

NRL WA MASTERS LAWS OF HARMONY CUP

Subject to the modifications below, games will be played under the International Laws of Rugby League. The Laws and the spirit of how the game is played are modified to allow players to play in a safe and enjoyable manner and with regard for the safety of both teammates and opponents alike. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the Competition Handbook.

THE PRINCIPLES OF NRL MASTERS RUGBY LEAGUE

- The game is for players over the age of 35 years.
- The game is totally non-competitive. Scores are not kept; there are no results and no competitions. BUT at the conclusion of every game, team must submit a completed team sheet, signed by the referee and the players, and must be provided to the management desk within 30 minutes of the game's completion.
- All the Laws and modes of play are designed to remove potentially dangerous elements of the game to allow players of all age groups to participate together.
- All players are reminded that the safety of teammates and opponents is paramount and therefore any over-aggressive or inappropriate rough play is forbidden.
- The emphasis is on safe and enjoyable play with all players who come onto the field being able to leave the field together.
- All players, team officials and referees commit to participate according to the letter and the spirit of the Laws.
- All games are subject to and played under the Code of Conduct / Fair Play pertinent to the local Governing Body

1.1 Each match will be of twenty (20) minutes duration and will be comprised of two (2) halves of nine (9) minutes. There will be a half-time period of no longer than two (2) minutes.

1.2 Teams will consist of twenty (20) players, but can be allowed for more, with no more than eleven (11) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the nine (9) pre-named substitutes. Players being replaced must cross the touchline before the new player enters the field of play as a replacement. The player entering the field of play as a replacement must report to the Touch Judge and enter from an onside position. A player who has been replaced may later in the game act as a replacement.

1.3 Players may wear different coloured shorts to clearly define their age group and/or level of required safe play. The mode of play applied to each age group will differ according to the colour of the shorts. Players are permitted to wear shorts designated for older players should they wish to in order to participate with less contact and greater safety and enjoyment.

In order to avoid accidental, over-robust contact, players should not play in shorts designated for a younger age group.

a) Age 35 to 49 White shorts

b) Age 50 to 59 White shorts, but red shorts may be worn for extra safety

c) Age 60 Plus White shorts, but gold shorts may be worn for extra safety

No other coloured shorts can be worn.

- 1.4 (i) 5 Tackles - A team in possession of the football shall be allowed four successive play the balls.
- (ii) A handover shall occur after the fourth play the ball when the team is tackled for the fifth time or they commit a breach or held up in goal.
- Tackling
- (iii) All tackles should be modified to remove any element of "drive" or lifting. No tackles can be made above the arm-pits.
- (iv) There are a maximum of two players allowed in any tackle; any more will be punished with the award of a penalty.
- 1.5 Tackling by Age Group (Making the Tackle)
- (i) WHITE short players tend to tackle each other normally.
- (ii) RED short players must attempt to physically stop the ball-carrier by a grip tackle between the waist and the shoulder. The ball-carrier should respond immediately to the Held call from the referee. If in the opinion of the referee the RED short player has made sufficient contact, he will call Held. Players should not attempt to drive through the tackle.
- (ii) GOLD short players must make a Touch tackle only. Once touched, the ball-carrier must return to the point of the touch to play-the-ball.
- 1.6 Tackling by Age Group (Being Tackled)
- (i) RED short players should be tackled by a grip tackle between the waist and the shoulder to stop progress.
- (ii) Under normal circumstances, RED short players should not be taken to the ground. If this occurs deliberately, the tackler will be penalised.
- (iii) RED short players should not attempt to drive through the tackle.
- (iv) GOLD short players should only be Touch tackled and this should be done with great caution. Once touched, the tackler should call the Touch and hold the mark; the ball-carrier must return to the point of the touch to play-the-ball.
- 1.7 All tackles are to be made safely and in the spirit of Masters in order to stop progress, not to attack the ball-carrier
- (i) In all cases, the player must respond immediately to the Held call.
- (ii) There is no lifting or throws allowed.
- (iii) The ball shall not be stolen from the ball-carrier at all.
- (iv) There can be no "drag down" tackles from behind of any kind

- 1.8 (i) Five (5) players only will form scrums. All scrums shall be formed with a maximum of five players from each team (three players in the front row and two in the second row). There shall be no more than four players of each team acting as backs.
- (ii) All defending players not involved in the scrum (other than the defending Scrum Half) must retire five (5) metre from their last row of forwards. (This is as per International Laws) All scrums are uncontested with the team feeding the ball re-gaining possession.
- (iii) At the scrum, the non-offending team shall have the loose head and feed, and can elect which side of the scrum the ball shall be fed; The defending Scrum Half must also take up a position on the same side of the scrum as the ball is being fed and behind the second row.
- (iv) Scrums will only be formed in the event of a double knock on or a mutual infringement.
- (v) In all other circumstances play will restart with a handover to the non-offending team, including where kicks find touch in general play. The handover will be provided to the non-kicking team ten metres infield opposite where the ball crossed the touch line
- (vi) In the event of a successful 40/20 kick, play will recommence with an 'optional tap kick' to the kicking team 10 metres in from where the ball crossed the touch line.

1.9 After a try has been scored, there are no kicks at goal. Both teams, the referee and touch judges will take up their normal positions for the restart of play with eleven (11) players in each team positioned on either side of the halfway line. The scoring team will retire ten (10) metres from the halfway line, ready to receive the ball. Play will be re-started from the centre of the halfway line with either

- (a) a tap kick with the ball to be placed on the ground, then tapped, with no necessity to go any distance forward; or
- (b) a place kick, taken with the ball having to travel ten (10) metres in a forward direction.

1.10 Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.

1.11 Any periods of temporary suspension expire at the end of the game.