**ADULT COMPETITION RULES**

**REGIONAL SHIELD**

The maximum number of replacements shall be: Four

There shall be Full Scrum Laws applied

Where some or all of its Players have been unavoidably delayed, a Team may request the referee to delay the kick-off to enable it to achieve a full side. No Match may be delayed such that the Match would not be completed in good time. The referee shall be the sole judge in this regard.

If the scores at full-time in a play-off or knock-out Match are equal, extra time shall be played comprising 10 minutes each way with a one-minute interval.

A coin shall be tossed by the referee to determine the direction of play.

If the scores are still equal after extra time the following criteria (in the order given and including occurrences in extra time) shall be used to decide the winner:

 The Team scoring more tries;

The Team scoring more conversions;

The Team scoring more drop goals;

The Team receiving fewer red cards;

The Team receiving fewer yellow cards.

In the event that none of the above is able to separate the Teams:

Match Played at a Neutral Venue: further periods of extra time shall be played during which the Team which scores first shall be the winner;

Match Played at the Home Venue of one of the Teams: the away Team shall be the winner.