

OFFICIAL RULES FOR MASTERS **RUGBY LEAGUE**

INTRODUCTION

Masters Rugby League is *strictly a social version* of the sport for the *over 35's*.

The rules are slightly modified to cater for the *older gentleman* where *safety of old bones is paramount*.

SPIRIT of MASTERS

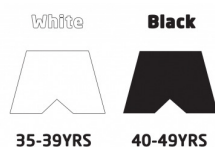
- ✓ The Masters Rugby League is non-competitive.
- ✓ Rough and over vigorous play is not allowed.
- ✓ The emphasis is on participation, enjoyment and generally having a good time – on and off the pitch!
- ✓ There are no winners, no champions and no cup finals.
- ✓ **All games end in a 0-0 draw**

Masters referees shall referee the games strictly to Masters' rules and in the spirit of Masters.

**The International Rules of Rugby League
apply in full with the following exceptions for
MASTERS.**

1. Age Groups
2. Tackling
3. Running with Ball
4. Play the ball
5. Advantage
6. Scrums
7. Penalties
8. Sixth tackle
9. Kicking
10. Restarts
11. Kicks at goal
12. Number of players
13. Duration of Games
14. Misconduct

1. AGE GROUPS¹



White and Black short players tend to tackle each other normally.



On attack, RED short players must be physically stopped and held.
On defence, red short players must make a definite 2 handed hold on the attacker.



In defence, a GOLD short player touches his opponent: he stands at the point of the tackle and raises his hand to indicate the tackle to the referee. The tackled player **MUST** return to the point of the tackle to play the ball.²

On attack, the defender must remove the tag² from the GOLD short player. The tackling player stands at the point of the tackle and raises his hand to indicate the tackle to the referee. The tackled GOLD short player **MUST** return to the point of the tackle to play the ball.³

2. TACKLING

In all cases, players are to succumb to tackles rather than try to keep progressing.

Only two players are allowed in a tackle.⁴

No lifting – No throws.

All tackles are to be below the shoulders.

No stripping of the ball - including 1 on 1 tackles.

¹ ALL players must wear correct short colour for their age. Exceptions can be agreed where a player through medical need requires the protection of Gold shorts. Exceptions to be agreed with referee prior to game.

² If Tags are not available the Gold short player is touched to affect the tackle.

³ Referee shall blow his whistle to stop play and ensure play restarts at the point of the tackle.

⁴ Gold short player is counted as a tackler

3. RUNNING WITH BALL

Players may run as hard as they wish as long as they run at **GAPS**.
Players are not allowed to try and run over the top of each other.
Players are not allowed to fend or hand off.

4. PLAY THE BALL

Only one marker is permitted. He is passive and must not move until the acting halfback has passed the ball.

All other defenders must retire 5 metres minimum at the play the ball.

Dummy half must pass and is not allowed to run from play the ball.

5. ADVANTAGE

There is no advantage. All knock ons and forward passes result in scrums.

6. SCRUMS

No pushing/pulling in scrums is allowed to avoid injuries (it is accepted that teams will win their own ball back i.e. **scrums go with feed**). All six forwards must participate in scrums

The scrum half must not follow opposing scrum half around the base of the scrum.

The attacking team scrum half can pick the ball up and run from the base of the scrum.

Loose forward cannot break off the base of the scrum with the ball: scrum half must receive the ball from the scrum

7. PENALTIES

All penalties are a tap kick on the mark, given by the referee, at point of the misconduct.

All defenders must retreat 10 metres.

8. SIXTH TACKLE

There are no turnovers.

Sixth tackle results in a scrum to the defending side.

9. KICKING

Kicking in general play is only allowed on the last tackle.⁵

For all kicks, including kick-offs and goal line dropouts, the receiving team must receive the ball. **Receiver must not be challenged and must be allowed to run at least 5 metres.**⁶

⁵ 40:20 rule does not apply.

⁶ This applied even in the case where a player does not gather the ball cleanly.

9. KICKING(cont'd)

ONLY in the unlikely event that the receiving team makes no attempt to claim the ball and kicking team players are onside, the referee may call play on⁷ and the kicking team may re-gather the ball.

10. RESTARTS

From kick offs and goal line dropouts, if the ball bounces out untouched by receiving team, the scrum goes to the receiving team.

ALL restarts are controlled by the referee!

11. KICKS AT GOAL

There are no kicks at goal.

12. NUMBER OF PLAYERS

The game is played with teams of a maximum of 13 players per team.⁸ Each team can name up to 7 replacement players.⁹ Unlimited interchanges are allowed. Interchanges may occur at any time.

13. DURATION OF GAMES

A game is normally of 50 minutes duration. There will be a half time interval of 5 minutes.¹⁰

14. MISCONDUCT

Sin Bin¹⁰

2 minutes – player stands in his in-goal area behind the posts

Sending off¹¹

Player is excluded for rest of the match and/or festival.

⁷ Referee will only call “play on” when he is certain there is no risk of player collision.

⁸In the spirit of Masters, where a team is unable to field 13 players at the start of a game or at any time during the game, the opposition is required to reduce their number of players on the field to the corresponding number or to loan players to ensure balanced teams. At the start of a game, the size of the playing area may also be reduced in agreement between team captains and the referee.

⁹ It is permissible for teams to use more than 7 replacements but not where this would give an unfair advantage.

¹⁰ The duration of games may be modified at festivals to suit the number of teams participating or the time available and on any occasion in agreement between team captains and the referee.

¹¹ Players sin-binned or dismissed may be replaced