



RUGBY LEAGUE COMPETITION RULES 2026

Registration Requirements:

- **ALL** Players **MUST** attend the Check In Centre to collect PPMG Accreditation Pass prior to playing in the Competition
- **ALL** players **MUST** Produce Photo ID along with PPMG Accreditation Pass when registering themselves before EACH games play.
- Team Managers and Team Captains **MUST** attend a **COMPULSORY** competition briefing on Wednesday 11th November 2026 at 12PM. A Team may be prohibited from taking the field until team official and captain have been briefed by competition management.

The International Laws of Rugby League will apply in full with the following exceptions For Pan Pacific Masters Rugby League 2026

Amendments to International Laws:

- ALL PLAYERS must play in the SPIRIT of the 2026 Pan Pacific Masters Games, Players breaching this may be penalised.
- 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. Players may NOT switch between teams. *Exception to this rule* will be if a player has **registered and paid to play in two competitions (Eg. Social and Competitive)**. Proof of registration and payment will be required.

- All team Players participating in a rounds game **MUST** be sighted at the Team Registration Office 30 minutes prior to allocated time for kick off time with there Games ID and Photo ID.
- 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
- All games are subject to and played under the Code of Conduct / Fair Play pertinent to the local Governing Body
- 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 spirit of the Games.

Section 1: Player Qualification

- **All players must have turned 35 years of age by 11th November 2026**

Section 2: Playing Field

- The Playing Field will be as per International Laws
 - 100m Field of Play Length x 68m Feild Width (Total field Length 120m)
 - Refer to International Rules Pg 2

Section 3: Players 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
- Interchanges can be made at any time - players must enter the field of play from an onside position.
- When a team is depleted to less than 9 players on the field the game will be awarded to the oposition.
- All disputes must be lodged in writing with the games committee within 1 hour of completion of competition game (see Judiciary and Appeals process)

Section 4: Infringements/Misconduct

- 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 charges must be provided with not less than two hours'

notice of the hearing to the player. Particulars of the charge and breach must be included in such written notice

- Sent-off players may be replaced by a substitute. (Player Sent must leave the field of play and match/team official area)
- Player in the Sin Bin may be replaced by a substitute. (Player Sin Binned Must Sit in the allocated spot under tournament control tent on the side of the field)

Section 5: Game Times

- All games will consist of 2 x 15-minute halves with a 5-minute halftime 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 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).
- 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.

Section 6: 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

Section 7: Competition Format

- Competition Format will be available after team entries close on 14th October 2026 This will be emailed to each team manager and 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)
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Section 8: Social Competition Rules - Rules Apply to Social Division Only

- All players in the Social Division **MUST** play in the Spirit of the 2026 Pan Pacific Masters Games, players breaching this will be penalised.
- The **Social** Division will be conducted under [International Rugby League Laws of the Game](#) (same as NRL Masters event) and will include 2026 Pan Pacific Masters Games By-Laws Below .

Section 8.1: Age Group Exceptions

- Players may wear different coloured shorts to clearly define their age group and/or level of required safe play; different rules apply to these player. The Mode of play applied to each age group 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+ designated team shorts
- Age 45 to 49 designated team shorts, but red shorts may be worn for extra safety
- Age 50+ team shorts, but yellow/gold shorts may be worn for extra safety

Making The Tackle

WHITE short players to tackle each other normally.

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.

YELLOW/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.

Being Tackled

RED short players should be tackled by a grip tackle between the waist and the shoulder to stop progress. Under normal circumstances, RED short players should not be taken to the ground. If this occurs deliberately, the tackler will be penalised. RED short players should not attempt to drive through the tackle.

YELLOW/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.

Section 8.2: Additional Social Rule Amendments

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
- The dummy-half may not run and score.
- 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. Not Contact is to be made on a player while attempting to catch the ball.
- Goal kicks are only taken after a try – they can be placed or dropped kicked
- No penalty conversions are allowed - All penalties are a tap kick on the mark at the point of the infringement

Section 9 – Referee and Touch Judges

The match officials should referee according to the Laws of Masters Rugby League and also with reference to the Principles of the Game as outlined above.

Section 10: Judiciary & Appeals Process

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

At all times player safety is paramount in any decision making