The Technical Zone Manager must ordinarily be located in the Club's technical zone throughout the Match.
2. When a Club decides to replace a Player on the Playing Enclosure, the Club's Technical Zone Manager must fill in the appropriate details on the replacement card and sign it. The respective numbers of the Player leaving the Playing Area and the Player replacing him must be written in the appropriate box on the replacement card by the Technical Zone Manager.
3. When a Player leaves the field of play for a bleeding/open wound, the Technical Zone Manager must tick the blood box and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play. A maximum of 15 minutes will be permitted for temporary blood replacements, after which the temporary replacement will become permanent. The 15-minute time allowance will start at the point the player reaches the point in the stadium agreed at the pre-match medical briefing.
4. When a Player leaves the field temporarily for an assessment under the HIA procedures, the Technical Zone Manager must tick the "HIA" box and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play (as appropriate). If a Player leaves the field permanently, for example due to concussion or suspected concussion, pursuant to World Rugby Regulation 10, the Technical Zone Manager must tick the "concussion" box. A maximum of 12 minutes will be permitted for temporary HIA replacements, after which the temporary replacement will become permanent. The 12-minute time allowance will start at the point the player reaches the point in the stadium agreed at the pre-match medical briefing. A player undergoing a HIA may not return to the field before the 12 minutes have expired.
5. If a player needs to leave the field temporarily for an assessment under the HIA procedures, and also requires treatment for a bleeding/open wound, a maximum of 17 minutes will be permitted. For the avoidance of doubt, a player who has been temporarily replaced in these circumstances may return to the field as soon as the 12-minute HIA period has expired.
6. If a HIA is called in the final 10 minutes of the first half, a maximum of 12 minutes will still be permitted for the HIA; however, the player will NOT be required to report back to the 4th Official within the 12-minute HIA limit and may instead simply report to the 4th Official at the beginning of the second half.
7. If A HIA is called during the half time interval, in circumstances where the 4th Official has NOT been notified before returning to the changing room for half time, the HIA is deemed to have been called at the moment the second half commences, and the player may not return to the field until 12 minutes of the second half have elapsed.
8. If a HIA is called between the time of the half-time whistle and the 4th Official entering the match officials changing room; then the 12-minute allowance for a HIA will commence immediately. A temporary replacement may be made for the first few minutes of the second half until the 12-minute allowance has expired.
9. The 'sin bin' box must be ticked by the Technical Zone Manager when a Front Row Player has been 'sin-binned' and another Front Row Player has to enter the Playing Area in order to ensure non-contested scrums do not occur. The respective numbers of the Player leaving the Playing Area and the replacement Front Row Player must be written in the appropriate box on the replacement card by the Technical Zone Manager.
10. The card does not represent a valid request until it is signed by the Technical Zone Manager.
11. The card is then handed by the Technical Zone Manager to the number 4 or 5 Match official, who will check the details and then proceed with the replacement.

12. The number 4 or 5 Match official will add the details to their replacement form.
13. Once the card has been passed to the number 4 or 5 Match official, a replacement is effective only when the Match referee has clearly signalled for the Player to be replaced. The Technical Zone Manager may amend details on the card given to the number 4 or 5 Match official at any time before the replacement takes place but any such amendments to the card must be authorised by signature by the Technical Zone Manager.
14. Once the Match referee has clearly signalled for the Player to be replaced, the number 4 or 5 Match official will escort the replacement Player to the touch-line at the halfway line and, subject to the following provision, that Player may enter the Playing Area only after the Player leaving the Playing Area has crossed the touch-line and is off the Playing Area, and the number 4 or 5 Match official has signalled for the replacement Player to enter the Playing Area. A replacement Player may be allowed to enter the Playing Area before the Player leaving the Playing Area crosses the touchline if the Player leaving the Playing Area is injured to such an extent that it necessitates him being escorted from the Playing Area by medical personnel. In such a case, the number 4 or 5 Match official will signal to the replacement Player when he is permitted to enter the Playing Area.
15. Before each Match, each Club will receive a different colour set of replacement cards.