

# CMRU

## Law Modification Quick Reference chart

### Tackle

	<b>A tackle occurs when the Tackler is:</b>
<b>White</b>	held and brought to the ground, and one knee touches the ground
<b>Black</b>	held and brought to the ground, and one knee touches the ground
<b>Red</b>	is wrapped or held by two hands
<b>Yellow</b>	is two hand touched
<b>Purple</b>	runs ten metres
<b>Next action</b>	Tacklee must immediately play the ball. Tackler must allow tackle to play the ball
<b>Sanction</b>	Penalty Kick for non offending team if appropriate yellow card/ sin bin / red card

### Maul – non push

	<b>A non push maul shall occur if:</b>
<b>Red</b>	a player is involved in the “initial creation” of the maul <u>and</u> has <b>direct contact</b> with an <b>opponent</b> of any colour
<b>Yellow</b>	a player is involved in the “initial creation” of the maul <u>and</u> has <b>direct contact</b> with an <b>opponent</b> of any colour
<b>Purple</b>	a player is involved in the “initial creation” of the maul <u>and</u> has <b>direct contact</b> with an <b>opponent</b> of any colour.
<b>Notes</b>	Any coloured short player who <b>chooses</b> to join the Maul by binding on to a teammate shall <u>not</u> change the status of the maul to non push!
<b>Sanction</b>	A scrumage for the non offending team

### Ruck – non push

	<b>A non push ruck shall occur if:</b>
<b>Red</b>	a player is involved in the initial creation of the ruck and has <b>direct contact</b> with an <b>opponent</b> of any colour
<b>Yellow</b>	a player is involved in the initial creation of the ruck and has <b>direct contact</b> with an <b>opponent</b> of any colour
<b>Purple</b>	a player is involved in the initial creation of the ruck and has <b>direct contact</b> with an <b>opponent</b> of any colour
<b>Notes</b>	Any coloured short player who <b>chooses</b> to join the ruck by binding on to a teammate shall <u>not</u> change the status of the maul to non push!
<b>Sanction</b>	A scrumage for the non offending team

## Scrum

	<b>An uncontested scrum shall occur when a front row player has:</b>
<b>White</b>	<ol style="list-style-type: none"> <li>1. no experience / expertise in the front row.</li> <li>2. is not physically capable to play contested.</li> </ol> <ul style="list-style-type: none"> <li>• Shall be determined by the referee</li> <li>• Shall be declared by player and questioned by the referee</li> </ul>
<b>Black</b>	
<b>Red</b>	
<b>Yellow</b>	
<b>Purple</b>	participates in the front row.

## Colour short up grade

	<b>Younger players in short colours assigned to older players:</b>
<b>Women</b>	a female player may request to wear a coloured short.
<b>Pre existing condition</b>	a player may request to upgrade to a coloured short due to a “appropriate” pre-existing physical condition as deemed credible by the referee.
<b>Process</b>	these requests must be made each game at the pre-game meeting involving both captains and the refs. The referee collecting information makes a judgement. All players <b>MUST</b> wear the correct short colour which determines their participation limits.

## Kicking

<b>Pop kicks</b>	acceptable
<b>Grubber kicks</b>	acceptable
<b>Deep kicks</b>	acceptable

<b>Kick offs</b>	only drop goals
<b>Sanction</b>	scrum at centre for non offending team or re-kick

<b>Quick taps</b>	No
<b>Sanction</b>	Re-kick

<b>Penalty goals</b>	No points with any place or drop kick
<b>Drop goals</b>	No points with any drop kick
<b>Sanction</b>	No sanction! Deemed a regular kick if during live play, ... play on!
<b>Conversions</b>	Not permitted

## Spirit of the game

<b>Notes</b>	The referee shall use judgement in determining if a player is using inappropriate extreme actions which “take away from the spirit of the game.” Care should be exercised not to remove the competitive nature of the game.
<b>Sanction</b>	A scrummage shall be awarded to the appropriate team at the point of stoppage.