



## **Match Day Operations Manual**

### **Section C – 10. Interchange**

#### **10.1 Interchange Rules**

For all First-Grade Matches and other competitions as the RFL direct from time to time, the rules regarding substitutes are set out below, except that in the case of Extra Time, when the procedures described in the Extra Time section above shall apply, (see Section C5.2 in respect of Concussion interchanges).

- In Super League, Championship, League 1, Challenge Cup, 1895 Cup and Academy U19s each team shall be allowed to make 8 interchanges from the four replacements that are named on the official team sheet.
- The RFL will appoint an Interchange Official who will manage the interchange process. The Interchange Official will not be responsible for ensuring Clubs comply with the correct interchange procedure.
- A replaced player must have left the field of play before the Interchange Player takes his place on the field.
- If a team decides to interchange a player who is bleeding and has left the field of play, this interchange will be included as one of the interchanges allowable for that team.
- If a player is fouled by an opponent and that opponent is dismissed from the field, sin binned or placed on report and the fouled Player is injured as a direct result of the tackle or incident causing him to leave the field immediately, then this interchange will not be included as one of the interchanges allowable for that team. If the fouled Player subsequently returns to the field later in the Match, that interchange will be included as one of the interchanges allowable for that team.
- Should an Interchange Official become aware of a breach of the interchange procedures, he will immediately inform the nearest Touch Judge and, at the earliest opportunity, the Match Commissioner. He should also submit a written report to the Compliance Manager to arrive by 9.00am on the first business day following the Match.
- Each Club will be responsible for ensuring compliance with the interchange procedures.
- Failure to comply will result in an investigation and possible disciplinary action.
- Interchange Officials must not be subjected to any abuse or harassment before, during or after carrying out their duties.

- Where a player is to be interchanged at half time, the Club should inform the Interchange Official and hand the relevant interchange card to the Interchange Official.

## **10.2 Interchange Process**

- Interchanges may take place during general play, after any scoring has been completed or when play has been suspended by the Referee.
- Interchanges cannot be made after the Referee has ordered a scrum until after the scrum has been completed. This applies regardless of whether or not the Referee has temporarily called time off or not, unless the time has been called off due to an injury. The Player leaving the field may do so at any time but the replacement cannot enter the field until the ball emerges from the scrum.
- Each team will have a set of interchange cards that will be numbered 1 – 10.
- It is the responsibility of each Club to have these cards available for the Interchange Official at the start of each Match. Each Club will also be responsible for collecting and storing these cards after the Match.
- Before the commencement of the Match, an official from each Club should remove the cards from the folder and give the folder to the Interchange Official. The Club official shall retain the cards on the bench for use during the Match. The empty folder must be handed to the Interchange Official so that the cards can be replaced in the folder as each interchange is carried out. These will then be returned to the Club official after the Match.
- As each interchange is to be made, the Player going on to the field must report to the Interchange Official. Once the Player who is to be withdrawn comes to the side-line the Player going onto the field will give the card to the Interchange Official. It is not acceptable for the player to throw the card to the floor. The interchange cards should be handed over in sequential ascending numerical order (i.e. first interchange will hand over No. 1, second Interchange will hand over No.2 etc. The last interchange player will hand over No.8. If any period of extra time is playable (Golden Point or otherwise) interchange cards numbered 9 and 10 should be used.
- If a player hands his card to the Interchange Official, but before he enters the field of play, it is decided not to proceed, the Interchange Official will hand the card back to the Player so it can be used for the next interchange.
- If a player reports to the Interchange Official without a card, he will be sent back to the bench to obtain a card before the interchange will be allowed to proceed.
- As the interchange takes place, the Interchange Official will hold up the number of the interchange given to him, to allow spectators to note the number of changes.