



RUGBY CANADA

2021 LAW VARIATIONS FOR COMMUNITY RUGBY: MASTERS RUGBY

RUGBY CANADA



IMPORTANT NOTICE

THIS DOCUMENT DESCRIBES VARIATIONS TO THE GAME. IF THERE IS A DOUBT ABOUT THE LAW, APPLY WORLD RUGBY LAWS OF THE GAME AND U19 VARIATIONS WHERE APPLICABLE.

INTEGRITY ~ RESPECT ~ SOLIDARITY ~ PASSION ~ DISCIPLINE



**PLAY
SMART**
PUTTING PLAYERS FIRST

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LAW VARIATIONS VISION & MISSION STATEMENT

RUGBY CANADA

LAW VARIATIONS VISION

To foster an inclusive, welcoming environment so that players of every shape, size, gender, age, ability, and skill level are able to participate in developmentally appropriate, controlled, competitive and enjoyable games. Use the game as the best teacher for teamwork, co-operation and respect between participants, coaches, players, officials, parents, and fans.

LAW VARIATIONS MISSION

Use a player-centred and development driven model to continually assess, adapt and improve appropriate law variations for all ages across Canada. We seek to ensure integrity, passion, solidarity, discipline and respect are central tenants for all considerations, decisions and variations made.





MASTERS RUGBY

WHAT IS MASTERS RUGBY?

Masters rugby is the variation of rugby for players over the age of 35. The game is played with a combination of the World Rugby Laws of the game and additional variations explained throughout the Masters Law Variations Document.

The variations are in place to ensure players of all ages and experience level can continue to participate in a safe and inclusive environment.

The number one priority of the Masters Law Variations is safety and the variations explained throughout the document have been put in place with the welfare of the player in mind.

RUGBY CANADA





COLOURED SHORTS

Coloured shorts are in place to identify the specific restrictions for that player. Participants must understand the restrictions when playing with and against players in coloured shorts.

White & Black Shorts	
General Rules	<ul style="list-style-type: none">• Must temper contact with coloured short defenders especially regarding fending tacklers.• Extra consideration should be taken when approaching contact with a player in Black shorts.
Dangerous Play	<ul style="list-style-type: none">• Dropping a shoulder, fending the head or body or hard contact against a player in Red shorts.• Any form of contact with force with a player in Gold shorts, only touch is permitted.• Any contact with a player in Purple shorts.
Tackle	<p>For a tackle to occur a player in White or Black shorts is:</p> <ul style="list-style-type: none">• Held and brought to the ground by one or more opponents in White or Black shorts,• Wrapped by a player in Red shorts,• Simultaneously touched with two hands by one or more players in Gold shorts or• Touched with one hand by a player in Purple shorts.
Ruck	<p>Joining a ruck</p> <ul style="list-style-type: none">• 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. <p>During a ruck</p> <ul style="list-style-type: none">• Players in White and Black shorts are not permitted to ruck or push the opposing team off the ball if they are in contact with one or more player in Red, Gold or Purple shorts.
Maul	<p>Joining a maul</p> <ul style="list-style-type: none">• 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. <p>During a maul</p> <ul style="list-style-type: none">• The maul must not move if players are in contact with one or more player in Red, Gold or Purple shorts.





COLOURED SHORTS

Coloured shorts are in place to identify the specific restrictions for that player. Participants must understand the restrictions when playing with and against players in coloured shorts.

Red Shorts (recommended 60-69)	
General Rules	<ul style="list-style-type: none">• Contact is limited to being wrapped or held but not tackled to the ground.
Dangerous Play	<ul style="list-style-type: none">• Dropping a shoulder, fending the head or body or hard contact against a player in Red shorts.• Any form of contact with force with a player in Gold shorts, only touch is permitted.• Any contact with a player in Purple shorts.
Tackle	<p>For a tackle to occur against a player in Red shorts is:</p> <ul style="list-style-type: none">• Wrapped or held by one or more opponent in White , Black or Red shorts anywhere below the shoulders and above the waist,• Simultaneously touched with two hands by one or more players in Gold shorts or• Touched with one hand by a player in Purple shorts.
Ruck	<p>Joining a ruck</p> <ul style="list-style-type: none">• 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. <p>During a ruck</p> <ul style="list-style-type: none">• When one or more players in a ruck is in Red , Gold or Purple shorts there is to be no rucking or pushing.
Maul	<p>Joining a maul</p> <ul style="list-style-type: none">• 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. <p>During a maul</p> <ul style="list-style-type: none">• The maul must not move if players are in contact with one or more player in Red , Gold or Purple shorts.





COLOURED SHORTS

Coloured shorts are in place to identify the specific restrictions for that player. Participants must understand the restrictions when playing with and against players in coloured shorts.

Gold Shorts (recommended 70 to 79)	
General Rules	<ul style="list-style-type: none"> Contact is limited to being touched but not tackled to the ground, wrapped, or held.
Dangerous Play	<ul style="list-style-type: none"> There is to be no form of contact with force with a player in Gold shorts, only touch is permitted. Any contact with a player in Purple shorts.
Tackle	<p>For a tackle to occur against a player in Gold shorts is:</p> <ul style="list-style-type: none"> Simultaneously touched with two hands by one or more players in White, Black, Red, or Gold shorts or Touched with one hand by a player in Purple shorts.
Ruck	<p>Joining a ruck</p> <ul style="list-style-type: none"> 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. <p>During a ruck</p> <ul style="list-style-type: none"> When one or more players in a ruck is in Red, Gold or Purple shorts there is to be no rucking or pushing.
Maul	<p>Joining a maul</p> <ul style="list-style-type: none"> 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. <p>During a maul</p> <ul style="list-style-type: none"> The maul must not move if players are in contact with one or more player in Red, Gold or Purple shorts.





COLOURED SHORTS

Coloured shorts are in place to identify the specific restrictions for that player. Participants must understand the restrictions when playing with and against players in coloured shorts.

Purple Shorts (recommended 80+)	
General Rules	<ul style="list-style-type: none">• There is to be no form of contact with a player in Purple shorts, they may not be touched, tackled to the ground, wrapped, or held.• They may only advance the ball 10 metres.
Dangerous Play	<ul style="list-style-type: none">• Any contact with a player in Purple shorts.
Tackle	For a tackle to occur a player in Purple shorts: <ul style="list-style-type: none">• Advances the ball 10 metres.
Ruck	<p>Joining a ruck</p> <ul style="list-style-type: none">• 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. <p>During a ruck</p> <ul style="list-style-type: none">• When one or more players in a ruck is in Red, Gold or Purple shorts there is to be no rucking or pushing.
Maul	<p>Joining a maul</p> <ul style="list-style-type: none">• 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. <p>During a maul</p> <ul style="list-style-type: none">• The maul must not move if players are in contact with one or more player in Red, Gold or Purple shorts.

In the spirit of inclusion and player welfare, a player may choose to participate in a Masters match with the level of contact they wish.





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 & Black Shorts

- Apply Masters Law Variations
- Must temper contact with players in coloured shorts especially regarding fending tacklers.

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





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