



MASTERS OF RUGBY LEAGUE RULES

The Masters of Rugby League are non-competitive, with the emphasis on enjoyment and having a good time. No matter how many tries are scored all games end in a draw.

The International Rules of Rugby League will apply in full, except the Committee has agreed that there will be special attention to the tackle rule whereby players only need to be halted, and second tackles will not be encouraged. We do not play competition rules.

There is a considerable mix of ex internationals and recently retired competition players in various teams so it must be stressed that it is not a competition; nor an opportunity for people to “recall old glories”.

Official Masters of Rugby League Referees will strictly referee games.

The International Rules of Rugby League will apply with the following exceptions:

ALL PLAYERS MUST BE 35 YEARS OF AGE OR OVER AND BE RETIRED FROM ALL COMPETITIVE FOOTBALL.

1.
 - (a) From the kickoff, goal line drop kick or 5th and final kick. The ball bouncing out untouched by the receiving team. The scrum feed goes to the receiving team.
 - (b) Scrums from ball or player with the ball running over the sideline are out
 - (c) No pressure scrummaging, to avoid injuries (it is accepted that teams will win their own ball back i.e. scrums go with feed)
 - (d) All six forwards must participate in scrums & remain in the scrum until the halfback has the ball.
2. The halfback must not follow opposing halfback around the base of the scrum.
3. The attacking team's halfback can pick the ball up and run from the base of the scrum
4. Loose forward / lock cannot break off the base of the scrum with the ball at scrum time. Halfback must receive the ball from the scrum
5. No turnover, 6th tackle will result in a scrum
6. Only one marker is permitted. He is passive and must not move until the acting half back has passed the ball

7. Dummy half cannot run
8. No fending – Referees to use their discretion
9. 5 metres minimum at the play the ball
10. All penalties are a tap kick. All defenders must retreat 10 metres.
11. Kicking is only allowed on the last tackle
12. All kicks including the kickoff, the receiver must not be challenged. He is to run the ball at least 5 metres. If the ball is not challenged and the attacking players are on side then it is play on. Referees discretion and he will call play on.
13. No gang tackles allowed. Referees discretion (no more than 2 in Tackle) No lifting permitted.
14. No stripping the ball in the tackle
15. Rough and over vigorous play is not condoned; safety (to old bones) is paramount
16. Captains are responsible for the behavior of team members
17. The duration of the games is 25 minutes each way with unlimited interchange.
18. Coloured shorts to be worn to designate player age.
NB Teams will consist of players of all ages

- White 35 – 39 years
- Black 40 – 49 years
- Red 50 – 59 years Tackle to physically stop and hold the player
He may off load the ball if the tackle is not called
- ** Gold 60+ **The tackle on attack is a touch tackle, when making a Touch on a tackled opponent the defender must call Tagged for the tackle to be given.**
On attack the defenders must remove the a tag from the Attacking player

Enjoyment and Sportsmanship is the Key Component

Masters of Rugby League Australia (Incorporated)
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