

Parliamentary Veterans' Rugby Rules of Play

These Parliamentary Rugby Rules have been designed to increase the enjoyment of the game, eliminating over-vigorous play and minimising the chances of injury. They do not permit in any form unsportsmanlike behaviour or deliberate offside play. All players are reminded of the ethos of veterans' and parliamentary rugby:

"to foster national and international relations, development and friendship through Parliamentary rugby"

1. All 8 forwards must remain bound in the scrum until the ball has been cleared (Law 20.3) and the scrum half must not follow the ball around.
2. Scrums will be non-contested, without pressure or movement (Law 3.13), or striking by hookers against the head.
3. Players may kick the ball only in or from their own 22. No passing the ball back into the 22, or kicking otherwise apart from penalties/conversions.
4. No player may run more than 20 metres before passing the ball.
5. In line-outs all 8 forwards must take part, with no quick line-outs.
6. Players must observe the offside rule at rucks (Law 16.5), mauls (Law 17.4); 5 metres at scrums (Law 20.12); and 10 metres from line-outs (Law 19.3).
7. After a try, the scorers shall restart to the other team (7-a-side variant).
8. There shall be rolling, unlimited substitution of players.
9. Players must observe the tackled ball rule, releasing the ball immediately; no other than the tackler may attack the ball on the ground (Law 15); and no blowouts of players are permitted around a ruck (Law 16.5 (d)).
10. The game shall be played over four 20 minute periods.

Tackling Older Players' Rules

These will be explained prior to the kick-off for safety's sake, should there be any over 60s players taking part in the game, wearing red, gold or purple shorts.