



LEARNING DISABILITY RUGBY LEAGUE PLAYING RULES

SECTION 1.

PLAYING FIELD

- Games of Learning Disability Rugby League shall be played on a field surfaced with grass. The dimensions of the playing field will be 35 metres wide and 50 metres long and can be adjusted accordingly to accommodate any differing number of players. These dimensions are only approximations.

SECTION 2.

BALL

- SIZE 4

SECTION 3.

THE PLAYERS AND PLAYERS EQUIPMENT

Team and Squad Composition:

- Each squad will consist of thirteen (13) players (10 with Learning disability & 3 non-disabled) with each team permitted seven (7) players on the field at any one time.
- A minimum of five (5) players must be present on the field for a game to proceed/continue.
- The seven (7) players on each team will consist of a minimum of five (5) players with a learning disability and two maximum (2) "non-disabled" players who do not have learning disabilities. These players must wear a high visibility fluoro vest.

Non-disabled:

- In this game the non-disabled players have a special purpose. Primarily, it is to facilitate the game by tagging the faster disabled players. The non-disabled players shall be identified by the wearing of high visibility fluoro vests.

Substitutes:

- Teams will have an unlimited number of substitutions throughout the game.



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SECTION 4.

MODE OF PLAY

- As per these Tag Rugby League rules.
- When playing Tag Rugby all players must wear a 'tag belt' or Tag Shorts which has two ribbons (tags) attached to Velcro. The tags should be a contrasting colour from the shorts. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned on either side of the hips with teams being distinguished by the colour of tags they wear. A player must be wearing both tags to pass or carry the ball. If a player receives the ball with one or no tags on, this will be deemed to be a tackle.
- The team in possession has the ball for six tags after which a handover of possession in the form of a play the ball will take place.
- Only the player in possession of the ball can be tagged. A tag is simply the removal by a defender of one of the two ribbons from the ball carrier's tag belt. The attacker returns to where the defender is holding the tag and restarts the game by 'playing' the ball backwards or rolling it between their legs. A defender must have two tags on in order to affect a tackle. When a defender has removed the tag, he/she must stand still at the point at which the tag was removed, hold the tag above their head and shout 'tag' for all to hear.
- Following the play of the ball, the defender must present the 'tag' back to the tackled player immediately (NB: Neither the defender nor the 'tagged' player can take any further part in the game without both 'tags' properly in place on their belts). The referee must ensure that no-one throws away the tag to gain an advantage. In the event of throwing away the tag a penalty will be awarded, parallel to the touch line, and a play the ball will take place
- If a player runs out of the field of play or is pushed into touch during a Tag then the player will return to the field of play 5m from the touchline at the point they left the field and play will restart with a play of the ball and will count as a tackle, if this happens on the last tackle then a handover would take place again at the point where the player went into touch and 5m in field.
- With the exception of the Marker (player who removed the Tag) all other players must retreat with the referee 5m back towards their own goal line or to the goal line if less than 5m.
- Players Tagged just short of the Try line may retreat to a point 5m away from the Try line.
- The dummy half can run and be tagged with the ball and this will count as one of the six allowed.

SECTION 5.

SCORING TRIES

- A try is scored in the normal way by placing or touching the ball down on or over your opponent's try line discretion can be used by the referee.
- Following a Try being scored, play shall be restarted with a tap at the centre of the halfway line by the non-scoring team.

SECTION 6.

LENGTH OF GAME

- The game shall normally be of 40 minutes duration (2 x 20 minute halves).
- But can be adjusted for festival competitions.



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SECTION 7.

SIN BIN

- Sin Binning will result in a temporary dismissal from the field of 5 minutes, but a replacement can take place.

SECTION 8.

THE KICK OFF

- As a result of the reduced field dimensions, should the ball at the start of play bounce into touch, play will re-start with a play-the-ball by the non-kicking team opposite where the ball went into touch. The play-the-ball shall be taken no closer than 5m in from the touch line opposite where the ball entered touch. If the ball bounces in the field of play and enters touch in-goal or goes dead, the non-kicking team will re-start with a play-the-ball in the centre of the field 10m from the goal line.

SECTION 9.

TOUCH AND TOUCH IN-GOAL

- Where a player has their tag removed from the belt whilst they are in their opponents' in-goal area a play the ball should be taken 5 metres in-field, opposite where they were tagged, parallel to the touch line. When a player is tagged during the final tackle in their opponents in-goal area the defending team will have possession of the ball 5 metres in-field opposite where they were tagged, parallel to the Touch line.

SECTION 10.

(CHANGES TO) KNOCK-ON AND FORWARD PASS LAWS

- All infringements will result in the offending team maintaining possession but a tackle being counted, the player would restart the game with a play of the ball.



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SECTION 11.

NON-DISABLED PLAYERS

- The primary purpose of the non-disabled players (denoted by high visibility fluoro vests) is to facilitate the progress of the game. In order to minimise the impact on the result, the physically-abled players will play subject to various restrictions. non-disabled players:
 - Not allowed to run more than 5m forward at any
- time without passing the ball.
- Must succumb to a tackle of any player who contacts them.
- Can only Tag players who have advanced beyond the Play of the Ball (except within 5m of the try line).
- Cannot score tries or kick the ball in general play. All points are to be scored by disabled players.

Stealing the Ball:

- No ball stealing is allowed

Marker at the Play the Ball:

- Only one marker is permitted. The marker must take up a position immediately in front of the Tagged player. Following the play the ball, the defender must present the 'tag' back to the tackled

player immediately (Markers cannot become active until either the dummy half moves off or or passes the ball).

Play-the-ball:

- A player's foot does not have to come into contact with the ball during a play-the-ball. Players will be

allowed to roll the ball back between their legs without.

SECTION 12.

OTHER INTERPRETATIONS

Kicks in General Play:

- Kicks shall be allowed only after the fifth tackle. Kicks, in general play, must be taken only by a player with a learning Disability. The kicker must

not be challenged until he/she has crossed the advantage line, runs 5 metres or a period of 10 seconds has elapsed if they are stationary.

SECTION 13.

MATCH OFFICIALS / REFEREES

- 2 Referees where possible should control the game one staying on the point where the Tag was made and facility players putting Tags back on the second taking the defensive line back 5m.
- Only layers must retreat with the referee 5m back towards their own goal line or to the goal line if less than 5m.
- At no point should a defender or an attacker initiate undue contact in the course of a game (if this happens the referee should award a penalty), parallel to the touch line, and a tap penalty should be awarded to the nonoffending team. For
- continued or severe offences, the referee to his/her discretion may Sin Bin any player from the field of play.
- If the ball carrier knocks off any of his/her own tags the tackle will be deemed as complete and the ball carrier must stand at the point where the tag lands and play the ball with the tackle count continuing with the number of the tackles being called by the referee.
- The ball carrier is not allowed to protect his/ her tag or fend off defenders; this will result in a penalty tap.