



INTERCHANGES/REPLACEMENTS

***RLB A-Grade and Junior Division 1 (U13 to U18)** - A maximum of 17 players are to be included on the official match card (four interchange players). A maximum of eight (8) interchanges only may be made by each team during a match. This will be conducted in the RLB A-Grade and Junior Division 1 only.

***RLB Reserve grade, open men and Junior Division 2 and below** - A maximum of 19 players are to be included on the official match card (six interchange players).

Procedures: Juniors - Each team will be responsible to appoint a person to act as an interchange official for the opposing team for each match. This interchange official will record the approved interchanges made by the opposition team. Your club may require you to wear an interchange official bib.

It is the host club's responsibility to ensure that a set of interchange cards (numbered accordingly for that specific grade eg. 1-8 for Division One) is allocated to each team on game day. The interchange official will remain near the team dugout for the entire match to ensure clear communication with the team coach for interchange purposes.

A player interchange sheet will be duly filled out during the match and at the completion of the first half and the commencement of the second half of play. At the completion of the match, the duly completed player interchange sheets must be signed by the team coaches and forwarded by the host club to Rugby League Brisbane office, together with all other requirements, electronically by 5.00pm Sunday.

Rules

- An interchange player cannot enter the field of play until he has reported to the appointed interchange official and handed the official the correct numbered interchange card.
- The interchange player is not to enter the field of play until the player he is replacing has left the field of play and the interchange official has accepted the interchange card.
- All interchange players must enter the field of play from an 'on side' position. If touch judges are appointed to control any match, normal rules will apply, and players must report to the touch judge before entering or exiting the field.
- If the referee requests a player to leave the field due to bleeding and a replacement is made this will constitute an interchange. However, if the player retires to the sideline and has the blood removed and then re-enters play then no interchange is deemed to have occurred.
- If a player's jersey is damaged or blood stained and requires a replacement jersey, the coach must notify the interchange official of the jersey change and the new number of the replacement jersey.
- When a team has used all their allotted replacements, the interchange official shall inform the coach that there are to be no further replacements to be made for the remainder of the match.
- In the case of any 'Extra Time' (finals) matches being played, any unused interchanges remaining from the total maximum number allowed will be cancelled after the normal period of play (fulltime). For the 'Extra Time' period, each team will be allowed a maximum of two (2) interchanges, with these two numbered cards to be returned to each team by the interchange official.

"Free" Interchanges: If a player is to be replaced due to an injury incurred because of 'Foul Play' and the referee deems the foul play as serious enough to warrant a free interchange, the referee will point to the player involved (i.e. the injured player) and then signal to the interchange official (arms crossed in front of chest with hands on shoulders) and the replacement will not be counted as an interchange.

The interchange official is to acknowledge the referee so that he/she knows that they have seen the signal. There will be no signal if a player is sent off (permanent or temporary) following a tackle/incident - a free change will automatically follow all send offs (permanent or temporary) providing of course that the interchanged player was injured because of the incident.

The interchange official will be required to record FREE interchanges on the player interchange sheet.

Penalties for Breach of the Interchange Rules

1st breach by a team

- loss of premiership points for that match.

2nd breach by a team (in a different match to the first breach)

- loss of premiership points for that match
- loss of an additional 2 premiership points
- \$500 fine. (multiple fines may apply)

Subsequent offences:

- Loss of all premiership points for the season (includes future matches where the team will not be able to accumulate premiership points, although the opposition may)
- Withdrawal of participation in the game by the coach.
- Each club will be responsible for ensuring compliance with these interchange provisions.
- A maximum of two (2) interchange/replacement players can report to the interchange official at any one time. Other players must remain on the bench until the two interchanges being managed by the interchange official have been affected.

Except for scrums, Interchanges may occur during general play (i.e. whilst the ball is in motion), after any scoring has been completed or if play has been suspended by the referee (e.g. injury or caution).

In the case of scrums:

Interchanges will only be permitted at scrums resulting from a touch line stoppage (i.e. a kick finds touch, or a player is tackled into touch), provided that the interchange player is already with the interchange official waiting to go on when the ball or the player crosses the touch line. Trainers will still be responsible for getting the player being replaced off the field before the interchange player can go on. The referee will not call a time-out or delay the recommencement to allow the interchange to take place. Otherwise, interchanges must not be made after the referee has ordered a scrum until after the scrum has been completed. This applies regardless of whether the referee calls time out for an injury or not. The player leaving the field may do so at any time, but a player cannot enter the field until the ball emerges from the scrum.

Replacement Rules - Unlimited Interchange: (Division 3 and below).

RLB Reserve Grade, Senior Open Men, under 13 to the under 18 age groups (Division 3 and below).

Competitions - the nineteen (19) players listed on the official match report form may be interchanged unlimited throughout the duration of the game.

Sideline Area and Bench Locations: Where team benches are located within the playing area (i.e. Inside the fence) the following provisions must be adhered to,

Personnel on the bench may comprise only those people directly related to the conduct of the match itself (i.e. coaches, interchange players, trainers, team manager, medical officers etc). There can be no more than twelve (12) persons on the bench from each team. Any player(s) warming up must remain at least 1m from the field of play.

Under no circumstances "barracking" or "abuse" from the bench will be permitted. This includes offering advice or assistance to the match officials in relation to their performance or how they should be carrying out their duties. The match officials may request any person on the bench to leave the bench area and may name that person in his/her match report. Whilst officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances. A suspended player is not permitted on the sideline or bench area.
