



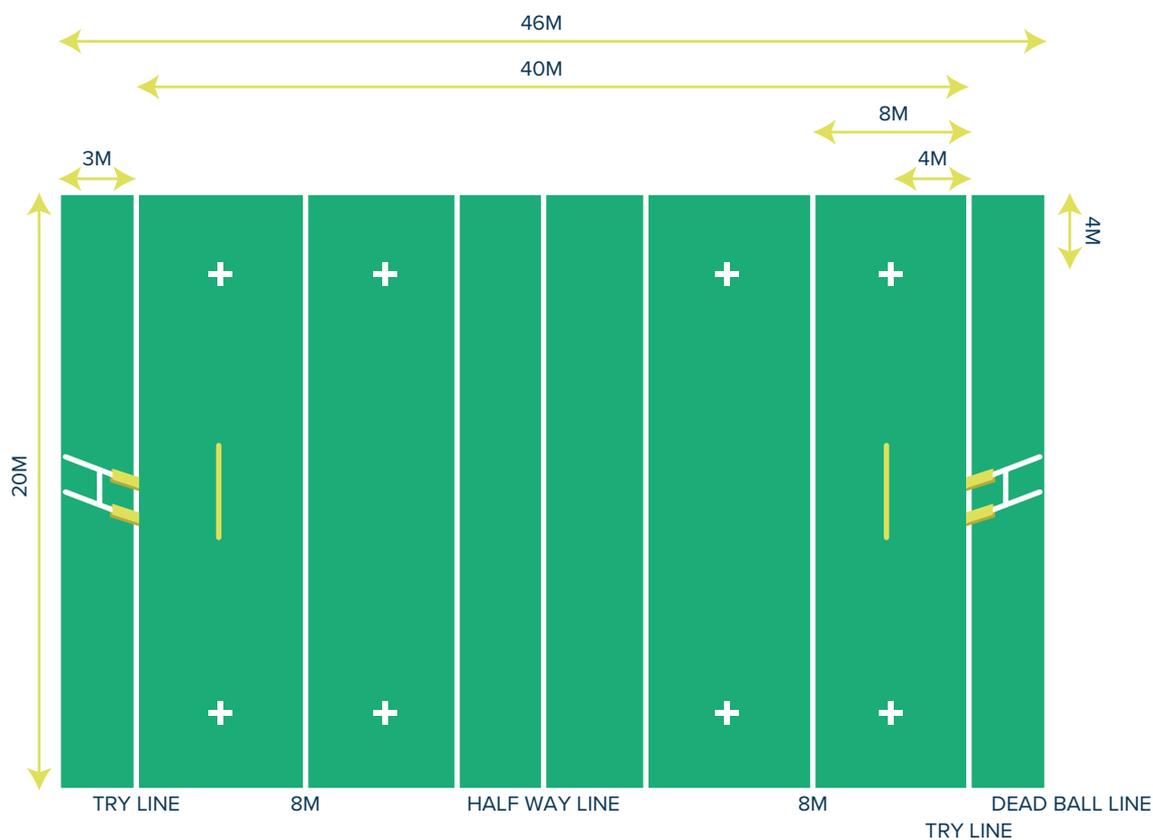
WHEELCHAIR RUGBY LEAGUE REFEREE NOTES



SECTION 1.

PLAYING FIELD

Please see the below diagram for the official playing field dimensions.



PLAYING FIELD

NOTES

1. The Touch Lines are in Touch, the Touch in-Goal lines are Touch in-Goal, the Goal Lines are in the In-Goal area and the Dead Ball Line is beyond In-Goal.
2. A corner post is placed at the intersection of each goal line and touch line. A corner post is in touch in-goal. Match Officials should at all times ensure that corner posts are correctly positioned.
3. The goal posts are considered to extend indefinitely upwards. It is recommended that the bottom two metres of each upright be padded.
4. For adult games the dimensions should be as near maximum as possible to the dimensions stipulated. Cross-bar three (3) metres long and two (2) metres from ground. Upright to be greater than three (3) metres long recommended four (4) or five (5) metres.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 2.

THE BALL

Shape and construction

The game shall be played with an oval air-inflated ball the out casing of which shall be of leather or other material approved by the International Board. Nothing shall be used in its construction which might prove dangerous to the players.

Size and weight

The dimensions of the ball shall be those approved by the International Board Size 4, deflated by 10% (8-9psi).

Ball deflated

The Referee shall blow his/her whistle immediately he/she notices that the size and shape of the ball no longer comply with the Laws of the Game.

Colour of the ball

In senior competitions the ball shall be light in colour so that it can be more easily seen by spectators.

Ball bursts

If the ball bursts as a player is taking a place kick at goal, he/she should be allowed another kick. If a player grounds the ball for a try and then it is noticed that the ball has burst the try should be allowed. Otherwise, if the ball bursts, play is stopped, the ball is replaced and a Controlled Restart Play-the Ball is awarded to the team last in possession at the point where the ball bursts.

SECTION 3.

PLAYER AND PLAYERS EQUIPMENT

Substitutes

A player other than a player who is replacing an injured player who has left the field cannot be substituted during a play-the-ball except when play is stopped because of injury. If a substitution is effected when a kick at goal is to be taken, the substitute shall not be allowed to take the kick.

If a player is sent to the sin-bin or dismissed, then the equality of the team needs to be maintained for duration of the dismissal

Late Arrival

The laws relating to the replacement of players apply also to any player who, arriving late for the game, wishes to join in the play after the game has started.

Dangerous Equipment

The Referee shall order a player to remove any part of equipment which might be considered dangerous and shall not allow the player to take any further part in the game until the order is obeyed. The player shall retire from the playing field to remove the offending item if the start or restart of the game would otherwise be delayed.

Similar Colours

The colours of the jerseys worn by competing teams shall be easily distinguishable and, if in the opinion of the Referee similarity between the jerseys might affect the proper conduct of the game he/she may, at his/her discretion, order either team to change jerseys in accordance with the rules governing the competition in which the game is played.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



PLAYER AND PLAYERS EQUIPMENT

Inspect Equipment

Match Officials should inspect players' equipment before the start of the game: e.g. Wheelchairs bumpers and wheel anti tip are in place, players are correctly strapped into their chairs (lap, knees and ankles, disability permitting) and the playing kit has the Velcro and tags in the correct position. This does not relieve the player of the responsibility of ensuring that nothing of an offending nature is attached to the player.

Referees should inspect the colours to be worn by the teams before the players enter the field of play so that, if a change necessary, the start of the game is not delayed.

Clubs not wearing their registered colours should be reported to the appropriate authority by the Referee unless the reason for not doing so is self-evident or known beforehand.

SECTION 4.

MODE OF PLAY

Impaired / Restricted Mobility

Where a player's movement is restricted, touching anywhere on the wheel with the ball is permissible. Both pushing wheels must be within the in-goal area.

Picking up In-Goal

Picking up the ball is not grounding it and a player may pick up the ball in his/her opponents' in-goal in order to ground it in a more advantageous position.

Ball on Goal Line

As the goal lines themselves are in-goal a try can be scored by an attacking player grounding the ball on the goal line, but not at the foot of the posts in the field of play.

Incorrectly Grounding

When an attacking player fails to ground the ball correctly, play continues unless stopped for some other reason e.g. a knock-on or the ball goes dead.

Release after Grounding

A try should not be disallowed because the player who correctly grounds the ball fails to retain it.

Referee Unsighted

The Referee should not disallow a try because he/she was not in a position to see the grounding of the ball.

Referee – Sole Judge

Only the Referee, may award a try, but the Referee may take into consideration advice given by other Match Officials before arriving at his/her decision. He/she shall signal that a try has been scored by pointing to where the try has been awarded but should only do so after looking at the Match Officials to ensure they are not reporting a prior incident.

Not to Distract Kicker

It is illegal to attempt to distract the attention of a player who is kicking at goal.

Goal Post(s)

For the purpose of judging a kick at goal, the goal posts are assumed to extend indefinitely upwards.

No Goal from Kick Off, etc.

A goal cannot be scored from a kick off, drop-out or a free kick



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



MODE OF PLAY

Advise Where to Place the Ball

A Match Official should ensure that a kick at goal is taken from the correct position by advising the kicker beforehand. If the Referee's advice is ignored by the kicker no goal shall be allowed and the kick shall not be retaken.

Wasting Time

If a player wastes time when kicking at goal, the Referee may caution him/her or, in an extreme case, dismiss him/her. He/she should not cancel the kick but should allow extra time to compensate for time lost.

Colleague Holds Ball if Necessary

When a kick at goal is being taken it is permissible for a teammate of the kicker to hold the ball in position by placing a hand on it.

Authorised Kicking Tees

Kicking tees are permitted for starts of play, restarts after scoring and attempts at goal. Kicking Tees must be no higher than the top of the pushing wheel.

Judging Kicks at Goal

If a Match Official is of the opinion that a goal has been scored, he/she shall raise his/her flag above his/her

head. If the kick is unsuccessful, he/she shall wave his/her flag in front of himself/herself and below the waist. If there is no disagreement between the Match Officials their decision shall be accepted. In the event of a disagreement, the Referee shall decide.

Accepting Match Officials Decision

If the ball passes near to one upright, the Match Official assigned to that upright is in the better position of the two to decide whether the ball has passed inside or outside the post and, in the event of disagreement, the Referee should be more inclined to accept this particular Match Officials decision.

A Match Official should not necessarily remain stationary when the ball is in flight. He/she should move sufficiently to ensure that at all times he/she has a clear view of the ball.

Pretending to Kick at Goal

It shall be misconduct for a player to pretend to kick at goal from a penalty kick and then deliberately kick it elsewhere. Such misconduct shall incur a penalty. Once having informed the Referee of his/her intention to kick at goal from a penalty the kicker shall not do otherwise.

SECTION 5.

TIMEKEEPING

Shortening Length of Game

The duration of the game may be reduced by mutual agreement and if permitted by the rules governing the competition in which the game is played.

Alerting Interval

Clubs wishing to alter the length of the interval should apply to the appropriate authority who will then instruct the Referee accordingly.

Using Timekeeper

A timekeeper may be employed to signal half time and full time, in which case the Referee on receiving the timekeeper's signal, terminates the half in the manner described above.

A timekeeper may also assist the Referee in determining the end of a player's temporary suspension.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



TIMEKEEPING

Allow Second Kick

If the ball is kicked into touch from a penalty the non-offending side should be allowed full advantage of the penalty award by extending time to allow play to be resumed with the free kick permitted by the Laws relating to the penalty.

Time off for Cautions

Where time off applies, time should be taken off in the event of a caution being delivered to a player/players.

Extra Time

Extra time shall be added to each half to compensate for time wasted or lost from any cause. The Referee shall be the sole judge of extra time except where these duties have been delegated to a timekeeper.

Recommencing play after injury

1. If the continuance of play endangers an injured player the Referee may stop the game. If, when the game is stopped, a player is in possession of the ball the game shall be recommenced by that player playing-the-ball with a Controlled Restart Play-the Ball.
2. If a player in possession is injured in a tackle and unable to play-the-ball and play has been stopped, play shall be resumed by a colleague playing the ball at the point where the injured player was tackled.
3. If a player in possession is injured in a tackle and unable to play-the-ball the Referee may without stopping the game, provided he/she is satisfied that continuance of play would not endanger the injured

player, direct a colleague of the injured player to play-the-ball, Controlled Restart Play-the Ball, at a point four (4) metres in-field from the point where the player was injured.

Signal extra time

If a timekeeper is employed, the Referee shall signal that extra time is being allowed by raising both arms whereupon the timekeeper stops his/her watch and starts it again when the Referee waves one arm above his/her head to signal play is about to recommence.

Reduce stoppages

The Referee should endeavour to reduce stoppage to a minimum. Injured players should be removed from the playing field to receive attention as quickly as possible, taking into account the gravity and nature of the injury. Treatment to an injured player, by not more than one attendant, may be permitted while play proceeds if, in the opinion of the Referee, such treatment is not likely to interfere with play.

The attendant shall not place anything on the ground likely to interfere with play, or carry anything of a rigid nature likely to cause injury in the event of a rapid switch in play causing an unforeseen collision.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 6.

KICK OFF AND PLAY-THE-BALL

V.I.P Kicks-Off

If a person other than a player is invited to 'kick-off', the ball after being kicked shall be brought back to the centre of the halfway line and the game shall then commence in the normal way as described above.

Intentional Breach In-Goal

If a defending player in his/her own in-goal is penalised for intentional breach of the law, the penalty is awarded in the field of play, four (4) metres from the goal line and opposite where the breach occurred (see Section 13, Law 1).

Restarting Play at Eight (8) metres - With Drop-Out after Unsuccessful Penalty

If the ball goes dead in the opponents' in-goal from a penalty kick (not necessarily a kick at goal) the game is restarted with a drop-out by a defending player from the centre of the eight (8) metre line.

Drop-out from Goal line

The game is restarted with a drop-out by a defending player from the centre if his/her goal line if:

1. A defending player last touches the ball before it goes over the dead ball line or into touch in-goal.
2. A defending player accidentally infringes in the in-goal area.
3. A defending player touches down in the in-goal area.
4. A defending player in possession is tackled in the in-goal area.
5. A defending player kicks the ball into touch on the full from his/her own in-goal.
6. A defending player kicks or passes the ball in his/her own in-goal and the ball accidentally strikes an

opponent and goes into touch in-goal or over the dead ball line.

7. The ball or a defending player carrying the ball touches the Referee, a Match Official or an encroaching spectator in the in-goal area and play is thereby irregularly affected.
8. Where a kick is made dead by a defending player straddling the dead ball line or touch in-goal line.

Ball Caught In-Goal

See Law 2 (c) of this section re ball caught on the full before being made 'dead in-goal'.

Offences Incurring Penalties – Kicker

A player who kicks off or drops-out shall be penalised if he/she;

1. Advances in front of the appropriate line before kicking the ball.
2. Kicks the ball on the full over the touch line, touch in-goal, or over the dead ball line.
3. Kicks the ball so that it fails to travel at least four (4) metres forward into the field of play.
4. Kicks the ball other than in the prescribed manner.

Other Players

Any other player shall be penalised if he/she;

1. Wilfully touches the ball from a kick off or drop-out before it has travelled four (4) metres forward in the field of play.
2. Travels in front of one of his/her own team who is kicking off or dropping out.
3. Approaches nearer than four (4) metres to the line from which the kick is being taken when an opponent is kicking off or dropping out.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



KICK OFF AND PLAY-THE-BALL

Penalties – Where Taken

A penalty kick resulting from an offence at the kick-off shall be taken from the centre of the halfway line. Any penalty kick arising from the restarting of play from the eight (8) metre line shall be taken from the centre of that line. A penalty kick resulting from any offence at the drop-out from between the posts shall be taken from the centre of the line drawn parallel to and four (4) metres from the goal lines.

Players not Retiring Four (4) Metres

If a kick to start or restart play is taken quickly and the opposing players have not had adequate opportunity

to retire four (4) metres, they may be penalised if they wilfully interfere with play before the ball travels four (4) metres forward. If such interference is accidental a Controlled Restart Play- the Ball awarded to the non-offending side, but if the offending player has had adequate opportunity to retire four (4) metres his/her offence must be assumed to be deliberate.

Ball hits post

Hitting the post or cross bar in flight does not negate the breach.

SECTION 7.

TOUCH AND TOUCH-IN-GOAL

Player not 'Object'

1. and 2. A player is not considered to be an "object". For example, the ball is not in touch when the player in possession, himself/herself being in the field of play is in contact with another player who is in touch.

Ball Dead

Where the ball which is stationary in the field of play or the in-goal area comes in contact with a player in touch, touch in-goal or over the dead ball line, the ball is deemed to have been made dead by that player.

Corner Post Touch In-Goal

A corner post placed at the intersection of a touch line and a goal line is in touch in-goal if the ball touches it when no one is in possession. If a player carrying the ball comes into contact with the corner post during

general play, then they are not touch in-goal. It is a duty a Match Official to replace a corner post which is displaced during the game.

See Section 8. No.4 (e) in respect of kicking into touch on the full from in goal.

Ball Dead in Touch

Where the ball which has bounced or has been passed in the field of play or the in goal area comes into contact with a player in touch, touch in-goal or over the dead ball line, the ball is deemed to have been made dead or taken into touch by that player. Where the ball is played at from a kick that has not bounced in the field of play by a player who has at least one wheel on the touch line or in touch in-goal line then the ball is deemed to have been made dead or taken into touch by the kicking team.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 8.

KNOCK ON AND FORWARD PASS

Direction of Pass

The direction of a pass is relative to the player making it and not to the actual path relative to the ground. A player moving towards his/her opponents' goal line may throw the ball towards a colleague who is behind him/her but because of the thrower's own momentum the ball travels forward relative to the ground. This is not a forward pass as the thrower has not passed the ball forward in relation to himself. This is particularly noticeable when a travelling player makes a high, lobbed pass.

Controlled Restart Play-the Ball for Forward Pass

A forward pass in a passing movement is invariably caused by misjudgement and is rarely a deliberate offence. Play is restarted with Controlled Restart Play-the Ball awarded to the non-offending team after an accidental infringement.

Penalty for some Forward Passes

If the Referee is of the opinion that a player in giving a forward pass must have been well aware that the catcher was in front of him then the Referee is justified in ruling that the ball has been deliberately thrown forward.

Ball Bounces Forward

If the ball is passed correctly but bounces forward, there is no infringement and play should continue.

Knock-On over Goal-Line

After a player, from the field of play, knocks on into his/her opponent's in-goal area and he/she or a colleague touches down, play is restarted with a Controlled Restart Play-the Ball awarded to the non-offending team where the knock-on occurred, except after a play-the-ball.

SECTION 9.

THE TACKLE

Verbal Instructions to Resolve Doubt

If any doubt arises as to a tackle, the Referee should give a verbal instruction to "play on" or shout "held" as the case may be. If the referee is of the opinion that the player in possession could not hear the "held" call before passing or moving off with the ball he/she should instruct the player to play-the-ball at the point where the player was when "held" was called unless it occurs after the fifth play-the-ball in which case a handover will apply

Second Movement after Tackle

When an attacking player is tackled within easy reach of the goal line he/she should be penalised if he/she makes a second movement to place the ball over the line for a try.

Indicating Last Tackle

The Referee shall indicate the fifth (5) tackle by raising one arm vertically with fingers and thumb out-stretched

and the sixth (6) tackle by blowing his/her whistle, not to stop the game, but as a signal to players that the ball has to be released for the opponents to play-the-ball.

Opponent "Touches" ball

By "touching" the ball is meant intentionally playing it with any part of the person when it is not held by an opposing player. A ricochet or rebound does not count as a "touch".

Charging Down

Charging down a kick counts as a "touch"

Cancels Count

"Touching" the ball cancels the count of play-the-balls and the next tackle counts as the first of six (6).

Losing Possession

If a tackled player loses possession of the ball at the



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



THE TACKLE

moment of impact with an opponent play shall proceed unless stopped for some other reason, e.g. the ball has been knocked forward.

Kicked Out on Full

For the purpose of this Law the point of infringement in the case of a kick into touch on the full shall be the point from which the ball was kicked.

Accidental Breach “Zero Tackle”

Where an accidental breach occurs (knock-on, forward pass) and possession changes hands, the following tackle will be a zero tackle, notwithstanding that the team gaining possession may have gained a territorial advantage.

Losing Possession –Intentionally or Accidentally

A tackled player shall not intentionally part with the ball other than by bringing it into play in the prescribed manner. If, after being tackled, he/she accidentally loses possession, a Controlled Restart Play-the Ball shall be formed except after the fifth play-the-ball.

AFTER PLAY THE BALL

1. Both tags must be in place prior to the play-the-ball
2. Both tags must be in place prior to beginning the downward path of the ball to touch the ground (i.e. affecting the play-the-ball)
3. The Marker cannot re-tackle the ball player
4. Players with restricted movement, identified by an armband, may touch the ball on any part of either pushing wheel.

Speed Essential

The play-the-ball must be performed as quickly as possible, in one (1) continuous motion. Any player who intentionally delays the bringing of the ball into play shall be penalised.

Tackling on or Near the Goal-Line

If a player is tackled with the centre axle of the ‘pushing’ wheels on or behind the goal line he/she is deemed to be tackled in the in-goal area.

Disputed Possession

If any doubt arises as to which player should play-the-ball (i.e. possession is disputed) the Referee should call “...’s ball” naming the team in possession.

Accidental Deflection

When a tackled player attempts to play-the-ball backwards but accidentally deflects the ball forward, a Controlled Restart Play-the Ball ensues with the non-offending team having the possession

Acting Half-Back

Two players take part in the play-the-ball – one (1) attacking & one (1) defending. All other players are outside if they retire the prescribed distances.

No Marker

If no marker takes up a position opposite the tackled player the play- the-ball must still be effected by touching the ball on the floor and passing to a team mate

Penalise Intentional Interference

If the ball is played quickly, all players will not necessarily have time to retire the prescribed distance. They should be penalised only if they intentionally interfere with play – either actively or passively.

Accidental Interference

If the interference with play is accidental, a Controlled Restart Play-the Ball should be awarded. Interference should not be considered accidental when the player concerned has had opportunity to remove himself from the area in which play is taking place.

Off-Side Player Raising Hands

A player who realises he/she is out of play and is near play should raise his/her hands above his/her head. Taking this action does not, however, exonerate him from penalty if he/she interferes with play and the Referee feels that he/she could have avoided such interference.

Indicating Four (4) Metres

The Defensive Referee should usually position himself/herself four (4) metres behind the point at which the ball is played as a guide to the team not in possession.

Out of Play: Play-the-Ball

Any player who is in front of the kicker in general play is not permitted to advance beyond the point of the play-the-ball until the ball has gone past the off side player.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 10.

PENALTY KICKS

The Mark

As the mark cannot be conveniently marked on the ground a player who punts or drop kicks may deviate slightly from it. This is permissible provided no unfair advantage is gained. The kicker himself/herself may regather the ball after it has been kicked.

If a player takes the ball back from the mark for a kick at goal the original mark is cancelled and the new mark is where the ball is to be kicked, and opponents may advance to within four (4) metres of the new mark.

Retiring Four (4) Metres

If the kicker takes a penalty kick or the subsequent free kick quickly, the opposing players may not have all retired four (4) metres in which case they should be penalised only if they interfere with play. These players may join in the play when any advantage which they may have gained through not retiring has been lost. The Defensive Referee shall act as a guide to the team opposing the kicker by taking up a position four (4) metres beyond the mark (Section 16, law 17).

No Delay

No player shall deliberately take any action which is likely to delay the taking of a penalty kick.

Kicker Side Infringes

If the kick is not taken as stated or if a player of the kicker's team infringes, a Controlled Restart Play-the Ball shall be awarded to the non-kicking team at the mark, provided it is no closer than four (4) metres to the touch line.

Explain Why Penalised

When the Referee penalises a player he/she should explain the nature of the offence.

Penalty for In-Goal Offence

If a penalty is awarded for an offence by the attacking team in the opponent's in-goal area the mark shall be four (4) metres in the field of play opposite where the offence occurred. For an offence in-goal by the

defending team which incurs a penalty the mark is in the field of play four

(4) metres from the goal line and opposite where the offence occurred except for foul play against a try scorer (see Law 9).

Offence Against Try Scorer

If a player fouls an opponent who is touching down for a try, a penalty kick at goal shall be taken from in front of the goal posts after the attempt to convert the try. After his/her kick has been taken the ball shall be deemed dead and play shall be restarted from the halfway line. This law applies to the period during which the ball is touched down for a try and not to any subsequent period.

Drop Goal Foul Play on Kicker

If a player fouls an opponent who is attempting a drop goal, a penalty kick shall be awarded in front of the goal posts.

1. If the attempt at drop goal is successful, a kick at goal must be taken from the penalty kick and play restarted from the centre of the halfway line irrespective of the outcome of that kick.
2. If the attempt at drop goal is unsuccessful, the penalty kick can be taken in any manner provided for in the Laws and play re-started according to the outcome of that kick.

Refusing to Surrender the Ball

When a penalty has been awarded, the Referee must ensure that an opposing player does not hold on to the ball or deliberately kick or throw it further from the mark.

Penalty In-Goal

For an offence in-goal by the defending team, a penalty try may be awarded depending on the gravity or the offence. (see Section 6, Law 3 (c))



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 11.

OFF-SIDE

Catcher Claiming Off-Side

A player who catches the ball near an off side opponent must not go out of his/her way to make interference in play by the offside player unavoidable. He/she should proceed with normal play and rely on the Referee to penalise the off side player if the latter interferes with play. If the catcher deliberately and unnecessarily runs into the off side player, then play should proceed.

Accidental Off-Side

Where the Referee is satisfied that interference with play by an off side player is accidental he/she should award a Controlled Restart Play-the Ball to the non-offending team.

Interfering with Catcher

Any off side player who remains within four (4) metres of an opponent who is set to catch a kick up field by an opposing player shall be deemed to be interfering

with or attempting to interfere with the catcher and shall be penalised unless the non-offending team gains an immediate advantage.

“Out of Play” as Opposed to “Off-Side”

Players who are out of play at a play-the-ball (Section 11), kick off or drop- out (Section 8) a penalty kick (Section 13) or a free kick (Section 13) are not put “on side” in the manner described in Law 3 above. (See appropriate Sections).

“Down Town”

Any player who is in front of the kicker in general play is not permitted to advance beyond the point of the previous play-the-ball until the ball has gone past the off side players. This rule delays the movement of the off side players downfield in an attempt to encircle the ball receiver as he/she collects the ball.

SECTION 12.

PLAYER MISCONDUCT

Definition of Misconduct

1. A player is guilty of misconduct if he/she:
2. Strikes another player.
3. When effecting or attempting to effect a tackle makes contact with the head or neck of an opponent intentionally, recklessly or carelessly.
4. Touches – pushes, holds or grabs – an opponent’s wheelchair at any time
5. Pulls or grabs an opponent’s clothing or any part of the body at any time
6. Drives in (both hands on the wheels), deliberately using the wheelchair as a force
7. Deliberately and continuously breaks the Laws of the Game.
8. Uses offensive or obscene language.
9. Disputes a decision of a Match Official.
10. Re-enters the field of play without the permission

of the Match Official having previously temporarily retired from the game.

11. Behaves in any way contrary to the true spirit of the game.
12. Deliberately obstructs an opponent who is not in possession

Explain Reason for Penalty

The Captain may ask the Referee the reason why a penalty kick has been given provided he/she does so respectfully.

Delay Restart of Play

To deliberately delay the restart of play from the goal line, eight (8) metre line or halfway line constitutes misconduct for the purpose of this rule.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



PLAYER MISCONDUCT

Delay Restart of Play

To deliberately delay the restart of play from the goal line, eight (8) metre line or halfway line constitutes misconduct for the purpose of this rule.

Obstruction after Kick

A common form of obstruction occurs when a player, after kicking the ball forward, is impeded by an opponent. However, a tackler cannot be expected to delay attempting a tackle because the player in possession might decide to kick the ball. The onus is on the kicker to get his/her kick in before his/her opponent commits himself to the tackle.

The player in possession has delayed kicking the ball until the tackler has commenced to commit. The tackler should not be penalised.

The ball has been kicked before the opponent commits himself/herself to the tackle. He/she should be penalised if he/she obstructs the kicker.

Accidental Obstruction

Obstruction can be either, active, passive or accidental. Passive obstruction is where a player impedes an opponent by deliberately remaining in his/her path

although he/she has had the opportunity to remove himself/herself.

If a player is in position which is likely to cause obstruction and he/she feels that any movement by him/her may aggravate the situation, he/she should raise his/her hands above his/her head and thus indicate to the Referee that he/she is taking no part in the play. Where accidental obstruction irregularly affects the play, the game should be stopped and restarted with a Controlled Restart Play-the Ball awarded to by the non-offending team at the point of infringement. If play is not affected, then the game should not be stopped.

Obstructing Off-Side Player

It is illegal to obstruct any opponent not in possession, even one who is off side or one who is endeavoring to get to the ball after it has been knocked on or thrown forward.

Player in Possession Cannot Obstruct

The player who is in possession of the ball cannot be guilty of obstruction. He/she can make use of the goal posts to avoid a tackle, or dodge behind a ruck of his/her own players.

SECTION 13.

DUTIES OF MATCH OFFICIALS

In all matches an Attacking Referee (lead) and a Defensive Referee shall be appointed or mutually agreed upon by the contesting teams.

The Referees will operate on opposite touchlines, outside the field of play

One Attacking Referee (Lead)

The Attaching Referee is in charge of all the major decisions.

One Defensive Referee

The Defence Referee supports the attaching referee by

taking the defensive line back. In general play, he/she is equivalent to the attacking referee. In case of a kick at goal, he/she will take position under the posts to assist the attacking referee

Enforce Laws

The Match Officials shall enforce the Laws of the Game and may impose penalties for any deliberate breach of the Laws. They shall be the sole judge on matters of fact.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



DUTIES OF MATCH OFFICIALS

Timekeeper

The Attacking Referee shall be the sole timekeeper except where this duty has been delegated to another person (see Section 7).

Power to Stop Game

The Attacking Referee may, at his/her discretion, temporarily suspend or prematurely terminate a match because of undue interference by spectators, misbehavior by players, or any other cause which, in his/her opinion, interferes with his/her control of the game.

Permission to Enter Playing Area

Referee's shall not allow anyone apart from the players onto the playing area without permission.

Referee Injured

When a Referee is unable to continue he/she should appoint a substitute, preferably a neutral person. If the Referee is not able to appoint a substitute, the respective captains should mutually agree, failing which the person with the greater experience should take control.

If the injury sustained by the Referee renders him/her incapable of blowing his/her whistle to stop the game, the latter shall be deemed to have stopped at the time the injury was sustained.

Consult other Match Officials

Before giving a decision, it is permissible for the Referee to consult all Match Officials

Player Returns to Playing Field

A player who has temporarily retired from the game shall inform the nearer Referee before re-entering the playing field.

Power to Dismiss

In the event of misconduct by a player, the Referee shall, at his/her discretion, caution, temporarily suspend for ten (10) minutes, or dismiss the offender.

Control of Players

The players are under the control of the Match Officials

from the time they enter the playing area until they leave it.

Caution

A caution may be administered to a team as a whole in which case each player is considered to have received an individual caution.

When a final caution is given, the nature of the offence and the time must be recorded by the Match Officials and must be quoted if the player is subsequently dismissed.

Temporary Suspension

The power to temporarily suspend a playing is not an encouragement to Match Officials to deal leniently in the event of misconduct which merits dismissal.

End if Temporary Suspension

A temporarily suspended player shall re-enter the playing field when permitted to do so by the Match Official. The Match Official will determine the end of the suspension (they can be guided by the designated official if one is employed)

Dismissed Player

A dismissed player can take no further part in the match, nor shall he/she be permitted to take up a position near the playing area where his/her presence is likely to provoke further incident.

Changing a Player's Position

When administering a final caution to a player who has persistently committed breaches of the laws, the Attacking Referee shall advise the player's Captain so that the latter may, if he/she so wishes, change the player's position in the team.

Playing Area

Where there is no actual enclosure, the area of control is that within the natural boundaries of the field in which the playing area is located.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



DUTIES OF MATCH OFFICIALS

Harassing Match Officials

If a Match Official is assaulted or unduly harassed by any person arising out of his/her control of a match, he/she should submit a report to the appropriate League even though such incident occurs after the match is ended.

When to Blow Whistle

The Referees must carry a whistle which he/she shall blow to commence and terminate each half of the game. Except for these occasions the blowing of the whistle shall temporarily stop the play. The Referees shall blow the whistle:

1. When a try or goal has been scored.
2. When the ball has gone out of play.
3. When restarting play.
4. When he/she detects a breach of the Laws of the Game, except when to stop the play would be to the disadvantage of the non-offending team.
5. When play is irregularly effected by the ball or the player carrying the ball coming into contact with a Match Official or with any person not taking part in the match or with any object which should not normally be on the playing field.
6. When any irregularity, not provided for in these Laws, occurs and one team unjustifiably gains an advantage.
7. When a stoppage is necessary in order to enforce the Laws or for any other reason.

Where a Referee has stopped play to administer a caution to a player or players he/she shall indicate extra time until he/she blows his/her whistle to restart play.

Whistle Blown Accidentally

Play must stop even if the whistle is blown accidentally in which case play is restarted with a Controlled Restart Play-the Ball where the ball was last touched by a player in the field of play before the whistle is blown, and his/her team shall maintain possession

Apply Advantage

The advantage law applies to all phases of play, but where a team infringes in a strong tactical position

the advantage should be allowed only if the ball goes immediately into the possession of the non-offending team.

The Referee is the sole judge of what constitutes an advantage, be it tactical or territorial. An infringement is not 'negated' simply because the ball touches or is touched by an opponent. The opponent must have adequate opportunity to take advantage and endeavor to do so before play is allowed to proceed. Application of the advantage laws does not deprive the Referee of subsequently dealing with an offending player.

Changing Decision

The Referee judges on matters of fact and shall not subsequently alter those judgments. He/she may cancel any decision made if prior foul play of which he/she had no knowledge is reported to him/her by a Match Official

Flag

Flags are placed on/adjacent to the goal posts and are used to indicate the success or failure of a conversion or penalty kick for goal

Infringement by Attacking Team

If a team infringes when in a strong attacking position territorial or tactical, the Referee should stop play promptly, unless the ball is immediately possessed by the defending team because a loose ball cannot be considered to be of advantage to a team in a weak, defensive position.

Applying the advantage law does not deprive the Referee of his/her power to deal subsequently with any offending player.

Awarding a Try

The circumstances referred to in this Law will not arise when a try is scored as the Referee shall look at all Match Officials before awarding a try.

Report Misconduct Quickly

If another Match Official wishes to report a player's misconduct, he/she should attract the Referee's



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



DUTIES OF MATCH OFFICIALS

attention as quickly as possible in order to avoid an unnecessary continuation of play. Any subsequent penalty is awarded where the offence occurred and not where play is subsequently stopped.

No Undue Interference

Another Match Official must not unduly interfere with the Referee's control of the game by reporting incidents which have obviously been seen by the Referee.

Indicating Touch

A Referee shall indicate when and where the ball goes into touch by raising his/her hand and standing opposite the point of entry into touch except in the case of 'ball back' (see Section 9 Law 4) when the Referee must indicate that no ground has been gained by waving his/her hand above his/her head accentuating the movement in the direction of the kicker's goal-line.

Official Inquiry

In cases where circumstances in connection with

the match are likely to be made the subject of an official investigation, the match officials shall report to the investigating authority only and shall refrain from expressing criticism or comment through other channels.

Ball Swerving Back into Playing Field

A Match Official should not raise his/her arm immediately the ball in flight crosses the touch line if there is a possibility of it swerving back into the playing field because play is not stopped if the ball does drop back into the playing field.

Controversial Decisions

If any decision by a Referee is likely to be controversial, the Referee may explain his/her reasons for making the decisions if by so doing unnecessary misunderstanding or controversy can be avoided.

SECTION 14.

REFEREE'S SIGNALS

Signal Nature of Offence

When the Referee is required to give a decision he/she shall whenever possible indicate the nature of his/her decision by making the appropriate signal.

Indicate How play Restarts

When he/she wishes to stop the game temporarily, he/she shall, after blowing his/her whistle, indicate the nature of the decision, point to the offending player and then signal as to how the game is to be restarted. The Referee can, with advantage, repeat the signal

indicating the nature of the offence in order to reduce the need for verbal explanations to the players. The signals to be given by a Referee are set out below.

Signals for Restarting Play

1. Penalty Kick. Face the non-offending team and extend an arm forward with the hand slightly higher than the shoulder level and the palm of the hand at right angles to the ground.
2. Drop-Out. Point to the place from which the drop kick is to be taken.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



REFEREE'S SIGNALS

Relating to Scoring

1. Try. Point to where try is awarded. Instruct A Match Official to stand on this point temporarily as a guide to the player who is to take the goal kick.
2. Penalty Try. Point to midway between the posts and take up position temporarily on this point as a guide to the kicker.
3. Eight (8) Point Try. This term is used to indicate that a penalty kick has been awarded for foul play against a try scorer. Instruct the Match Official to take up position in front of the posts four (4) metres from the goal line before retiring behind the goal posts to judge on the conversion attempt.
4. Goal. Raise hand above the head.

Signals Made When Play is not Necessarily Stopped

1. Try Disallowed. Wave hands, palms facing downwards across and in front of the body below the waist.
2. Play-On. Wave the hands chest high palms facing away from the chest across and in front of the body.
3. Ball Touched in Flight. Raise one hand above the head and tap the tips of the fingers with the fingers of the other hand.
4. Count of Tackles is Cancelled. Raise clenched fist above head and wave from side to side.
5. Player "Held" and to Play-the-Ball. Indicate that players not concerned with the play-the-ball must retire by making a signal chest-high, similar to the breast stroke in swimming.

Signals Indicating Infringements

1. Knock-On. With hands in front of the body, below the waist, slightly apart, palms facing forward and fingers pointing towards the ground, make two or three forward movements of the hands.

2. Forward Pass. Make a forward movement with the straight arm indicating the line of flight of the ball.

Play-the-Ball

1. Tackled Player Fails to play-the-ball correctly. If the ball has been dropped indicate the path of the ball. If the ball has been dropped to the side, point with one hand to the side.
2. Tackled Player does not Face Opponents' In-Goal. Stand at the angle offending player adopted and then turn to face opponents' in-goal.
3. Tackled Player Obstructs After Playing the Ball. Mime his/her action.
4. Off-Side at Play-the-Ball. With a backward movement of the hand indicate that the player should be further back.
5. Stealing of the Ball from the Tackled Player. Mime the action of snatching the ball from the opponent.
6. Team is Tackled Five (5) Successive Times. Raise arm vertically above head with fingers and thumb outstretched.
7. Team is Tackled Six (6) Successive Times. Blow the whistle, raise the arm vertically above the head, then point to the side which is to gain possession and mime the gesture of playing the ball. The surrendering of the ball is referred to as the 'handover'.
8. Count of Tackle is Cancelled and Starts Again. Wave clenched fist from side to side above head.

Drop-Out or Penalty

1. Player Fails to Contact the Ball with the Floor/Wheel. Tap the foot with one hand.



WHEELCHAIR RUGBY LEAGUE REFEREE RULES



SECTION 15.

ADDITIONAL MATCH OFFICIAL SIGNALS

Other Infringements

1. Off-Side. Indicate player should have been further back.
2. Player in Possession Touches Official. Point to the player in possession and tap the chest with one hand.
3. Obstruction. Mime the offending player's action.
4. Stiff Arm Tackle. Raise an arm in front of the body with fist clenched and as the arm is moved forward tap the forearm with the other hand.
5. Disputing Decisions. Place one hand on the mouth.
6. Ball in Touch. Points to appropriate Match Official
7. Extra Time. Raise both arms vertically above head.
8. Ending Extra Time for Stoppage. Wave one arm over-head.
9. Temporary Suspension of a Player. Raise both arms with fingers outstretched for ten (10) minutes suspension.
10. Player Directed to leave the Field to Receive Attention for Bleeding.
11. Draw the hands across the chest from side to side.

Other Match Official Signals.

Other Match Officials cannot stop the play for any infringement but he/she may signal the nature of an infringement if the Referee is unsighted and seeks his/her guidance.

Signals which may be used by other Match Officials and which are not included above are;

1. Touch. Hand is raised above the head at the point of entry into touch.
2. Ball Back. Hand waved above the head accentuating backward movement.
3. Touch In-Goal. Hand waved across the body, below the waist, and, with the other hand, point to either the goal line or eight (8) metre line depending on where play should be restarted. Do not point to the player who made the ball dead.
4. Un-Successful Kick at Goal. Wave hand across and in front of the body below the waist. If the ball goes over the dead ball line, tap the ground
5. Dead Ball Line. Wave hand up and down between shoulder and knee and then point to appropriate restart position.