
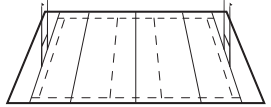
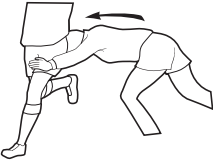

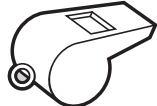

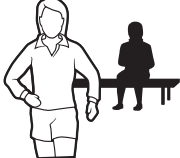




AGE GRADE LAW VARIATIONS FOR COMMUNITY RUGBY

MASTERS VARIATIONS GAME CARD

Maximum Time Per Half - Single Game 15 min  17.5min per quarter when required for play	Maximum Time Per Half - Festival 20 min 	Maximum playing time for players per day / event 90 min 	Ball Size Size 5 	Maximum # Per Team 15
Number of Forwards 8	Number of Backs 7	Recommended Squad Size 20 Players Subs must include suitably trained front row players (See WR Scrum Ready)	Safety Zone between Playing Areas Apply World Rugby Laws of the Game	Size of Playing Area Full Field 
Restart / Kick Off Drop Kick Ball must land between the 10m and 22m line. Allow one re-kick if not successful, then sanction if requires with Free Kick from half to opposition	Tackle Yes 	Hand-Off No No contact to the head of the ball permitted	Goal Kicking (Conversions) Apply World Rugby Laws of the Game 	Kicking in Open Play Apply World Rugby Laws of the Game 
Rucks Apply World Rugby Laws of the Game	Maul Apply World Rugby Laws of the Game	Squeeze Ball No	Conversions 8 (1.5m Penalty)	Lineout Apply World Rugby Laws of the Game All infringements are free Kicks at 15m, except foul play
Match Official Games to be officiated by a certified referee 	Penalties Apply World Rugby Laws of the Game 	Substitutions Rolling Subs 	Coaches on field (not including Ref) Coaches not permitted on the field of play during games	Yellow Card 7 min 30min Half = 5min 35min half = 7min
				Red Card Yes 





MASTERS LAW VARIATIONS

1. The ground

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/1

2. The ball

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/2

3. Team

- Apply World Rugby Laws of the Game except: www.world.rugby/the-game/laws/law/3

Numbers

3.5 Unlimited substitutions are permitted.

3.7 Players may return to the field of play at anytime unless removed for an injury.

Tactical replacements joining the match

3.33 Tactically replaced players may return to play at any time.

4. Players' clothing

- Apply World Rugby Laws of the Game except for the coloured short guidance below and throughout the variations. www.world.rugby/the-game/laws/law/4

Coloured shorts guidelines

- All players must clearly understand the restrictions placed upon them when playing against players with coloured shorts.
- Detailed restrictions are explained throughout this document for clarity.
- Provincial unions/competition groups may set mandates on ages.

White Shorts

- Apply Masters Law Variations
- Must temper contact with coloured short defenders especially regarding fending tacklers.

Black Shorts

- Apply Masters Law Variations
- Players approaching contact with a player in **Black** shorts must temper the contact.

Red Shorts

- Contact is limited to being wrapped or held but not tackled to the ground.

Gold Shorts

- May be touched but not tackled to the ground, wrapped, or held.

Purple Shorts

- May not be touched, tackled to the ground, wrapped, or held.
- May only advance the ball 10 metres.





MASTERS LAW VARIATIONS

5. Time

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/5
- It is recommended that matches are played over four periods of up to 15 minutes.

6. Match Official

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/6

7. Advantage

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/7

8. Scoring

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/8

9. Foul Play

- Apply World Rugby Laws of the Game including: www.world.rugby/the-game/laws/law/9

Dangerous play

9.11 Players must not do anything that is reckless or dangerous to others including:

- a. Dropping a shoulder, fending the head or body or hard contact against a player in **Red** shorts.
- b. Any form contact with force with a player in **Gold** shorts, only touch is permitted.
- c. Any contact with a player in **Purple** shorts.

10. Offside and onside in open play

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/10

11. Knock-on or throw forward

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/11

12. Kickoffs and restarts

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/12

13. Players on the ground in open play

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/13

14. Tackle

- Apply World Rugby Laws of the Game except in situations described below with players in coloured shorts:
www.world.rugby/the-game/laws/law/14





MASTERS LAW VARIATIONS

Requirements for a tackle

14.1 For a tackle to occur,

- a. A player in **White** or **Black** shorts is:
 - a. Held and brought to the ground by one or more opponents in **White** or **Black** shorts,
 - b. Wrapped by a player in **Red** shorts,
 - c. Simultaneously touched with two hands by one or more players in **Gold** shorts or
 - d. Touched with one hand by a player in **Purple** shorts.
- b. A player in **Red** shorts is:
 - a. Wrapped or held by one or more opponents anywhere below the shoulders and above the waist,
 - b. Simultaneously touched with two hands by one or more players in **Gold** shorts or
 - c. Touched with one hand by a player in **Purple** shorts.
- c. A player in **Gold** shorts is:
 - a. Touched with two hands simultaneously by one or more players or
 - b. Touched with one hand by a player in **Purple** shorts.
- d. A player in **Purple** shorts advances 10 metres with the ball.

Player Responsibilities

14.5 Tacklers must:

- a. Immediately release the ball and the ball carrier after both players go to ground or are deemed to be tackled.
- b. Immediately move away from the tackled player and from the ball or get up.
- c. Be on their feet before attempting to play the ball from a player in **White** or **Black** shorts.
Players in **Red**, **Gold** and **Purple** shorts are to play the ball freely once a tackle occurs.

15. Ruck

- Apply World Rugby Laws of the Game except in situations described below with players in coloured shorts:
www.world.rugby/the-game/laws/law/15

Joining a ruck

- Players must be aware of the colour of the players shorts when entering a ruck and must temper contact depending on the short colour of the opposing player.
- In no circumstance should a player enter a ruck with the intent to 'clean out' an opposing player.

During a ruck

15.10. Possession may be won either by rucking or by pushing the opposing team off the ball except:

- a. When a player in in **White** or **Black** shorts is in contact with one or more players in a ruck in **Red**, **Gold** or **Purple** shorts.





MASTERS LAW VARIATIONS

16. Maul

- Apply World Rugby Laws of the Game except in situations described below with players in coloured shorts: www.world.rugby/the-game/laws/law/16

Joining a maul

- Players must be aware of the colour of the players shorts when entering a maul and must temper contact depending on the short colour of the opposing player.

During a maul

- The maul must not move when a player in **White** or **Black** shorts is in contact with one or more players in a maul in **Red**, **Gold** or **Purple** shorts.

17. Mark

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/17

18. Touch, quick thrown and lineout

- Apply World Rugby Laws of the Game except: www.world.rugby/the-game/laws/law/18

Quick Throw

- A quick throw is not permitted.

19. Scrum

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/19
- Players must be aware of the colour of the players shorts in a scrum and must temper the push depending on the short colour of the opposing players.

20. Penalty and free-kick

- Apply World Rugby Laws of the Game www.world.rugby/the-game/laws/law/20

21. In-goal

- Apply World Rugby Laws of the Game except: www.world.rugby/the-game/laws/law/21

