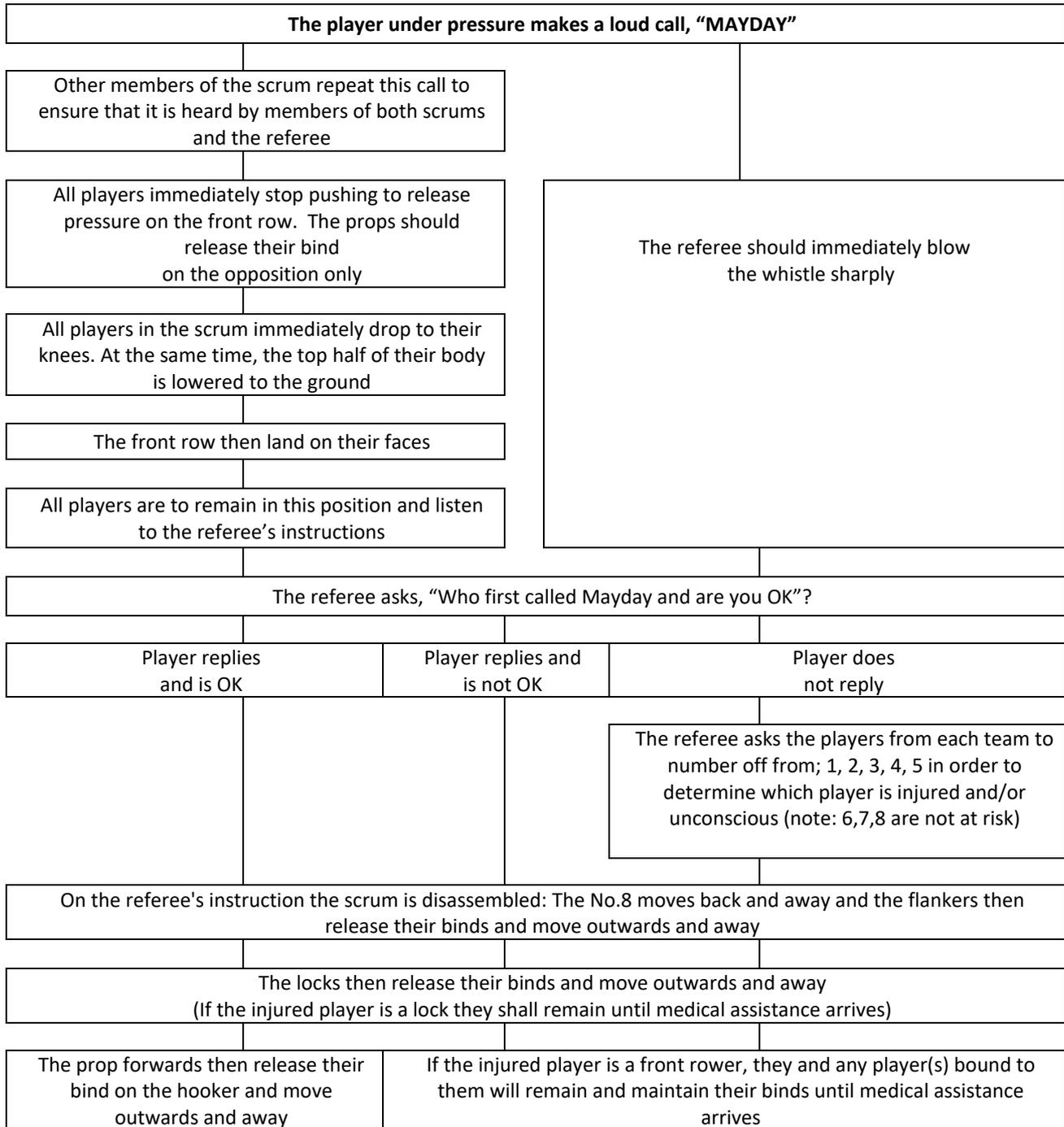


MAYDAY CALL AND PROCEDURE FLOWCHART

PLAYER ACTIONS

REFEREE ACTIONS



PLAYER PRIORITIES

REFEREE PRIORITIES

- | | |
|---|---|
| <ul style="list-style-type: none"> Upon hearing MAYDAY, repeat loudly. Stop pushing and drop to your knees immediately. Do not turn your head to the side. Rotation and flexion increases the chance of neck injury. Keep your chin and chest through and face plant on the bridge of your nose and forehead. Whilst on the ground, listen to the referee. Do not move an injured player. Leave them exactly where they are until medical assistance arrives. | <ul style="list-style-type: none"> Upon hearing MAYDAY, blow your whistle immediately. Identify the injured player and their status. Disassemble the scrum safely. Do not move an injured player. Leave them exactly where they are until medical assistance arrives. If no player is injured, reset the scrum when players are ready. |
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