

RUGBY 15s SPORT INFORMATION GUIDE

1. Competition Dates

Rugby competitions for Open Masters Games Como 2027 (CoOMG27) offers team events for men and women.

The provisional schedule date for the Rugby competitions at the Open Masters Games Como 2027 (CoOMG27) is outlined below. Please note that this timetable is subject to change as it may be adjusted according to the requirements of the Organising Committee. Additionally, modifications may be made depending on the total number of entries received for the event.

All information contained in this Sport Information Guide is current at time of publication and may be subject to change.

The Welcome Ceremony is scheduled for the afternoon of Saturday 18 September 2027 with the Farewell Ceremony on the evening of Sunday 26 September 2027.

19 Sep 2027	20 Sept 2027	21 Sept 2027	22 Sept 2027	23 Sept 2027
Sunday	Monday	Tuesday	Wednesday	Thursday
09h00 17h00	09h00 17h00	09h00 17h00	09h00 17h00	09h00 17h00

1.1 Organising Committee

ORGANIZING COMMITTEE	SPORT FEDERATION	SPORT ASSOCIATION
Sport Management Bernardino Chiavola	Federazione Italiana Rugby CR FIR Lombardia Presidente Maurizio Vancini	Asd Rugby Como Presidente Michele Cerbo

1.2 Competition venue

Venue	Address	City
Centro Sportivo Belvedere	Via Belvedere 43	Como

Centro Sportivo Belvedere



Venue Map



2. Sport regulations

2.1 Type of competition

- Rugby 15s

2.2 Age Categories

- **Men: 35+, 45+**
- **Age is determined at 31 December 2027.**

2.3 Grade Definitions

There are no competitive performance standards for this sport.

3. Competition format

The composition of the groups will be decided at the closing of entries based on the number of teams entered. It is expected, however, an initial round robin followed by a series of elimination finals. Each team will play a minimum of 3 matches.

4. Registration

4.1 Team Details

- The competition is called Rugby 15s. The minimum number of athletes per team is 17. It does not set a maximum limit for entries, but every game can be placed on the roster a maximum of 30 athletes and 5 team personnel.
- The minimum number of players to be included in the roster to start the race is 17. The minimum number of players on the field to allow the continuation of the meeting is 11.
- Each team must include at least one player or team personnel during the tournament will be used to perform the duties of assistant referee.

4.2 Competition Lists

- At the start of the competition the Executive Committee will circulate an official match sheet for the tournament. This sheet will show the name of each player and their position number.
- It is the responsibility of Team Managers to fill in their player's details including their vest numbers etc
- At the start of each match the umpire will identify players by the details given on the match sheet and ensure they are wearing the correct number vest.

5. Technical Rules

The Laws of the Game of Rugby shall apply to Golden Oldies Rugby. The competition is played under modified rules designed to prioritise safety, inclusivity and participation over physical contest subject to the following variations:

5.1 Scrum

All scrums shall be uncontested. In an uncontested scrum, teams do not compete for possession of the ball, and the team putting in the ball shall retain possession. No pushing is permitted in the scrum, and neither team may drive the opposing team off the mark or wheel the scrum.

All eight forwards must take part in every scrum and remain fully bound until the scrum has ended.

The scrum ends when the scrum-half removes the ball from the scrum. The scrum-half must not follow the ball around the scrum. The offside line for the non-feeding scrum-half is defined as either the centre line of the scrum on the side from which the ball is introduced, or behind the feet of the last player in their team's scrum.

5.2 Lineout

Quick lineouts are not permitted. A lineout must consist of eight players per team. Lifting or supporting players in the lineout is not allowed. Players jumping for the ball must not be assisted by other players.

5.3 Offside

The offside laws must be always observed by all players. Failure to fully comply with the offside laws results in player frustration and niggles which can quickly destroy any game of Rugby. Among other things, being onside means remaining behind the foot of your team's hindmost player at rucks and mauls, remaining 5 metres behind your last man's feet at scrums and remaining 10 metres back from the centre line of a lineout. Entry to rucks and mauls must be "through the gate" from an onside position and not from the side.

5.4 Kicking

Kicking in general play is permitted only when a player is inside their own 22-metre area. Any kick in general play taken from outside a team's 22-metre area shall result in a scrum being awarded to the non-kicking team at the place where the kick occurred.

When a free kick is awarded inside a team's 22-metre area, the ball may be kicked directly into touch, with the kicking team gaining ground. However, the opposing team shall have the throw-in at the resulting lineout.

If a free kick is awarded outside a team's 22-metre area and the ball is kicked directly into touch, no territorial gain shall apply, and the opposing team shall have the throw-in at the resulting lineout.

A team awarded a penalty kick may kick the ball in any manner they choose.

Quick tap kicks are not permitted following the award of either a penalty kick or a free kick. Players of the infringing team must promptly retire at least 10 metres from the mark.

5.5 Start and Restart Kicks

Prior to the start of a match the team captains will toss a coin, the winner may choose either to kick off or to nominate the direction in which his team will run. If the winner of the toss decides his team will kick off, the opposing team captain will choose the direction in which his team will run and vice versa. All kick offs will be by way of a drop kick and must travel at least 10 metres. Teams scoring a try will restart the game by kicking off to the non-scoring team.

5.6 Substitutions

Substitution of players is permitted at any time and a player substituted earlier may return to the game at any time. A player who has been cautioned and suspended for infringing the foul play law (i.e. shown a yellow card) may be immediately substituted by another player. The period of temporary suspension will be 10 minutes of actual time.

A player who has been sent off (i.e. shown a red card) may be immediately substituted but will not be permitted to return to the playing field for all remaining games of the day. If the event involves more than one match day (e.g. CoOMG27), the offending player will be required to attend a judicial hearing before being allowed to resume playing.

5.7 Tackles, Rucks and Mauls

To minimise the risk of injury, players must not “clean out” opponents at tackles, rucks or mauls. Excessively forceful rucking or counter-rucking, as well as reckless driving into tackles, rucks or mauls, is strictly prohibited.

Tacklers must immediately release a tackled or “claimed and held” player and move away, allowing that player to play the ball.

Players must not deliberately lie on or over the ball to make it unplayable.

The deliberate collapsing or pulling down of scrums, rucks or mauls is not permitted.

If the ball becomes genuinely unplayable at a tackle, ruck or maul, play shall restart with a scrum awarded to the team last in possession of the ball.

5.8 Game Time

Matches will be played in two 25-minute halves, with a 4-minute halftime break.

6. Coloured Shorts

All players must strictly comply with the restrictions concerning the tackling of players wearing coloured shorts.

The wearing of coloured shorts does not entitle a player to tackle other players wearing shorts of the same colour.

A player wearing red shorts may attempt to tackle players wearing standard club shorts, provided they feel confident and comfortable in doing so.

Players wearing gold, purple or other designated coloured shorts may carry the ball for a maximum total distance of 15 metres in any direction. Regardless of the path taken, if the player cannot score a try after covering this distance, the ball must be passed to a teammate wearing either club shorts or red shorts.

- **Club Shorts**

The standard “tackle to ground” law applies.

- **Red Shorts**

The player may be “claimed and held” but must not be tackled to ground. A player wearing red shorts who is “claimed and held” shall be deemed to have been tackled. The player must then immediately exercise one of the options available to a tackled player, either passing or releasing the ball. The opponent holding the player must not prevent them from doing so.

- **Gold Shorts**

The player must not be touched or tackled, nor may they tackle or attempt to tackle other players.

- **Purple Shorts**

The player must not be touched or tackled, nor may they tackle or attempt to tackle other players.

- **Special Committee Shorts**

The player must not be touched or tackled, nor may they tackle or attempt to tackle other players.

6.1 Guide to Age Groups for Coloured Shorted Players:

- 35 to 59 years

Club shorts or red shorts > Players wear red shorts in matches involving this age group to indicate that they do not want to be tackled to the ground or pushed off their feet. A player in red shorts may be “claimed and held” in the spirit of Golden Oldies Rugby but NOT tackled to the ground. To avoid confusion, teams should avoid using the colours red, gold or purple or colours like those for their “normal club shorts”.

- 60: 64 years

Red shorts > Can be claimed and held. Must not be taken to the ground in a tackle.

- 65:69 years

Gold shorts > Not to be tackled or touched. May run with the ball for up to 15 metres in total before passing to a teammate wearing club shorts or red shorts.

- 70: 79 years

Purple shorts > Not to be tackled or touched. May run with the ball for up to 15 metres in total before passing to a teammate wearing club shorts or red shorts.

- 80 years and older

Special Committee > shorts Not to be tackled or touched. May run with the ball for up to 15 metres in total before passing to a teammate wearing club shorts or red shorts.

6.2 Claim and Hold

The “claim and hold” concept is described in the words below:

The player carrying the ball is wearing red shorts and cannot be taken to the ground in a conventional tackle. However, an opponent wearing either club shorts or red shorts may claim and hold him by wrapping his arms around the ball carrier’s body. Although the ball carrier has not been taken to the ground, in terms of the Golden Oldies Laws he is now considered to have been tackled. That being so, the opponent who has “claimed and held” the ball carrier must now release and move away from that player to allow him to exercise one of the options required of any tackled player to pass or release the ball. As an alternative to “claiming and holding” a red shorted opponent or to avoid touching an opponent wearing gold, purple or special committee shorts, a defender may decide to stand in front of that player to prevent further forward progress.

7. Discipline

7.1 Referee

- An official referee will be allocated to each game of the competition.
- The official referee will always be accompanied by 2 volunteer referees.

- The official referee will ask each team competing to provide one volunteer referee (preferably a team coaching member).
- After each match the referee will write an official match report.

7.2. Disciplinary Committee

- The Committee will be responsible for any decisions concerning incidents, fouls, and discipline during the tournament.
- Decision made by the Disciplinary Committee will be based upon the written reports created by the referee.
- The decisions taken by the Disciplinary Committee are final.

8. Equipment

- The Organizing Committee will provide the balloons for the competition.
- The teams will use their own balls for training.
- The teams will have to take on the games their own bottles of water.
- Each team must bring their own medical supplies (bandages, elastic bands, dry ice, ice spray, tape, , etc..). The Organizing Committee will not retrieve these materials.
- Each team is responsible for security and custody / safekeeping of your equipment and personal items: the Organizing Committee is not responsible for any shortages and / or theft.

9. Uniform

- The Organising Committee will not provide playing uniforms. All teams are responsible for supplying their own kit.
- All players must wear appropriate and matching team jerseys during matches. Each team must use jerseys of the same design and colour.
- Players may wear coloured shorts in accordance with the Golden Oldies Rugby regulations, which identify different levels of contact. The use of coloured shorts takes precedence over uniformity of shorts.
- Each player must wear a clearly visible and unique number on the back of the jersey. No duplicate numbers are permitted within the same team.
- Teams are strongly encouraged to bring an alternative set of jerseys in a different colour to avoid colour clashes.
- Boots with metal studs are not permitted.

10. Technical meeting

A Technical Meeting will take place before the start of the competition to introduce the competitions, remind those involved of the regulations and the behavior that is expected.

11. Practice and warm-up facilities

All information about practice and warm-up will be available at a later stage.

12. Medals

In CoOMG27, the athletes do not represent their country of origin, therefore the prize-awarding ceremonies will be carried out without hoisting of flags. No National Anthem of the winning athletes or team will be played. The medals will be provided by the Organizing Committee.

13. Personal accident insurance and medical certificate

All participants must organize their personal accident insurance. The competitor registration fee does

not cover personal accident insurance.

Personal accident insurance is available to purchase through the Organizing Committee for registered Competitors at the Accreditation Centre. All participants must have a currently valid medical certificate of fitness for competitive sports. The medical examinations required (ex D.M. 18 February 1982) to obtain a medical certificate of fitness for competitive sports are:

- medical check-up;
- regular urine test;
- electrocardiogram both at rest and under effort;
- spirometry (breathing test).

For any further information please visit our website (Registration & Terms and Condition).

14. Doping Control

During the Open Masters Games Como Lake 2027 anti-doping controls will be carried out according to the World Masters Sport anti-doping policy and rules established by WADA (World Anti-Doping Agency).

15. Accommodation

Participants are free to select own accommodation according to own preference. To assist participants, an accommodation booking section offering special room rates for the Games is made available on the official website www.mastersgamescomolake2027.it

16. Further information

The planning of the CoOMG27 Rugby competition will continue throughout 2026 and early 2027. Additional sport specific operational information will be communicated to registered participants and updated in future additions of this Sports Information Guide.

All participants are encouraged to monitor the CoOMG27 website at www.mastersgamescomolake2027.it and other Games communication channels to find out all the latest information. If you have any further sport specific questions, please send an email to info@omgcomo27.it