

CMRU REFEREES

LAW MODIFICATION QUICK REFERENCE CHART (SEPT. 2023 ED)

TACKLE

Ball Carrier is:	A tackle occurs when the ball carrier is:
White Black	<ul style="list-style-type: none"> held and brought to the ground, and one knee touches the ground by a white /black short tackler; or is wrapped or two hand held by a red short tackler; or is two hand touched by a yellow short tackler; or is one hand touched by a purple short tackler.
Red	<ul style="list-style-type: none"> is wrapped or two hand held by a white / black / or red short tackler; or is two hand touched by a yellow short tackler; or is one hand touched by a purple short tackler
Yellow	<ul style="list-style-type: none"> is two hand touched by a white / black / red/ or yellow short tackler; or is one hand touched by a purple short tackler
Purple	<ul style="list-style-type: none"> cannot be tackled by a white / black / red / yellow tackler; a tackle is deemed to have occurred when the purple ball carrier runs 10 meters; is one hand touched by a purple short tackler
Next action	Ball carrier must immediately play the ball. Tackler must allow ball carrier to play the ball.
Sanction	Penalty Kick for non offending team if appropriate yellow card/ sin bin / red card

KICKING

Pop kicks	acceptable
Grubber kicks	acceptable
Deep kicks	acceptable

Kick offs	drop kick
Sanction	scrum at centre for non offending team or re-kick

Quick taps	No
Sanction	Re-kick

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

FENDING – PUSH OFF

White / Black	A white / black ball carrier may only fend white / black tacklers / defenders.
Red / Yellow	No fending by red / yellow ball carriers, or to red / yellow defenders.
Purple	No fending by purple ball carriers, or to red /yellow defenders.

Notes	Fending red/ yellow or purple short players in considered dangerous play.
Sanction	A penalty Kick with sin bin for the non offending team

SCRUM

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

COLOUR SHORT UPGRADE

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

SPIRIT OF THE GAME

Notes	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.
Sanction	A scrummage shall be awarded to the appropriate team at the point of stoppage.