

EUROPEAN VETERAN RUGBY ASSOCIATION

Laws of the Rugby Veteran Games

(Modified I R B Laws of the Game) Heidelberg, February 2015

OBJECT OF THE GAME

European Veteran Rugby Association (EVRA) is played in a non-competitive manner.

Festivals are not tournaments: the result of the game is of no significance. There are no winners and losers in EVRA - instead the game is played to provide fun. Exceptions can be made by National Teams having their own Tournament(s). Special awards are made for the individual or the team's achievements. Friendship, Fair Play and Fraternity are the main aims in EVRA Rugby.

AGE GROUPS

At European EVRA Festivals players should be divided in two age categories:

- a) 35 - 50 years,
- b) over 51 years.

APPLICATION OF "FULL IRB RULES"

Each team has the possibility to agree with the opposing team to play "Full IRB Rules".

This decision has to be made prior to each match by two captains and the match referee.

PERSONAL and HEALTH INSURANCE

Every EVRA player is responsible for his health condition and the participation in the Game.

Participating in a European EVRA Festival, or any other event throughout Europe, the Player is obliged to have documentary proof of Health and Personal Insurance.

Organizers of EVRA Events including LICOR BEIRÃO EUROPEAN SERIES are not taking any responsibility in case of accidents/injuries that may occur during the Game itself, or during the Event.

LAW 1. GROUND (Still LAW 1)

As per IRB Laws of the Game.

LAW 2. BALL (Still LAW 2)

EVRA games are to be played with the Ball Size 5.

LAW 3. NUMBER OF PLAYERS / REPLACEMENTS & SUBSTITUTIONS

As per IRB Laws of the Game. In addition, Substitutions are unlimited at EVRA.

Replacements, for a sent off reason should be accepted by the captain of the team "with potential numeric advantage".

Special Circumstances (12) applies too, but not because of the "ordered off player(s)", but because of the "safety reasons due to the age of players".

LAW 4. PLAYERS' DRESS

(LAW 4. Players' Clothing)

As per IRB Laws of the Game, except Footwear (4) studs 4.3a & b) - EVRA rule; low-profile studs or grass-sport shoes.

LAW 5. TOSS, TIME

(LAW 5. Time: Toss is now in Law 6)

As per IRB Laws of the Game, except:

Duration of play - 3 x 20 minutes, with 5 minutes pauses between, or according the E.V.R.A. Events organizers decisions.

At the European Festival 2015 (Farnham, England) the duration of each game will be 2 x 11 minutes with a 3 minute interval.

Each of the teams will have at least three games per playing day (Friday, Saturday or Sunday).

The playing schedule will be confirmed after the closing date for entries.

LAW 6. REFEREE and TOUCH JUDGES

(Still LAW 6., but sub-paragraphs different)

As per IRB Laws of the Game, with the following alternations:

A. Referee

1. Referee is appointed by the EVRA event organizers, or is mutually agreed (upon) between two teams.

2. If the referee is unable to officiate for the whole period of a match a replacement will be one of the touch judges.

3. In EVRA game the score is of no importance.

4. As per IRB

5. As per IRB

6. As per IRB

7. No validity at EVRA game.

8. As per IRB

B. Touch Judges

As per IRB: (1), (2), (3) and (4).
(5) No validity at EVRA game.
(6), (7) and (8) do not apply at EVRA game.

LAW 7. MODE OF PLAY (Still LAW 7)

As per IRB, except "Kick, or otherwise propel the ball" is not allowed.

Running with the ball - no player is allowed to run with the ball more than 20 meters at one time.
The offending team will be "penalized" with the scrummage - put in for the opposition at the place of infringement.

LAW 8. ADVANTAGE (Still LAW 8)

As per IRB, only without 100% "strictness".
EVRA game is not a CONTEST game.

LAW 9. BALL or PLAYER TOUCHING REFEREE

(Now in LAW 8 LAW 9 see below)

As per IRB Laws of the Game.

LAW 10. KICK – OFF Now LAW 13)

As per IRB, except the scoring team is starting the game after the try with kicking the ball to the opposition (Seven a Side Rugby rule).

LAW 11. METHOD OF SCORING (Now LAW 9)

As per IRB Laws of the Game, but score is not counted.

LAW 12. TRY and TOUCH-DOWN (In new LAW 9)

A. Try

As per IRB, with exception that the team scoring a try shall also restart the game by kicking the ball to non-scoring side.

B. Penalty Try

As per IRB

C. Touch-Down

As per IRB

D. Scrummage after grounding in case of Doubt

As per IRB.

LAW 13. KICK AT GOAL AFTER A TRY

(In new LAW 9)

As per IRB, with exception that the kick at goal after a try must not be taken.

LAW 14. IN – GOAL (Now LAW 22)

As per IRB Laws of the Game.

LAW 15. DROP – OUT (In new LAW 13)

As per IRB Laws of the Game.

LAW 16. FAIR – CATCH (MARK)

(Now LAW 18)

As per IRB Laws of the Game.

LAW 17. KNOCK – ON, or THROW – FORWARD

(Now LAW 12)

As per IRB Laws of the Game.

LAW 18 / 19. TACKLE (18),

(Now LAW 15, clearer definition, does not apply to EVRA Rugby)

LYING WITH, ON or NEAR THE BALL (19)

(Now LAW 14)

As per IRB Laws of the Game. But, with "a sense of feeling" by the referee in respect to the age of players.

Law (18) Tackle - All players must observe the restrictions on tackling (stopping) "older" player.

Players of both teams are wearing adequate coloured shorts, indicating their age.

The following system of Identification of Players is valid throughout the Europe:

35 - 39 years White shorts 40 - 49 years Blue shorts

50 - 59 years Black shorts 60 - 64 years Red shorts

**65 - 69 years Yellow-gold shorts ** 70 and over Purple shorts*

* Players wearing these shorts may not be tackled (brought to the ground),

** Players wearing these shorts must not be stopped (or tackled).

Shorts for such a player(s) will be given by Festival Organising Committee.

When such a player has, or runs with, the ball, the match referee has to shout loudly the colours of the shorts so that the opposition should be aware of the fact of having in front of them a "super oldie", and to act appropriately.

LAW 20. SCRUMMAGE (Still LAW 20 – Scrum)

As per IRB - U19 Laws - with the following variations:

- All eight forwards must remain bound in the scrum until the ball has been cleared,
- There must be no pressure scrummaging, or movement of the scrum,
- There shall be no striking against the head,
- The scrum half must not follow the ball around the scrum.

LAW 21. RUCK (Now LAW 16)

As per IRB Laws of the Game. But, again, with "a sense of feeling" by the referee in respect to the age of the players involved.

LAW 22. MAUL (Now LAW 17)

As per IRB Laws of the Game.

LAW 23. TOUCH and LINEOUT

(Now LAW 19, options open to players not in line-out, of no significance for GO Rugby))

As per IRB Laws of the Game - with the following variations:

- In lineouts all eight forwards must take part,
- All lineouts shall be set (no quick "throw in"),
- Lifting in lineout is not permitted

LAW 24. OFF-SIDE (Now LAW 11)

A. Off-Side in General Play

As per IRB Laws of the Game.

B. Off-Side at Scrummage

With alterations as mentioned under Law 20 - Scrummage.

C. Off-Side at Ruck and Maul

As per IRB Laws of the Game.

D. Off-Side at Line-out

With alterations as mentioned under Law 23 - Touch and Line-out.

Off-Side while not participating in line-out: as per IRB

Players returning to "on-side" position: as per IRB.

LAW 25. ON-SIDE (In new LAW 11)

As per IRB Laws of the Game.

LAW 26. FOUL PLAY (Now LAW 10)

Generally speaking EVRA rules do not permit unsportsmanlike behaviour, or over vigorous play, and so are minimising the chances of injury.

Referee's decisions as per IRB Laws of the Game.

Players Ordered Off - There is no "sin bin" in EVRA game.

Player ordered off must not take part further on during the same GOR event.

LAW 27. PENALTY KICK (In new LAW 9)

As per IRB Laws of the Game, with the exception "penalty kick must always be taken as short-kick".

No kicking at Goal, or In-Out is allowed.

Kicking is generally allowed only inside own "22 meters area".

LAW 28. FREE KICK (In new LAW 9)

As per IRB Laws of the Game.