



Super Rugby Pacific 2022 Game Innovation – Red Card

- If a player is red carded they may be replaced after 20 minutes by another player. The 20mins from when a player is red carded to when they may be replaced is measured as “game time”. This follows the same measurement of time already in place for a yellow carded player in the sin bin (mean sin bin clock is stopped when the game clock is stopped).
- A player receives a yellow card and is sin binned for 10mins. If the same player then returns to the field after serving their 10mins suspension and subsequently receives a 2nd yellow card, which equates to an automatic red card. After a further 20mins the red carded player can be replaced.
- A player who has been tactically replaced, is able to return to the field to replace a red carded player. Note if you have unused replacements (eg #23) still sitting on the bench you do not have to use them to replace a red carded player before you use players who have already been substituted tactically (eg #12).
- If a player is red carded and all eight replacements have already been used, then any players who have been tactically replaced can then replace the red carded player after 20mins (note players replaced due to injury are not permitted to replace a red carded player). *While need to plan for all eventualities the reality of this situation happening is unlikely given the team would have had to have used all 8 replacements and had a player red carded prior to the 60th minute of the match.*
- If the red carded player was a front rower, and the replacement was off for an HIA, then the red carded player is unable to return (note this could lead to uncontested scrums if no further suitably trained front rowers were still on the replacements bench). To be clear, any red carded player cannot return under any circumstance.
- The usual replacement laws continue to apply in that a replaced player may return for an injured front rower, injury due to foul play, HIA or blood.

Super Rugby Pacific 2022 Game Innovation – Golden Point

If the match is tied at the end of normal time, the procedure will be:

- An up to 10 minute golden point period is played after a five minute break;
- The first team to score (by a penalty, drop-goal, try, or penalty try) will be the winner;
- One minute before golden point begins, the match Referee will do a coin toss to choose which team kicks-off and on which side of the pitch they will play;



- Teams and match officials must remain on the field during the break;
- Coaching staff are not permitted onto the playing enclosure (i.e., those coaching staff in coaches boxes are not permitted down pitchside);
- Injury time is added to this period of play;
- The Laws governing Tactical Replacements, Temporary Replacements and Permanent Replacements apply for the entire duration of the match, inclusive of the Golden Point-period (ie teams are not entitled to "reset" their replacements).

If no points are scored in the Golden Point period then the match is declared a draw.

Points allocation from matches that go to Golden Point

For example:

Team A	Team B
3 tries = 15 points	5 penalties = 15 points
Extra time	
	Penalty – Team B wins the match by scoring first in extra time
Team A earns 1 competition point for scoring 3 more tries than their opposition and also earns a 2 nd bonus point for losing within 7	

- 1) Drawn match at fulltime goes to Golden point. If no-one scores any points in the 10min period then both teams retain the competition points earned in regular time (ie 2 competition points each for the draw, plus if one team has scored 3 or more tries than the opposition then they would get an extra bonus point).
- 2) Drawn match at fulltime goes to Golden point. Team “A” scores first in golden point. Team A gets 4 competition points for the win (plus any bonus points for scoring 3 or more tries than the opposition, which for clarity could be 2 tries in regular time and 1 in golden point). Team B gets 1 competition point for losing within 7 points. Note in another example if a team scores 3 or more tries in normal time, but normal time ends in a draw, and then that team loses in Golden Point then they would get 1 point for the 3 or more tries and a further 1 point for losing within 7. The winning team in this example would get 4 points.