

# Play on the Gold Coast in 2014!



Pan Pacific  
**Masters Games**  
GOLD COAST | AUSTRALIA  
1 - 9 November 2014

Tourism and Events  
Queensland

AUSTRALIA'S  
**GOLDCOAST.**

Australia's  
**Gold Coast**  
Renowned for fun

## 2014 Pan Pacific Masters Games Rugby League Competition Rules

ALL PLAYERS must play in the SPIRIT of the Pan Pacific Masters Games, players breaching this may be penalised.

### Player Qualification

- All Players must have turned 35 years of age by the 30 October 2014

### Registration requirements

- All players must produce photo ID at the games village (Gold Coast Convention and Exhibition Centre) when registering
- The competition format will be 13-a-side
- Any team playing unregistered players will forfeit all points won
- There is no limit to the number of players that can be registered in a team however, a maximum of 20 players can be listed on the team sheet each game
- All team sheets must be at the control centre 30 minutes prior to their allocated time for kick off
- Players will need to play a minimum of 75% of pool games to qualify for the finals
- All players must wear approved team uniform whilst on the field.
- All Leaguesafe (Water Runners) and on field support staff are to be correctly attired. Yellow Fluoro for League Safe Officers, Blue for First Aid Officers

### Player Numbers and Replacement Rules

- 20 players can be used during any one game with 13 players on the field at any one time
- Unlimited interchange applies
- When a team is depleted to less than 9 players on the field the game will be awarded to the opposition
- All complaints and protests must be lodged to the games committee no later than 30 minutes after the game has completed

Play it, Live it, Love it!



## Infringements

- The use of expletives, racial intolerance or anti social behaviour will not be tolerated. Offenders found guilty of these infringements will be prevented from taking any further participation in the Games
- A 5 minute cool off period will be utilised by referees if a player is over aggressive or disrespectful towards other players and/or officials. The player can be replaced after the 5 minute cool off period
- Any player sent from the field permanently, will not partake in any further games for the entire remaining duration of the Carnival

## Game Times

- All games will consist of 2 x 20 minute halves with a 5 minute half time.
- Game times will start as per the draw and there is no time out for injury except for the medal rounds
- Any team forfeiting must contact the Sports Convenor Matt Kenworthy 0401 608 112 immediately.
- Cancelled games will not be replayed; both the teams will receive a point each
- If a game is cancelled due to dangerous weather conditions, the leading team is declared the winner. The Sports Convenor has the authority to call off any games he sees fit if and when conditions are dangerous. The decision will be final and not be contested

## Safe Play Code

- No tackles above arm pits
- No shoulder charges
- No Lifting beyond the horizontal in tackles
- No tackles from behind where tackler's arms are placed over attackers shoulders
- No tripping or throwing, legs are never first contact
- No jersey slings
- No dropping on tackled player
- If attacker surrenders, tackle must cease
- No use of knees
- Scrums are NON CONTESTED, no pushing, pulling or rotating is permitted in scrums

## Competition Format

- Competition Format will be decided when team numbers are known.

## Competition Points

- 2 points for a win.
- 1 point to each team for a draw.
- Final placing will be determined on points. If two teams are tied on the same points, then the result of their game against each other (Head to Head) will be used to break the tie.

## Competitive Rules

The over 35 Competitive Division will be conducted under International Rugby League rules with slight modifications (Pan Pacific Masters Games by-laws) to make it safer for masters participants. The following rules will apply:

- Only 2 defenders in one tackle.
- 5 meter defensive rules.
- Single infringements will result in a hand over.
- Double infringements will result in a scrum (this is at discretion of the referee).
- Scrums are NON CONTESTED, no pushing, pulling or rotating is permitted in scrums.
- BOMB KICKS: where a kicked ball is deemed to go higher than longer, or close to in the referee's judgement. The referee shall call 'Bomb Kick'. The team kicking the ball shall not contest the football, and must remain at least ten (10) metres from the receiver (catcher) until either the football has touched the ground, or the receiver after catching the ball begins to run with the ball, or passes it. At this point the play on rule then applies, and defenders may advance. The penalty for contesting a bomb kick will be from where the ball was kicked from.
- Goal kicks are only taken after a try – they can be placed or dropped kicked.
- No penalty conversions are allowed.

## Social Rules

All players in the Social Division MUST play in the Spirit of the Pan Pacific Masters Games, players breaching this will be penalised.

The over 35 Social Division will be conducted under International Masters Rugby League rules (same as ARL Masters event) and will include Pan Pacific masters Games By-Laws. Players 45-49 can wear red shorts and players 50+ can wear yellow shorts with different rules applying to these players. The following rules will apply:

- Only 2 defenders permitted in tackles
- 1 marker but they cannot move until the first receiver has received the ball
- Dummy half cannot take more than one step with ball
- Players must run at defensive gaps; cannot barge or run over players
- Tackles with the initial point of contact above the armpits are not permitted.
- Single infringements will result in a hand over or scrum (this is at the discretion of the referee)

- Double infringements will result in a scrum (this is at the discretion of the referee)
- Scrums are NON CONTESTED, no pushing, pulling or rotating is permitted in scrums
- Kicks are only permitted on the last tackle; however attackers must remain 10 meters from the catcher. Defenders are not to tackle the catcher until the catcher has progressed 10 meters.
- Goal kicks are only taken after a try – they can be placed or dropped kicked
- No penalty conversions are allowed

## **Special Age Rules for Social Competition**

### **Players 45 to 49 may wear Red shorts**

- Opposition players may make solid contact (ball and all) between the waist and shoulders, however must have no intention of bringing player to the ground. Breaches of this rule will result in defensive side being penalised or binned
- A player in red shorts must have his progress stopped before calling held, if this player goes to the ground without intent the defending side is not to be penalised
- Defending player wearing red shorts may make a ball and all tackle to stop the attacker
- The player in possession must react to the Held call immediately

### **Players 50 years and over may wear Yellow shorts**

- Subject to a 2 handed touch in attack and defence