



# **MASTERS RUGBY LEAGUE**

## **TERMS OF REFERENCE**

- 1. PURPOSE AND MANAGEMENT OF MASTERS RUGBY LEAGUE**
- 2. MEMBERSHIP**
- 3. ACCEPTANCE**
- 4. CHANGES**
- 5. PROCEDURES FOR ANNUAL/EXTRAORDINARY GENERAL MEETINGS**
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- 9. NOTICES AND CORRESPONDENCE**

## 1. PURPOSE AND MANAGEMENT OF MASTERS RUGBY LEAGUE

- 1.1 Masters Rugby League is organised, governed and owned by the Rugby Football League Limited.
- 1.2 Any logos, branding or any other intellectual property appertaining to Masters Rugby League, produced by or on behalf of the Management Group shall be owned by the RFL. Upon creation the intellectual property rights in these shall vest in the RFL. The Management Group must seek the RFL's permission before producing any item that this clause relates to.
- 1.3 The purpose of the Masters Rugby League ("Masters") is to provide opportunities for people to play rugby league by organising and administering matches and festivals on behalf of the clubs.
- 1.4 All Masters matches, festivals and tours organised and administered by the Management Group shall be governed by the RFL Tiers 4 – 6 Operational Rules.
- 1.5 Masters shall be managed by a Management Group that will be accountable to and report to the RFL as and when requested.
- 1.6 The Management Group shall consist of the following roles:
  - a) Independent Chair, Appointed by the RFL, in accordance with the Code of Sports Governance.
  - b) Vice Chair,
  - c) Secretary,
  - d) Communications Officer,
  - e) Match Officials Development Officer,
  - f) Minimum of 4 Regional Representatives
  - g) Women's Representative
  - h) RFL representative
- 1.6.1 All members of the Management Group agree to sign and abide by a Volunteer Agreement
- 1.7 Election for all roles (save for the RFL representative) shall be for a term of three years. An officer shall be entitled to serve for a maximum of three terms unless the RFL determine otherwise.
- 1.8 The Regional Representatives shall be elected to cover the following areas.
  - North (Cumbria & North East)
  - Lancashire
  - South
  - Yorkshire
- 1.9 The Management Group shall organise and manage the following additional Panels and Roles each year:
  - a) Fixture secretaries,
  - b) Discipline Panel members save for Appeals which shall be directed to the RFL in accordance with the Operational Rules Tiers 4-6,
  - c) Additional Secretarial positions if required.

- 1.10 The RFL and the Management Group shall have the right to co-opt other persons onto the Management Group as and when necessary, but recruitment will be completed based on skills and expertise that are required at that time.
- 1.11 Any member of the Management Group who fails to attend three successive meetings shall be deemed to have resigned from the Management Group, unless the Management Group shall decide otherwise. However, the RFL have the right to send the most appropriate Executive to each meeting and this clause does not apply to that role.
- 1.12 The Management Group shall be responsible for maintaining the bank account and for preparing audited accounts for all Masters activity. All monies will be used to cover all aspects of operational and event spend linked to Masters activity. The RFL reserves the right to audit the accounts any time and shall have overall responsibility for deciding how any funds are spent.

## **2. MEMBERSHIP**

- 2.1 A club shall be considered to be a member of Masters Rugby League ("Member Club") if it has submitted a completed Club Registration Form and paid their annual membership fee which will be set by the Management Group at the start of each year.
- 2.2 The Management Group, at their discretion and in consultation with members, shall have the right to refuse membership to any club or player.
- 2.3 Any club seeking membership of Masters Rugby League must demonstrate that it abides by the spirit of Masters including Unacceptable Behaviour and Language
- 2.4 An individual may register independently and become a Masters Rugby League player by registering online as a player and paying the appropriate membership fee which will be set by the Management Group at the start of each year, individual independent players will be registered as a member of "Masters Rugby League Club"
- 2.5 Rugby League is an inclusive sport. Member Clubs must take all reasonable steps to prevent discriminatory practices at their clubs and Masters Rugby League activities they are associated with and agree to be bound by the RFL Tiers 4 – 6 Operational Rules and associated Policies.

### **3. ACCEPTANCE OF TERMS OF REFERENCE**

- 3.1 Clubs and individually registered players with Masters Rugby League shall accept the current rules of Masters as set out in the Terms of Reference and shall accept the decisions of the Management Group on all matters.

### **4. CHANGES TO THE TERMS OF REFERENCE**

- 4.1 Any changes to these Terms of Reference will be approved by the RFL
- 4.2 If a change of these Terms of Reference is proposed by a Member Club written notice of such proposed change shall be given to the General Secretary not less than 42 days before the AGM or 21 days before the EGM and must be accompanied by written support for the proposal by 3 other Members clubs.
- 4.3 If the change of these Terms of Reference s proposed by an individually registered member written notice of such proposed change shall be given to the General Secretary not less than 42 days before the AGM or 21 days before the EGM and must be accompanied by written support for the proposal by 3 Member Clubs.
- 4.4 The required majority for a rule change shall be two thirds of those entitled to vote.
- 4.5 The required majority for a new rule shall be a simple majority of those entitled to vote.
- 4.6 All Member Clubs shall be required to vote on changes to the Terms of Reference either by sending a representative to the AGM/EGM or by proxy vote via the General Secretary.

### **5. PROCEDURES FOR ANNUAL/EXTRAORDINARY GENERAL MEETINGS**

- 5.1 The AGM shall be held in February (or such times as the Management Group shall decide). The purpose of which shall be:
- (a) to receive the General Secretary's report.
  - (b) to receive and approve the audited accounts.
  - (c) to deal with changes to the Terms of Reference
  - (d) to elect the Management Group.
- 5.2 The General Secretary shall give at least 28 days notice of the time, date and venue for the AGM.
- 5.3 An EGM may be held at any time and may be convened by the Management Group acting on its own initiative or following a specific request from a Member Club made with the written support of at least one third of all Member Clubs. Such a meeting shall be called by the Management Group within 28 days of the request.
- 5.4 The General Secretary shall give at least 14 days notice of the time, date and venue for an EGM.
- 5.5 The notice convening the EGM shall specify:
- (a) the purpose of the meeting,
  - (b) an agenda,
  - (c) any proposed change of rules.
- 5.6 The Management Group shall elect the Chairperson of the meeting.

## **6. PROCEDURES FOR OTHER MEETINGS**

6.1 Management Group meetings will normally be held every six weeks or as otherwise decided by the Management Group.

6.2 All Management Group Meetings will aim to finish no later than 10pm.

## **7. VOTING**

7.1 The decisions of all meetings, except changes to the terms of reference, shall be by a simple majority of all those attending and entitled to vote.

7.2 Voting by proxy shall only be allowed in the case of a proposed change to the terms of reference. A proxy vote will only be valid if given in writing to the General Secretary at least 3 days before the meeting.

7.3 All other votes other than proxy votes shall be by a show of hands unless the meeting shall decide otherwise.

7.4 Proxy votes shall be added to the votes for and against as the case may be before deciding whether or not a proposal is passed or defeated.

7.5 Each Management Group Member shall be entitled to one vote only.

7.6 In the event of a tied vote the Chairman shall be entitled to a further casting vote

## **8. QUORUM**

8.1 For the meeting of the Management Group , three members of the Management Group shall constitute a quorum provided that the RFL Representative is present (the RFL may at its discretion send a person to act on its behalf should the representative not be available) .

8.2 For an AGM or EGM, those actually present shall form a quorum.

8.3 At all discipline meetings 3 members, one of whom will act as Chairperson, shall form a quorum.

8.4 The Management Group shall have the power to deal with any matter not covered by these rules as they may decide.

## **9. NOTICES AND CORRESPONDENCE**

9.1 All notices and correspondence to be served on Masters Rugby League shall be served posted or e-mailed to the Chairman on official club headed paper.

9.2 Discipline reports must be sent to the Discipline Secretary.

9.3 All notices and correspondence to be served by Masters Rugby League on a player, club or official shall be served either by post, e-mailed or personally.

9.4 If notice is served on a Member Club by post it shall be sent to the last known address of the Secretary or Chairperson of that club.

9.5 Member Clubs shall notify the General Secretary of every change of officer or contact details.



## **Masters Rugby League Festival/Game Day Rules**

- 1. REGISTRATION OF CLUBS, TEAMS AND MASTERS RUGBY LEAGUE FEES**
- 2. REGISTRATION OF PLAYERS**
- 3. PROCEDURE TO REGISTER A NEW PLAYER**
- 4. PROCEDURE FOR REGISTERING NEW AND EXISTING PLAYERS**
- 5. FIXTURES-GENERAL**
- 6. DISCIPLINE COMMITTEE-COMPOSITION AND PURPOSE**
- 7. IMMEDIATE ACTION FOLLOWING A BREACH OF DISCIPLINE**
- 8. SENDING OFF**
- 9. ALLEGATIONS OF ASSAULT**
- 10. PROCEDURE FOLLOWING AN ALLEGED BREACH OF DISCIPLINE OR A SENDING OFF**
- 11. VIDEO / DVD EVIDENCE**
- 12. DISCIPLINARY ACTION AND FINES**
- 13. HOW TO APPEAL A DECISION OF THE DISCIPLINARY COMMITTEE**
- 14. PLAYING RULES**

## **1. REGISTRATION OF CLUBS, TEAMS AND MASTERS LEAGUE FEES**

- 1.1 The following fees ("Masters League Fees") apply:  
£50 per team per annum.
- 1.2 The deadline for payment of Masters League Fees and completion of the Club Registration Form each year will be determined by the Management Group.
- 1.3 Any Member Club that does not pay Masters Rugby League Fees and submit a completed Registration Form by the published deadline shall be excluded from festivals
- 1.4 Every Member Club must complete a Club Registration Form giving details of:
  - (a) A Club Secretary.
  - (b) A Nominated Club Person.
  - (c) A list of currently registered players for the forthcoming season.
- 1.5 It is the responsibility of the Club Secretary or Nominated Club Person to ensure that all sections of the Club Registration Form are completed and verify that the details are true and correct.
- 1.6 The Club Registration Form must be returned to the General Secretary by the deadline and any changes notified in writing within 14 days.
- 1.7 Masters League Fees must be submitted by the deadline to Masters Rugby League Treasurer. Failure to comply will result in the teams not being invited to festivals.

## **2. REGISTRATION OF PLAYERS**

- 2.1 Clubs must ensure that all players have reached their 35<sup>th</sup> Birthday and be retired from open age Rugby League and are registered with Masters Rugby League using standard RFL player registration forms
- 2.2 No player may take part in matches until they have been registered with their club, players may register on the day of the game prior to playing.
- 2.3 A player can register for any Member Club irrespective of their geographical location.
- 2.4 Players once registered can play for any registered Masters team by invitation.
- 2.5 A player may only play in the age group colour shorts for which they are registered, unless they are injured or have a medical condition which could lead to injury in which case a player may wear an older age group colour shorts.

## **3. PROCEDURE TO REGISTER A NEW PLAYER**

- 3.1 All players shall annually register to the Club using the RFL LeagueNet system. The League will circulate a link to the registration portal to the Clubs to commence the registration process

## **4. PROCEDURE FOR REGISTERING NEW AND EXISTING PLAYERS**

- 4.1 Each team will be supplied with a list of players registered from the previous season. This list (the "Re-registration sheet") must be signed by the Club Secretary or Nominated Club Person to confirm ALL the details are correct and if not make any alterations necessary.



4.2 The completed Re-registration sheet must be forwarded to the Masters League Secretary.

## **5. FIXTURES-GENERAL**

5.1 All fixtures should be notified to the RFL who will maintain a register of all the matches and to aid the promotion of games. Only those fixtures approved by the management group are recognised masters fixtures.

5.2 All fixtures to be arranged by clubs with the exception of Central Festivals. No club fixtures are to be arranged on the weekend/will be recognised on the weekend of a central festival.

5.3 The Management Group will organise, with host clubs a number of central Festivals each year.

5.4 The Management group will organise, with host clubs any fixtures involving incoming touring teams.

5.5 The Management Group will organise and coordinate any, and all, "Regional" Festivals and games

## **6. DISCIPLINE COMMITTEE-COMPOSITION AND PURPOSE**

6.1 The Disciplinary Committee shall be appointed by the Management Group and shall consist of a panel of not less than 3 members.

6.2 The Disciplinary Committee shall deal with:

- (a) All allegations of breaches of rules including charges of bringing the game into disrepute against players and/or club officials.
- (b) All allegations of misconduct and dismissal against players.
- (c) All allegations of misconduct against clubs & supporters.

6.3 The Disciplinary Committee shall have full powers to suspend and/or fine and/or expel from Masters Rugby League any player, Member Club, or official of any Member Club found guilty of any matter investigated.

6.4 At all hearings of the Disciplinary Committee the Discipline Secretary will act as a minute taker only.

## **7. IMMEDIATE ACTION FOLLOWING A BREACH OF DISCIPLINE**

7.1 Every Club is required to take all necessary precautions to prevent assaults or threats on players or officials in connection with games. All allegations of a breach of discipline, including all offences, players / coaches / club officials / spectators, sending-offs, brawls, abandoned games etc. must be reported on Masters Rugby League discipline form and emailed by the clubs involved to the Discipline Secretary and General Secretary by the third day at midnight after the match took place (e.g. match played on Sunday, deadline midnight Tuesday). The form must be completed in full. Failure to do so will result in a £20 fine.

7.2 If one club wishes to report another club it must inform the Club being reported on the day of the fixture and inform the Discipline Secretary and General Secretary by E- Mail on the correct forms within 24 hours of the incident.

7.3 The reported club then has until the third day at midnight from receiving the complaint by email (e.g. complaint received Tuesday, deadline midnight Friday) to submit the following:

- (a) any paperwork regarding the complaint supported by a letter on official headed paper signed by the Secretary or Nominated Club Person
- (b) copies of all paperwork to the club who reported them in the same timescale.

7.4 After the timescales in 7.1 / 2 / 3 no further evidence will be accepted.

7.5 A request for a personal appearance must:

- (a) Be submitted to the Discipline Secretary on official headed paper, signed by the Secretary or Nominated Club Person within 14 working days of the incident.
- (b) Be supported by an official club cheque for £20 per case, which must be forwarded to the Discipline Secretary within 14 days of the incident. Failure to submit a cheque on time will void a personal appearance before the Disciplinary Committee.

## **8. SENDING OFF**

8.1 If a player is sent off the match official shall notify the Disciplinary Committee secretary without delay. They must provide:

- (a) the player's name, shirt number and club.
- (b) the name of the referee (and their society if appropriate)

8.2 A referee may at their discretion send a player from the field of play to the sin bin for a maximum of 5 minutes. A sin-bin does not need to be notified to the fixture secretary.

## **9. ALLEGATIONS OF ASSAULT**

9.1 Any claims of assault by a club official, spectator, coach or player must be reported to the police. The Discipline Secretary and General Secretary must be notified within 12 hours of the incident. Written statements must follow within 7 days with a copy to the offending club. Failure to follow this procedure will result in Masters Rugby League taking no action.

9.2 All cases of assault reported in accordance with the rules will be dealt with by the Master Rugby League Discipline committee.

## **10. PROCEDURE FOLLOWING AN ALLEGED BREACH OF DISCIPLINE OR A SENDING OFF**

10.1 The Disciplinary Committee shall consider the written report of any referee, touch judge, club or officer of Masters Rugby League concerning any disciplinary matter brought to their attention.

10.2 If the Disciplinary Committee shall resolve that there may have been an offence committed and it wishes to investigate the matter further then it shall give written notice to the player, club or other person concerned, specifying the matter under investigation within 14 days of the incident and convene a meeting within 28 days of the incident.

10.3 If a personal hearing is requested under 7.5 (or in the absolute discretion of the Disciplinary Committee granted pursuant to a later request), the Discipline Secretary shall notify within 14 days:

- (a) the player,
- (b) the match officials, if all allegations arise as a result of the fixture,
- (c) the club with which the player is registered or which the club official represents or the supporter is known or considered to support.
- (d) The Club the player was representing if he was a guest player

10.4 The hearing of the Disciplinary Committee shall be informal and:

- (a) only persons concerned, including witnesses shall be entitled to be present.
- (b) anyone charged with a breach of the rules shall be entitled to be represented by a friend and shall be entitled to call witnesses and question witnesses.

10.5 The Disciplinary Committee shall deliberate in private and whenever possible shall reach its decision immediately following the hearing. All persons concerned shall be notified of the decision within 14 days of the meeting.

10.6 Clubs must provide a representative to sit on the Disciplinary Committee as and when required by the General Secretary.

10.7 In all cases of discipline or disputes, claims of non receipt of relevant correspondence, shall not prevent any matter from being dealt with.

## **11. VIDEO / DVD EVIDENCE**

11.1 Where clubs video Masters games videos can be accepted as evidence in disciplinary cases.

11.2 The unedited Video/DVD must be in the hands of a member of the Management Committee within 48 hours of the incident in question.

11.3 The Discipline Secretary must be informed that a Video/DVD is being submitted prior to the date of the Discipline hearing. The Video/DVD must to be set at the incident in question, and only the incident reported by the referee or club will be dealt with.

11.4 All Videos/DVD's must be clearly labelled i.e. Club, date of game and opponents.

11.5 Masters Rugby League cannot be held responsible for the loss of any Video/ DVD.

11.6 The offending club has the right to view the Video/DVD at the Discipline hearing.

## **12. DISCIPLINARY ACTION AND FINES**

12.1 The Disciplinary Committee (and on appeal the Management Committee also) may on finding an allegation proved:

- (a) Fine any player, club, official or spectator.
- (b) Suspend any player, club, official or spectator.
- (c) Expel any player, club, official from Masters Rugby League.
- (d) Require a written apology.
- (e) Require a written promise as to future good conduct.

12.2 If the Disciplinary Committee shall be satisfied that a player from a particular Member Club has committed an offence but the player concerned cannot be identified the

Disciplinary Committee shall be entitled to deal with the Member Club concerned by imposing any of the punishments specified in paragraphs (a) to (e) inclusive on the Member Club.

- 12.3 If a fine is not paid by a player or any other person associated with a Member Club (e.g. a supporter) the Member Club shall be responsible for the payment of the fine.
- 12.4 All fines must be paid by the last Monday of the following month from the date of the fixture or discipline meeting otherwise it will automatically be doubled and ALL fixtures for that Member Club shall be suspended until any outstanding fines are paid.
- 12.5 All fines must be made payable to the Masters Rugby League and must be sent direct to Masters Rugby League Treasurer payments to any Management Members will not be accepted as paid.

### **13. HOW TO APPEAL A DECISION OF THE DISCIPLINE COMMITTEE**

- 13.1 All appeals against disciplinary sanctions imposed by the Master discipline panel are to be dealt with by an independent RFL appointed panel.
- 13.2 Clubs who have the right to appeal may do so within 14 days of a decision made. A £40.00 fee, payable to the "RFL", should be submitted together with an accompanying letter outlining the reason why the appeal is sought. This must be forwarded to the RFL.
- 13.3 An appeal by a club may be based solely on the following grounds: a) the finding of guilt or b) the severity of sentence imposed.
- 13.4 No member of the Management Group actively involved in a decision taken at the initial hearing shall be permitted to adjudicate on matters which will be the subject of appeal.
- 13.5 Adjudication by the Appeals Panel precludes the right of individual players or their clubs towards seeking a further representation.

## 14. MASTERS PLAYING RULES.

### INTRODUCTION

Masters Rugby League is strictly a social version of the sport for those 35 and over (Women 30 and over), who are retired from open age Rugby League and are registered for Masters Rugby League via the RFL Our League Active system. The rules are slightly modified to cater for the *older gentleman* where *safety of old bones is paramount*.

### SPIRIT of MASTERS

- ✓ Masters is **non-competitive**.
- ✓ Masters does not welcome nor allow rough or over vigorous play
- ✓ Master is about enjoyment and having a good time – on and off the pitch!
- ✓ There are no winners; no champions; no leagues; no cup finals.
- ✓ **All games end in a 0-0 draw**

Masters referees shall referee the games strictly to Masters' rules and in the Spirit of Masters.

### The International Rules of Rugby League

apply in full with the following exceptions for MASTERS.

1. Age Groups
2. Tackling
3. Running with Ball
4. Play the ball
5. Advantage
6. Scrums
7. Penalties
8. Sixth tackle
9. Kicking
10. Restarts
11. Kicks at goal
12. Number of players
13. Duration of Games
14. Misconduct

## 1. AGE GROUPS<sup>1</sup>

### WHITE and BLACK



35-39 years

40-49 years

White and Black short players tend to tackle each other normally.

### RED



50-59 years

On attack, RED short players must be physically stopped and held: not necessarily brought to ground.

On defence, red short players must have a minimum of a definite 2 handed positive hold on the attacker.

### GOLD

### GREEN

### BLUE



60-69 years

70-79 years

80years +

In defence, a GOLD short player touches his opponent: he stands at the point of the tackle and raises his hand to indicate the tackle to the referee. The tackled player **MUST** return to the point of the tackle to play the ball.<sup>2</sup>

On attack, the defender must remove the tag<sup>2</sup> from the GOLD short player. No other contact with the GOLD short player is permitted. The tackling player stands at the point of the tackle and raises his hand and the tag to indicate the tackle to the referee. The tackled GOLD short player **MUST** return to the point of the tackle to play the ball.<sup>3</sup>

GREEN and Sky BLUE short players follow the requirements for GOLD

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<sup>1</sup> ALL players must wear correct short colour for their age. Exceptions can be agreed where a player through medical need requires the protection of Gold shorts. Exceptions to be agreed with referee prior to game. When an active player (35-59yrs) wears GOLD shorts as protection due to injury or for any other reason, they are not to wear tags and are tackled by touch..

## 2. TACKLING

In all cases, players are to succumb to tackles rather than try to keep progressing.

Only two players are allowed in a tackle.<sup>4</sup>

No lifting – No throws – no drive tackles.

All tackles are to be below the shoulders.

No drag down tackles from behind

No stripping of the ball including 1 on 1 tackles.

Ankle taps are not allowed

## 3. RUNNING WITH BALL

Players may run as hard as they wish as long as they run at **GAPS**.

Players are not allowed to try and run over the top of each other.

Players are not allowed to fend or hand off.

Players are not allowed to “barge over” to score

## 4. PLAY THE BALL

TWO markers are permitted.

All other defenders must retire 5 metres minimum at the play the ball.

All markers are to remain passive unless the dummy half starts to run with ball.

All defenders in the defensive line must not move until the dummy half has passed the ball or the dummy-half has started to run.

Dummy half is allowed to run from play the ball BUT cannot score and if tackled in possession a sixth-tackle is awarded with scrum head and feed to defending side.

## 5. ADVANTAGE

Advantage from a knock on or a forward pass shall be allowed when possession of the ball is cleanly and safely transferred to the non-infringing team. In all other cases advantage is expressly not allowed.

## 6. SCRUMS

**No pushing/pulling in scrums is allowed** to avoid injuries (it is accepted that teams will win their own ball back i.e. **scrums go with feed**). All six forwards must participate in scrums

The scrum half must not follow opposing scrum half around the base of the scrum.

The attacking team scrum half can pick the ball up and run from the base of the scrum.

Loose forward cannot break off the base of the scrum with the ball: scrum half must receive the ball from the scrum.

When the ball or player is in touch a scrum is formed 20 m in from touch.

Lateral positioning of scrums does not apply.

## 7. PENALTIES<sup>5</sup>

All penalties are a tap kick on the mark, given by the referee, at point of the misconduct.

All defenders must retreat FIVE metres.

## 8. SIXTH TACKLE

There are no turnovers.

Sixth tackle results in a scrum to the defending side.

## 9. KICKING

Kicking in general play is only allowed on the last tackle.<sup>6</sup>

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<sup>2</sup> Referee shall if required blow his whistle to stop play and ensure play restarts at the point of the tackle.

<sup>3</sup> Gold short player is counted as a tackler

<sup>5</sup> The “six again rule does not apply”

<sup>6</sup> 40:20 and 20-40 rule does not apply.

For all kicks, including kick-offs and goal line dropouts, the receiving team must receive the ball. **Receiver must not be challenged and must be allowed to run at least 5 metres.**<sup>7</sup> **ONLY** in the unlikely event that the receiving team makes no attempt to claim the ball and kicking team players are onside, the referee may call play on<sup>8</sup> and the kicking team may re-gather the ball.

#### **10. RESTARTS**

From kick offs and goal line dropouts, if the ball bounces out untouched by receiving team, the scrum goes to the receiving team.

ALL restarts are controlled by the referee!

#### **11. KICKS AT GOAL**

There are no kicks at goal.

#### **12. NUMBER OF PLAYERS**

The game is played with teams of a maximum of 13 players per team.<sup>9</sup> Each team can name up to 7 replacement players.<sup>10</sup> Unlimited interchanges are allowed. Interchanges may occur at any time.

#### **13. DURATION OF GAMES**

A game is normally of 50 minutes duration. There will be a half time interval of 5 minutes.<sup>11</sup>

#### **14. MISCONDUCT**

##### **Sin Bin**<sup>12</sup>

FIVE minutes – player stands in his in-goal area behind the posts

##### **Sending off**<sup>12</sup>

Player is excluded for rest of the match and/or festival.  
placed.

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<sup>7</sup> This applies even in the case where a player does not gather the ball cleanly.

<sup>8</sup> Referee will only call “play on” when he is certain there is no risk of player collision.

<sup>9</sup> In the spirit of Masters, where a team is unable to field 13 players at the start of a game or at any time during the game, the opposition is required to reduce their number of players on the field to the corresponding number or to loan players to ensure balanced teams. At the start of a game, the size of the playing area may also be reduced in agreement between team captains and the referee.

<sup>10</sup> It is permissible for teams to use more than 7 replacements but not where this would give an unfair advantage.

<sup>11</sup> The duration of games may be modified at festivals to suit the number of teams participating or the time available and on any occasion in agreement between team captains and the referee. No more than 60 minutes of scheduled Masters game time per team.

<sup>12</sup> Players sin-binned or dismissed may be replaced