



ARL MASTERS RUGBY LEAGUE TOURNAMENT

INVITATION



THURSDAY 29TH SEPTEMBER TO
SATURDAY 1ST OCTOBER 2011

Your Club is invited to nominate a team in this
ARL Masters Rugby League Tournament



www.arlmasters.com.au

ARL MASTERS RUGBY LEAGUE TOURNAMENT

Restricted to Ex Players over 35 years (see back for the rules).

*Nominations along with a \$200 deposit can be sent to
John Burns or Mick Hilton. Full payment required by August 2011.

The 2011 venue: St Marys Rugby League Club
Cnr Forrester & Boronia Rds,
St Marys NSW 2760 Australia
www.stmarysleagues.com.au

* Nomination forms available from the relevant websites.



CONTACT DETAILS

John Burns: Mobile: 0419 981 232
Email: jburns@saintsrl.com.au

Mick Hilton: Mobile: 0414 544 900
Email: mhilton@saintsrl.com.au

NOMINATION FORMS should be
emailed to John Burns

ARL MASTERS RUGBY LEAGUE RULES

The International Laws of the Game will apply except for the following amendments approved by the Australian Rugby League.

AGE LIMIT

- All players must have turned 35 years of age and be retired from competitive football.

GAME TIME

- Game duration is a maximum of 30 minutes (2 x 15 minute halves).
- 2 Games per day.
- Half-time break is 5 minutes.

TEAM MAKEUP

- Total of 20 players and 3 officials per team.
- On-field team to consist of 11 players (5 forwards & 6 backs).
- No lock or fullback.
- 5 man scrum.
- Unlimited interchange allowed.

GAME LAWS

- 2 markers allowed, but they cannot move until the first receiver has received the ball.
- 5 metre rule to apply.
- No weight, pressure or twisting in scrums (scrums are to be uncontested).
- Backrowers can only break from scrum when halfback has possession.
- Defending halfback is not allowed to follow attacking halfback

around scrum base.

- Bombs are allowed but players, even when onside, must remain 10 metres from the catcher and allow the catcher to run 10 metres before attempting the tackle.
- Maximum of two defenders allowed in a tackle.
- No tackles above the armpits allowed.
- No shoulder charges allowed.
- No tackles from behind where the defenders arm is placed over the shoulder allowed (i.e. no drag-down tackles).
- No slinging tackles allowed.
- Ball carrier may surrender in a tackle and the tackle must not be carried on.
- Dummy half may run, and run and score, but if caught in possession, a changeover will occur.
- No changeovers, except for dummy half caught in possession - all other changeovers are replaced by scrums.
- No stripping of the ball in tackles.
- Kicking of the ball is allowed on any tackle.
- Field goals will be a drop kick - all other shots at goal are punt kicks.

SPECIAL LAWS

PLAYERS 45 TO 49 YEARS OF AGE MAY WEAR RED SHORTS.

In possession:

- Opposition players may make solid contact (ball and all) between the waist and shoulders, but must have no intention

of bringing the player to the ground. An opposition player who makes an intentional low driving tackle on a player wearing red shorts will be penalised.

- The player wearing red shorts must have his progress stopped before being called Held and at times, this may lead to him going to the ground, but if there is no intent by the defending player, there will be no penalty.
- There is a maximum of 2 defenders allowed in the tackle.
- The player in possession must react to the Held call immediately.

Defending:

- The player wearing red shorts is able to make ball and all contact and stop the progress of an opposition player wearing red shorts or normal shorts.
- The player is also allowed to make a full tackle on a player with normal shorts if he wishes.

PLAYERS 50 YEARS AND OVER MAY WEAR YELLOW SHORTS

In possession:

- The player wearing yellow shorts will at all times be subject to a two-handed touch by all other players.

Defending:

- The player wearing yellow shorts may only make a two-handed touch on all other players.

Note: The wearing of red and yellow shorts is optional, however if players wear red or yellow shorts, the special laws will apply to those players.