

## The Masters of Rugby League Rules

The Masters of Rugby League are non-competitive, with the emphasis on enjoyment and having a good time.

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 engaged. 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 high level competition; nor an opportunity for people to "recall old glories".

Official Rugby League Referees will strictly referee games.

The International Rules of Rugby League will apply with the following exceptions:  
**ALL PLAYERS MUST BE OVER 35 YEARS OF AGE AND BE RETIRED FROM COMPETITIVE FOOTBALL.**

No pressure scrummaging, to avoid injuries (it is accepted that teams will win their own ball back ie. scrums go with feed)

All six forwards must participate in scrums and remain in the scrum until the halfback has the ball.

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

No turnover, 6th tackle will result in a scrum.

Captains are responsible for the behaviour of team members.

No stripping the ball in the tackle.

Rough and over vigorous play is not condoned, safety (to old bones) is paramount.

Dummy half cannot run.

Kicking is only allowed on the last tackle.

The receiver must not be challenged, he is to run at least 5 metres.

No fending - Referees to use their discretion.

All penalties are a tap kick.

The duration of the games is 25 minutes each way with unlimited interchange.

5 metres minimum at the play the ball.

Coloured shorts to be worn to designate player age:

White 35-39 years

Black 40-49 years

Red 50-59 years (tackle to physically stop and hold the players, he may off load the ball if tackle is not called)

Gold 60 + (tackle: on defence is a tag tackle on attack defence must remove tags)