



WHEELCHAIR RUGBY LEAGUE PLAYING RULES



THE INTERNATIONAL LAWS OF THE GAME AND NOTES ON THE LAWS

GLOSSARY

The terms set out below shall have the meanings assigned to them.

ACCIDENTAL STRIKE

This is when a ball strikes a player who makes no attempt, with hand, body or wheelchair, to play at the ball.

ADVANTAGE

Allowing the advantage means allowing play to proceed if it is to the advantage of the team which has not committed an offence or infringement.

ATTACKING TEAM

This is the team which at the time has possession. If a scrum was to be formed on the halfway line the team which last played at the ball before it went out of play is the attacking team and shall restart the game with a Controlled Restart Play-the Ball.

BALL BACK

This means to complete a Controlled Restart Play-the Ball from where the ball was kicked after it has entered touch on the full.

BEHIND

When applied to a player means, unless otherwise stated, that the central axle of the 'pushing' wheels are behind the position in question. Similarly, "in front" implies the central axle of the 'pushing' wheel. When applied to a position on the field of play, "behind" means nearer to one's own goal line than the point in question. Similarly, "in front of" means nearer to one's opponents' goal line.

BLIND SIDE

The side of the play-the-ball nearer to touch (see Open Side).

CHARGING DOWN

This is blocking the path of the ball with hands, arm or body as it rises from an opponent's kick.



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CONTROLLED RESTART PLAY-THE BALL

This is specific to Wheelchair Rugby League and replaces a running game scrum. The referee will allow

the defending team to set a defensive line and the game will be restarted when the Referee calls 'Play'

CONVERTING A TRY

This the act of kicking a goal following the scoring of a try.

CORNER POST

This is a post placed at the intersection of each touch line and goal line. The post shall be of non-rigid material

and shall be not less than 1.25m. high. The corner posts are in touch in-goal.

DEAD BALL

This means that the ball is out of play.

DEFENDING TEAM

This is the team opposing the attacking team.

DROP GOAL

This is sometimes referred to as a Field Goal, is a goal scored by propelling the ball on the full, over the

crossbar, by drop kicking (see Drop Kick) it.

DROP KICK

This is a kick (see Kick) whereby the ball is dropped from the hands (or hand) and is struck immediately it

rebounds from the ground. The ball must strike the ground point first.

DROP-OUT

This means a drop kick (see Drop Kick) from between the posts or from the centre of the 8m line when

bringing the ball back into play.

DUMMY

This is the pretence of passing or otherwise releasing the ball while still retaining possession of it.



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FIELD OF PLAY

This is the area bounded by, but not including, the touch lines and goal lines.

FORWARD

This means in a direction towards the opponents' dead ball line.

FORWARD PASS

A throw towards the opponents' dead ball line.

FOUL PLAY

Refers to the types of Misconduct.

FREE KICK

Is the kick (see Kick) awarded to a team which kicks into touch from a penalty kick. The kick is taken four (4) metres in from touch opposite the point of entry

into touch and the ball may be kicked in any manner in any direction. A goal cannot be scored from it, nor can ground be gained by kicking into touch on the full.

FULL TIME

This means the end of the game.

GENERAL PLAY

This refers to all aspects of play after a match has been started or re-started by a Place Kick, Drop-Out, Penalty

Kick or Free Kick

GOAL

When you kick the ball through the goal posts.

FORWARD

This means in a direction towards the opponents' dead ball line.



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GROUNDING THE BALL

This means;

- Placing the ball on the ground with hand or hands
- Exerting downward pressure on the ball with hand
- or arm, the ball itself being on the ground
- Where a player has restricted movement, the ball may be touched anywhere on the wheel.

HALF TIME

The end of the first half of the game.

HANDOVER

The surrendering of the ball to the opposition after a team has been tackled the statutory number of successive times.

IN-GOAL

See diagram in Referee document.

IN POSSESSION

This means to be holding or carrying the ball.



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KICK

Kicks in Wheelchair Rugby League are completed by a player hitting the ball with their lower arm or fist

KICK OFF

The start of the game

KNOCK-ON

This means to knock the ball towards the opponents' dead ball line with hand, arm or wheelchair while playing at the ball.

LOOSE BALL

When during play the ball is not held by a player

MARK

The point at which a penalty kick or free kick is awarded or a Controlled Restart Play-the Ball is awarded.

NON-DISABLED PLAYER

A player without a disability (see Disabled Player)

OBSTRUCTION

The illegal act of impeding an opponent who does not have the ball.

OFF SIDE

When applied to a player means that he/she is temporarily out of play and may be penalised if he/she joins in the game.

ON SIDE

This means that a player is not off side.



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ON THE FULL

When the ball is kicked (see Kick) over a given line without first bouncing.

OPEN SIDE

This means the side the play-the-ball further from touch (see Blind Side)

PASS

The throw of a ball from one player to another.

PENALISE

This is to award a penalty kick (see Kick) against an offending player.

PENALTY KICK

The kick after a penalty is awarded.

PLACE KICK

This is to kick (see Kick) the ball after it has been placed on the kicking tee for that purpose.

PLAYER

Refers to player and the chair.

PLAYING AREA

This is the area enclosed by the fence, or other such line of demarcation, which prevents the encroachment of spectators.

PLAYING FIELD

This is the area bounded by, but not including, the touch lines and dead ball lines.



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PLAY-THE-BALL

The act of bringing the ball into play after a tackle or after a referee awards a Controlled Restart Play-the Ball.

PUNT

This is a kick (see Kick) whereby the ball is dropped from the hand or hands and is kicked before it touches the ground.

REBOUND & RICHOCT

See Accidental Strike.

RUCK

This is the area, at the play-the-ball, between the player playing the ball and the marker.

TACKLE

Tag Tackle or Upright Tackle. See Section 9 in the rule document.

TOUCH DOWN

Is the grounding of the ball by a defending player in his/her own in-goal.

TOUCH IN-GOAL

See Section 7 in rule document.

TRY

See Section 4 in rule document.



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UPRIGHT TACKLE

This is where the player in possession is effectively tackled without being de-tagged. The referee calls

'held' when progress is stopped. Play re-started when referee calls 'play'. i.e. a Controlled Restart Play-the Ball

ZERO TACKLE

Where a breach occurs and possession changes hands, the following tackle will be a zero tackle notwithstanding

that the team gaining possession may have gained a territorial advantage.