

THE LAWS OF THE GAME

A Brief explanation of the main differences between Rugby League and Rugby Union football.

Scoring. A try counts three points and any type of goal counts two points.

Playing the Ball after a Tackle. The tackled player rises immediately to his feet, faces the opponent's goal-line and drops the ball to the ground in front of him, after which it can be played by the foot.

More often than not the tackled player attempts to heel the ball to a colleague (the "acting half-back") standing immediately behind him. All other players are onside if they retire more than three yards.

One opponent can stand opposite the tackled player and can strike for the ball when it is dropped. Behind him is his acting half-back and the remainder of his team are required to retire more than three yards.

The object of playing the ball in this manner is to allow the players the opportunity to open up play after a tackle has been made.

Touch Play. Ground is not gained by kicking the ball into touch on the full—it must bounce in the field of play before entering touch, otherwise a scrum is formed where the ball is kicked.

Only from a penalty kick can ground be gained by kicking direct into touch.

Scrum. The ball need only pass one foot in the front row and can emerge anywhere behind the front row.

Dead Ball. If the ball is kicked dead by an attacking player the game is restarted with a drop-out from the '25' line.

If a defending player carries the ball over his own line a scrum is formed on the 5 yard line.

If a defending player touches down after the ball is kicked into the in-goal area by an attacking player the game is restarted with a drop-out from between the posts.

Penalty Kick. The offending team are required to retire ten yards from the mark after a penalty kick has been awarded against them.

The kicker may kick at goal, attempt to gain ground by kicking the ball forward over the mark and

*minor differences which those who wish to make tails of R.L. publica-
The Rugby Football*

COMPLIMENTARY

QUEEN'S PARK RANGERS

Wednesday, November 2nd, 1955

RUGBY LEAGUE

FOOTBALL MATCH

OLDHAM

V

FEATHERSTONE ROVERS

This is the third of five games
to be played for the Rugby League

TELEVISION TROPHY

Presented by

ASSOCIATED REDIFFUSION

Kick-off 7.30 p.m.

OFFICIAL PROGRAMME - - Price 3d.

OLDHAM

(RED AND WHITE HOOPED JERSEYS, DARK BLUE PANTS,
WHITE STOCKINGS)

1	Full-Back	...	F. STIRRUP
2	Right Wing Three-Quarter	...	R. CRACKNELL
3	Centre Three-Quarter	...	J. NOON
4	Centre Three-Quarter	...	A. DAVIES (Captain)
5	Left Wing Three-Quarter	...	T. O'GRADY
6	Stand-Off-Half	...	F. DALEY
7	Scrum-Half	...	F. PITCHFORD
8	Field-Side Prop Forward	...	K. JACKSON
9	Hooker	...	J. KEITH
10	Prop Forward	...	S. LITTLE
11	2nd Row	...	C. WINSLADE
12	2nd Row	...	J. ROGER
13	Loose Forward	...	D. TURNER

FEATHERSTONE ROVERS

(RED JERSEYS, WHITE PANTS, RED STOCKINGS)

1	Full-Back	...	J. FENNELL
2	Right Wing Three-Quarter	...	D. MITCHELL
3	Centre Three-Quarter	...	D. METCALFE
4	Centre Three-Quarter	...	CLAMP
5	Left Wing Three-Quarter	...	W. TENNANT
6	Stand-Off-Half	...	F. MULLANEY
7	Scrum-Half	...	D. FOX
8	Field-Side Prop Forward	...	F. WELBURN
9	Hooker	...	R. FAWLEY
10	Prop Forward	...	HULME
11	2nd Row	...	E. STOREY
12	2nd Row	...	BARRACLOUGH or BRADLEY
13	Loose Forward	...	LAMBERT

(Players are subject to change.)

Referee: MR. M. COATES

NEXT MATCHES

WEDNESDAY, NOVEMBER 9TH

WAKEFIELD TRINITY v WARRINGTON

WEDNESDAY, NOVEMBER 14TH

FINAL
(professional)