



WHEELCHAIR RUGBY LEAGUE PLAYING RULES



THE INTERNATIONAL LAWS OF THE GAME AND NOTES ON THE LAWS

SECTION 1.

PLAYING FIELD

Games of Wheelchair Rugby League shall be played on a indoor court surface. The dimensions of the playing field will be 20 metres wide and 46 metres long and can be adjusted accordingly to accommodate any differing number of players.

SECTION 2.

THE BALL

Size 4 Ball is used

SECTION 3.

THE PLAYER AND PLAYERS' EQUIPMENT

Team and Squad Composition:

- The game shall be played by two teams each consisting of no more than five (5) players on the field at any one time. A maximum of two (2) non- disabled and three (3) disabled players are allowed on the field at any one time.
- In a case where a sinbin, dismissal or injury reduces the number of players on a team, there must only be a difference of two (2) players between teams.

Substitutes

- Each team may nominate a maximum of five (5) replacements before the start of the game. Their names along with those of the players must be given to the referee before the start of the game. A maximum of twelve (12) interchanges will be allowed from the ten (10) named players.
- Where a player is bleeding, the Referee shall direct him/ her to leave the field for attention in which event he/ she may be replaced. This replacement counts for the

purpose of above.

- Mechanical failure may require a substitution. This replacement counts for the purpose of above.

Numbering of Players

- For ease of identification, players' clothing should be individually numbered.

Players' Equipment

- A player shall not wear anything that might prove dangerous to other players.
- Protective clothing may be worn provided it contains nothing of a rigid or dangerous nature.
- All non-disabled players are required to be strapped into their chair (lap, knees and ankles).

Colours

- Teams must differentiate the colour of tags and shirts



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SECTION 4.

MODE OF PLAY

Object

- The object of the game shall be to ground the ball in the opponents' in-goal to score tries and to kick the ball over the opponents' cross bar to score goals.

Start of Play

- The captains of the two teams shall toss the coin in the presence of the Referee. The captain winning the toss shall decide to either kick-off or choose which end his/her team shall defend. The losing captain shall take the other of the alternatives.

Play

- Once play has started any player who is on-side or not out of play can travel with the ball, kick it in any direction (a 'kick' is completed with the arm) and throw or knock it any direction other than towards his/her opponents' dead ball line.

Try

- A try is worth 4 points and is awarded when:
 1. A player's movement is restricted, by touching anywhere on the wheel with the ball. Both pushing wheels must be within the in-goal area.
 2. 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.
 3. Between the posts if a penalty try. 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.

Penalty Try

- The Referee may award a penalty try if, in his/her opinion, a try would have been scored but for the unfair play of the defending team. A penalty try is awarded between the goal posts irrespective of where the offence occurred.

Touching Referee/Others

- If an attacking player carrying the ball comes into contact with the Referee or another Match Official or an encroaching spectator in the opponents' in-goal and play is thereby irregularly affected.

Goal – How Scored

- A goal is scored if the whole of the ball at any time during its flight passes on the full over the opponents' cross bar towards the dead ball line after being kicked by a player (and not touching or being touched in flight by any other player) in any of these circumstances:
 1. by a place kick or a drop kick after a try has been scored and counts two points.
 2. by a place kick or a drop kick when a penalty kick has been awarded and counts two points.

Where Taken

- A kick at goal after a try may be taken from any point on an imaginary line drawn parallel to the touch line in the field of play and through the point where the try was awarded. A kick at goal from a penalty kick may be taken from the mark or from any point on an imaginary line drawn from the mark towards the kicker's own goal line and parallel to the touch line.

Players' Positions

- When a kick at goal is being taken following a try, the opposing players shall position themselves outside the field of play. Players of the kicker's team must be behind the ball. When a kick at goal is being taken from a penalty kick, the opponents shall retire to their goal line or not less than four (4) metres from the mark.

Drop Goal

- A drop goal is scored by a drop kick during play from any position in the field of play and counts as two points. A drop goal shall be awarded notwithstanding that the ball touches or has been touched in flight by an opposing player.

Goal Post(s)

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

Scrum

- All Laws which would result in a scrum are replaced with a Controlled Restart Play-the Ball.



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SECTION 5.

TIMEKEEPING

Length of Game

- The game shall normally be of eighty (80) minutes duration.
- At half time there shall be an interval of five (5) minutes, but this may be extended or reduced.

Changing Ends

- A team shall defend one in-goal for the first half of the game and then change ends for the second half.

End of Play

- If time expires in either half when the ball is out of play or a player in possession has been tackled and the ball has

not been played the Referee shall immediately blow his/her whistle to terminate play. If the ball is in play when time expires, the Referee shall terminate play when next the ball goes out of play or a player in possession is tackled. Time shall be extended to allow a penalty kick or a kick at goal to be taken in which case the half is terminated when next the ball goes out of play or a tackle is affected.

SECTION 6.

THE KICK OFF AND PLAY THE BALL

Kick-Off

- The kick-off is a place kick from the centre of the halfway line. The team which loses the toss for choice of ends kicks off to start the first half of the game and their opponents kick off to start the second half.
- When points have been scored, the team against which the points have been scored shall kick off to restart the game. Possession at the Controlled Restart Play-the Ball goes to the non-kicking side when finding touch other than on the full. It should be noted that the law applies all restarts

Play-the- Ball

- The game is restarted with a Controlled Restart Play-the Ball from the centre of the eight (8) metre line if:
- An attacking player last touches the ball before it goes out of play over the dead ball line or into touch in-goal except from a penalty kick or from a kick off from the centre of the halfway line.
- An attacking player infringes in the in-goal area. In the

event of a deliberate breach by an attacking player a penalty kick is awarded four (4) metres in the field of play in line with where the breach was committed.

- A defending player, in his/her in-goal, takes a kick in general play from an opponent on the full.
- The ball goes over the dead ball line or into touch in-goal other than on the full from a kick off from the centre of the halfway line.
- Opposing players shall retire four (4) metres from the eight (8) metre line and shall not advance until the ball has been kicked. Attacking players shall not advance in front of the ball before it is kicked. Any deliberate offence by either team shall incur a penalty to be awarded at the centre of the eight (8) metre line.



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SECTION 7.

TOUCH & TOUCH IN-GOAL

Ball in Touch

Tackled Player in Touch on Rising

- The ball is in touch when it or a player in contact with it touches the touch line or the ground beyond the touch line or any object on or outside the touch line except when a player, tackled in the field of play, rolls into touch as they position their chair in which case they shall play-the-ball in the field of play.

Touch In-Goal

- The ball is in touch in-goal when it or a player in contact with it touches the touch in goal line, or any object on or outside the touch in goal line.

Dead In-Goal

- The ball is dead in-goal when it or a player in contact with it touches the dead ball line or any object on or outside the dead ball line.

Ball Back

- If the ball is kicked by or bounces off a player in a forward direction (except from in-goal) and it goes into touch on the full, a Controlled Restart Play-the Ball is awarded to

the non-offending team where contact with the ball was made except after the fifth play-the-ball (but not nearer than four (4) metres to the touch line or four (4) metres to the goal line).

Touch from Penalty

- If the ball is kicked into touch from a penalty kick the game is restarted by a free kick four (4) metres in-field opposite the point of entry into touch.

Play-the-ball on the Four (4) Metre Line

- Other than as outlined in points above, the game is restarted after the ball has gone into touch by a Controlled Restart Play-the Ball awarded to the non-offending team four (4) metres in-field opposite the point of entry into touch but not nearer than four (4) metres to the goal-line).
- In all aspects of general play, a player who does not deliberately play at the ball (e.g., ricochet or rebound) will not be disadvantaged by a consequent restart of play when the ball has gone dead or into touch.

SECTION 8.

KNOCK-ON & FORWARD PASS

Deliberate

- A player shall be penalised if he/she deliberately knocks on or passes forward.

Accidental

- If, after knocking-on accidentally, the player knocking-on regains or kicks the ball before it touches the ground, a goal post, cross bar or an opponent, then play shall be allowed to proceed. Otherwise play shall stop and a

Controlled Restart Play-the Ball is awarded to the non-offending team except after the fifth play-the-ball.

Charge-Down

- To charge-down a kick is permissible and is not a knock-on.

Heading the Ball

- It is illegal to head the ball in a forward direction.



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SECTION 9.

MODE OF PLAY

Tackle Player in Possession

- A player in possession may be tackled by an opposing player or players. It is illegal to tackle or obstruct a player who is not in possession.

When Tackled:

1. Tag Tackle
 - When one (or both) tag(s) is removed by a defender.
 - Two separate defenders may remove tags simultaneously to affect the tackle.
 - A single defender may not remove both tags in a single tackle. A penalty should be awarded.
2. Upright Tackle
 - When a player can make no further progress and cannot part with the ball. Referee calls held when progress is stopped.

No Tag Situation

- If the player receives the ball while wearing 1 or no tags, then a subsequent tackle may be made by clearly touching, with an open hand, the arm area from the shoulder to the elbow while calling 'no tag'.

Foul Play

- A player must not touch – push, hold or grab – an opponent's wheelchair at any time
- A player must not pull or grab an opponent's clothing or any part of the body at any time

No Moving of Tackled Player

- Once a player in possession has been tackled it is illegal for any player to move or try to move them from the point where the tackle is affected.

Sixth Tackle

- (a) A team in possession of the ball shall be allowed five successive play-the-balls. A handover shall occur AFTER the fifth tackle in the following circumstances.
- The team is tackled a sixth time.
- The team in possession commits an accidental breach

for which a Controlled Restart Play-the Ball would be awarded, a Controlled Restart Play- the Ball would be awarded to the non-offending team

- A player is tackled in the opponent's in-goal.
- The ball is kicked into touch on the full
- The handover will occur either at the point of the sixth tackle or where the handover Controlled Restart Play-the Ball would normally be set – but, in the latter case, not closer than eight (4) metres from touch.

“Stealing” from Tackled Player

- No ball stealing

Release Tackled Player Immediately

- The tackled player shall be immediately released, defenders are to disengage, and shall not be touched until the ball is in play.

Restart

- The tackled player shall without delay face his/her opponent's goal line, wheels parallel to the touchline, and play-the-ball

Player Marking

- One opponent may take up the position immediately and directly opposite the tackled player and must not interfere with the play-the-ball.
- The tackled player may not play-the-ball before the players effecting the tackle have had time to clear the ruck.
- Play-the-ball
- Play-the-ball is affected by touching the ball on the floor and passing to a teammate.

Play Irregularly Effected

- The ball hits the roof or an object outside the playing field then it shall be a Controlled Restart Play-the Ball for the non-offending team.



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SECTION 10.

PENALTY KICKS

When Awarded

- A penalty kick shall be awarded against any player who is guilty of misconduct if this is not to the disadvantage of the non-offending team. Unless otherwise stated, the mark is where the offence occurs.

How Taken

- A player may take a penalty kick by punting, drop kicking or place kicking the ball from any point on or behind the mark and equidistant from the touch line. Other than when kicking for goal the ball may be kicked in any direction, after which it is in play.

Position of Players

- Players of the kicker's team must be behind the ball when it is kicked. Players of the team opposing the kicker shall retire to their own goal line or four (4) metres or more from the mark towards their own goal line and shall not make any attempt to interfere with or distract the attention of the kicker. They may advance after the ball has been kicked.

Find Touch from Penalty Kick

- If the ball is kicked into touch without touching any other player, the kicking team shall restart play with a free kick. Opposing players shall retire four (4) metres from the point of entry into touch or to their own goal line.

- In the event of a breach by the kicker's team, a Controlled Restart Play-the Ball shall be awarded to the non-kicking team at four (4) metres in-field from touch line with where the free kick was awarded but no closer than four (4) metres from the goal line. In the event of a breach by the opposing team a penalty kick shall be awarded at a point opposite where the breach occurred on a line parallel to the goal line four (4) metres from where the free kick was awarded.
- If the ball touches an opponent in flight and then enters touch, a Controlled Restart Play-the Ball shall be awarded to the kicking team at four (4) metres in field from where the ball crossed the touch line.

Free Kick (second kick)

- The ball may be kicked in any direction in any manner when bringing it into play after entering touch and the kicker himself/herself may pick up the ball after he/she has kicked it.

Dead Ball from Penalty Kick

- Play is restarted with an eight (8) metre drop-out if the ball is kicked dead in the opponents' in-goal from a penalty kick.

SECTION 11.

OFFSIDE

When Offside

- A player is offside except when they are in their own in-goal if the ball touches, is touched, held, or kicked, by one of their own team behind them.

Out of Play

- An offside player shall not take any part in the game or attempt in any way to influence the course of the game.

Placed Onside

- An offside player is placed onside if:
 1. An opponent who moves four (4) metres or more with the

ball.

2. An opponent touches the ball without retaining it.
3. One of their own team in possession of the ball runs in front of them.
4. One of their own team kicks or knocks the ball forward and takes up a position in front of them in the field of play.
5. A player retires behind the point where the ball was last touched by one of their own team.