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RUGBY LEAGUE – Rules & Regulations (including PPMG By-Laws)

ALL PLAYERS must play in the SPIRIT of the 2018 Pan Pacific Masters Games, players breaching this may be penalised.

Player Qualification

- All Players must have turned 35 years of age by the Thursday 1 November 2018

Registration Requirements

- All players must produce photo ID along with PPMG accreditation pass when registering themselves before each games play. **ALL** players **MUST** attend the [Check in Centre](#) to collect PPMG accreditation pass prior to playing in the competition.
- Team Managers and Team Captains **MUST** attend a **COMPULSORY** competition briefing on Wednesday 7 November 2018 at 1pm. A team may be prohibited from taking the field until a team official and player has been briefed by competition management.

- 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
- Players may only be registered to play in ONE team and ONE division. Players may NOT switch between teams or divisions. *Exception to this rule* will be if a player has **registered and paid to play in two competitions**. Proof of registration and payment will be required.
- All team sheets must be handed in at the Team Registration Office 30 minutes prior to 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 Shirt for Leaguesafe Officers, Blue Shirt for First Aid Officers

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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 disputes must be lodged in writing with the games committee within 1 hour of completion of competition game (see Judiciary and Disputes rules)

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 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 off is charged with player misconduct and must appear before a Judiciary Tribunal. Written notice of the charge/s must be provided with not less than **two hours' notice** of the hearing to be given to the player. Particulars of the charge and breach must be included in such written notice.

Game Times

- All games will consist of 2 x 15-minute halves with a 5-minute half time break (in line with NRL Masters Rugby League multiple-game festivals/carnivals).
- 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 Convenors (Belinda Berkhout 0411 641 808 or Neil Williams 0409 470 832) immediately and will be required to pay an 'on the spot' forfeit fee of \$100 (unless the forfeit is deemed to be 'extenuating circumstances' by the Sports Convenor/s) and teams.
- 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/she sees fit 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 available from Friday 12 October 2018 once team entries close. This will be available at <https://mastersgames.com.au/ppmg/sports/rugby-league/>

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.
- In the unlikely event this game result was a Nil all draw – positions will be determined by differential. (For-Against points = Differential). If this works out to be the same, percentages will be used to determine position. (Against/For x 100 = Percentage)

Competitive Rules

The **Competitive** Division will be conducted under [International Rugby League Laws Of The Game](#) with slight modifications (2018 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 metre 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 drop kicked.
- No penalty conversions are allowed.

Social Rules

All players in the Social Division **MUST** play in the Spirit of the 2018 Pan Pacific Masters Games, players breaching this will be penalised.

The over **Social** Division will be conducted under [International Rugby League Laws of the Game](#) (same as NRL Masters event) and will include 2018 Pan Pacific Masters Games By-Laws.

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Players may wear different coloured shorts to clearly define their age group and/or level of required safe play; different rules apply to these players 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.

Age 35 to 49 designated team shorts

Age 50 to 59 designated team shorts, but red shorts may be worn for extra safety

Age 60 team shorts, but gold shorts may be worn for extra safety

The following rules will apply:

- Only 2 defenders permitted in tackles (any more will result in award of a penalty)
- 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 metres from the catcher. Defenders are not to tackle the catcher until the catcher has progressed 10 metres.
- 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 50 to 59 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 60 years and over may wear Yellow shorts

- Subject to a 2 handed touch in attack and defence

Judiciary & Appeals Process

- Please visit: <https://mastersgames.com.au/ppmg/sports/rugby-league/>

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