



Masters of Rugby League New Zealand Inc. Rules — 2019

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 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 high competition; nor an opportunity for people to “recall old glories”.

Each team may consist of players from all age groups under normal playing conditions, however the selected international teams at tournaments comprise the specific age groups to ensure our game is played under the fairest conditions.

Official rugby league referees will strictly referee games.

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

The kick off and drop out

1. The kickoff is a place kick from the centre of the halfway line.
2. The game is restarted with a tap kick from the centre of the 20 meter line:
 - If the ball goes out of play over the dead ball line or touch in goal
3. The game is restarted with a goal line drop out by a defending player from the centre of his/her goal line if:
 - If a defending player deliberately plays at the ball and it goes over the dead ball line or touch in goal
 - If a defending player knocks on in the in goal.

Scrum

4. If an attacking player runs out or over the side line:
 - A scrum is set at 10 meters in from the sideline
 - No pushing or pressure, this is to avoid injuries
 - It is acceptable that teams may win their own ball back i.e. scrum go with feed
 - The attacking team shall have the loose head and put in
 - All six forwards must participate and remain in it until the halfback has the ball
 - Defending halfback is not permitted to challenge the opposing halfback
 - The attacking halfback can pick up the ball from the base of a scrum and run with it
 - Loose forward/lock cannot break from the scrum, until the halfback has the ball.
5. No turnover on the 6th tackle. A scrum must be formed.
6. Only one marker is permitted. He is passive and must not move until the dummy half passes the ball
7. The dummy half cannot run.
8. No fending – Referees to use their discretion
9. The defending team must be 5 meters back from the play of the ball
10. All penalties are a tap kick. The defending team must be 10 meters' back,
All penalties: the ball must be place on the ground, leaving the players hands, then tap forward.
11. If there is a knock on or forward pass, the Referee will play advantage and the tackle count starts from one (1), no zero tackle. Referee to use their discretion.



Kicks

12. Kicking is only allowed on the last play, there is no 40/20
 - All kicks including the kick off, the receiver must not be challenged. He is to run the ball at least 5 meters. If the ball is not challenged and the attacking player/s is on side, then it is play on. The Referee will call play on (Referees discretion).
13. No gang tackles allowed. Referees must use their discretion. No more than 2 in a tackle
14. Lifting is not permitted
15. No stripping of the ball in a tackle
16. Rough and over vigorous is not condoned, safety (to old bones) is paramount.
17. Captains are responsible for the behavior of their team members
18. The duration of the game is 25 minutes each way with unlimited interchange
19. Coloured shorts must be worn to designated player age:
 - White 35 – 39 years
 - Black 40 – 49 years
 - Red 50 – 59 years
 - On attack, red short players must be physically stopped and held. On defense, a red short player/s must make a definite two handed hold on an attacking player
 - Gold 60+
 - Gold short on defense only needs to touch an attacking player with White, Black and Red coloured short. The attacking player must then play the ball
 - Gold on Gold, the tag must be removed
 - On defense, White, Black and Red coloured short player/s must remove a tag/s from Gold

Last updated: 13/4/2017