



# MASTERS RULES

(2008 Version)  
(FOR PLAYERS AGED 35 YEARS AND OVER)



**The International Laws of the Game will apply except for the following amendments approved by the Australian Rugby League.**

## **AGE LIMIT**

- All players must have turned thirty-five years of age and be retired from competitive football.

## **GAME TIME**

- Game duration is a maximum of fifty minutes (two x twenty-five minute halves), except for the annual ARL Masters Carnival which may reduce the game duration to thirty minutes (two x fifteen minute halves).
- Half-time break is five minutes.

## **TEAM MAKEUP**

- Total of twenty players and three officials per team.
- On-field team to consist of eleven players (five forwards and six backs).
- No lock or fullback.
- Five man scrum.
- Unlimited interchange allowed.

## **GAME RULES**

- Two markers allowed, but they cannot move until the first receiver has received the ball.
- Five metre rule to apply.
- No weight, pressure or twisting in scrums (scrums are to be uncontested).
- Backrowers can only break from scrum when halfback has possession.
- Defending halfback is not allowed to follow attacking halfback around scrum base.
- Bombs are allowed but players, even when onside, must remain ten metres from the catcher and allow the catcher to run ten metres before attempting the tackle.

## Game Rules Continued

- Maximum of two defenders allowed in a tackle.
- No tackles above the armpits allowed.
- No shoulder charges allowed.
- No tackles from behind where the defenders arm is placed over the shoulder allowed (i.e. no drag-down tackles).
- No slinging tackles allowed.
- Ball carrier may surrender in a tackle and the tackle must not be carried on.
- Dummy half may run, and run and score, but if caught in possession, a changeover will occur.
- No changeovers, except for dummy half caught in possession - all other changeovers are replaced by scrums.
- No stripping of the ball in tackles.
- Kicking of the ball is allowed on any tackle.
- Field goals will be a drop kick - all other shots at goal are punt kicks.

## SPECIAL RULES

### PLAYERS 45 TO 49 YEARS OF AGE MAY WEAR RED SHORTS.

#### *In possession:*

- Opposition players may make solid contact (ball and all) between the waist and shoulders, but must have no intention of bringing the player to the ground. An opposition player who makes an intentional low driving tackle on a player wearing red shorts will be penalised.
- The player wearing red shorts must have his progress stopped before being called Held and at times, this may lead to him going to the ground, but if there is **no intent** by the defending player, there will be no penalty.
- There is a maximum of two defenders allowed in the tackle.
- The player in possession must react to the Held call immediately.

## Special Rules Continued

### *Defending:*

- The player wearing red shorts is able to make ball and all contact and stop the progress of an opposition player wearing red shorts or normal shorts.
- The player is also allowed to make a full tackle on a player with normal shorts if he wishes.

## PLAYERS 50 YEARS AND OVER MAY WEAR YELLOW SHORTS

### *In possession:*

- The player wearing yellow shorts will at all times be subject to a two-handed touch by all other players.

### *Defending:*

- The player wearing yellow shorts may only make a two-handed touch on all other players.

**Note - The wearing of red and yellow shorts is optional, however if players wear red or yellow shorts, the special rules will apply to those players.**



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