



PHYSICAL DISABILITY RUGBY LEAGUE PLAYING RULES

SECTION 1

PLAYING FIELD

- Games of Physical Disability Rugby League shall be played on a field surfaced with grass. The dimensions of the playing field will be smaller than a regulation-sized field and shall be approximately 50 metres in width and 100 metres in length with, then, an 8 metre in-goal area at both ends of the field.
- The playing field's width shall be positioned 10 metres inwards from the touch lines of a regulatory field – on both sides of the field.

SECTION 2

GLOSSARY

- All terms applicable to the International Laws of Rugby League apply to Physical Disability Rugby League.

SECTION 3

BALL

- SIZE 4

SECTION 4

THE PLAYERS AND PLAYERS EQUIPMENT

Team and Squad Composition:

- Each squad will consist of thirteen (13) players with each team permitted nine (9) players on the field at any one time.
- A minimum of seven (7) players must be present on the field for a game to proceed/continue.
- The nine on field players on each team must consist of, but not restricted to, a minimum of seven players with physical disabilities, two of whom, if necessary, can play touch rules if their disability makes them unable, for reasons of safety, to play contact Rugby League. There may also be a maximum of two non-disabled players/facilitators, though teams can play with one or none non-disabled or disabled touch players if required.



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THE PLAYERS AND PLAYERS EQUIPMENT

Team shorts:

- These players attempt to tackle opponents as per the International Laws of Rugby League.

Red shorts:

- Players wearing red shorts must not be tackled physically. Tackles are affected by touching the player and shall be called as 'tackled' or "held" at the discretion of the referee. Players wearing red shorts are to "tackle" by touching the opponent.
- Any player tackling a player wearing Red shorts will be penalised and the team put on a warning, if any other player on that team repeats this that player

Non-disabled:

- In this game the two Non-disabled adult player have a special purpose. Primarily,, it is to facilitate the game by tackling the faster/stronger disabled players. The Non-disabled shall be identified by the wearing of high visibility fluoro vests. Each team will be allowed up to two players below the age

Substitutes:

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

will be sin binned for 5 minutes but an interchange can take place to maintain equal numbers on the field.

- This also applies to any player in Red shorts who affects a tackle on another player, first offence penalty and team warning next offence player to be sin binned (5 minutes) but replacement allowed.

of 18.; Players under the age of 18 must wear red shorts. At the discretion of the Physical Disability Committee, players aged between 16 - 18, after an assessment, under game conditions and using red shorts, may be allowed to play as an adult and play in club shorts.

SECTION 5

MODE OF PLAY

- As per the International Laws of Rugby League unless stated in these rules.

SECTION 6

SCORING TRIES AND GOALS

Deciding Winners:

- For all Finals games - including the Grand Final, in the event of a draw at full time, extra time of 5 minutes each way will be played. If the scores are still level at the conclusion of extra time, a coin toss

will determine which team will elect which end of the field it will defend, and play will continue until one team scores. That score will determine the winner.



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SCORING TRIES AND GOALS

Goals - How to Score:

- No kicks for goal will be allowed from penalties. A kick at goal, after a try, may be taken from any point on an imaginary line drawn parallel to the touch line through the point where the try was awarded – as in the International Laws.

Drop Goal:

- Drop goals are not allowed.

SECTION 7

TIMEKEEPING

Length of Game:

- The game shall normally be of 50 minutes duration (2 x 25 minute halves).

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 AND DROP OUT

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 10m 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. 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 10m 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.

Re-starting Play with a Place (tap) Kick:

- Following tries being scored, play shall be re-started (after the conversion attempt) with a tap at the centre of the halfway line. (so the team that had just conceded a try will have possession).

Goal Line Drop Out:

- As a result of the reduced field dimensions, should a drop out bounce into touch, play will re-start with a play-the-ball by the non-kicking team 10m in from the touchline opposite where the ball entered touch. If the ball bounces and enters touch in-goal or goes over the dead ball line, the non-kicking team will re-start with a play-the-ball at the centre of the field 20m from the goal line.



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SECTION 9

TOUCH AND TOUCH IN-GOAL

- As per the International Laws of Rugby League.

SECTION 10

[CHANGES TO] KNOCK-ON AND FORWARD PASS LAWS

- A knock-on will not result in a scrum. Play will be stopped, indicated by the referee blowing the whistle to indicate a knock-on. The player who has knocked on will re-gather the ball and return to the location of the knock-on. Under the control of the referee the player will play-the-ball and play will continue. A knock-on will count as one tackle. A knock-on after the completion of the fifth tackle shall result in a handover.
- A forward pass will result in a handover to the non-offending team. The handover will take place where the pass was made.

SECTION 11

THE TACKLE AND PLAY-THE-BALL

Tackle player in possession:

- Players wearing red shorts must not be tackled in the normal manner. A tackle may be affected on a player wearing red shorts by touching the player on the body, arms or legs. This 'touch' will be observed by the referee who will call 'touched'. Play will re-start at the location where the player was touched and under the control of the referee.
- Similarly, a player wearing red shorts must only 'touch' another player in order to affect a tackle. This 'touch' will be observed by the referee who will call 'touched'. Play will re-start at the location where the player was touched and under the control of the referee.
- If a player runs out of the field of play or is pushed into touch during a tackle / touch 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.

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 penalty.

Marker at the Ruck:

- Only one marker is permitted. The marker must take up a position immediately in front of the tackled player. The Marker cannot advance until either the dummy half moves off or the ball is passed.

Stealing Ball:

- A penalty shall be awarded against any player who takes, or attempts to take, the ball from another player.



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SECTION 12

THE SCRUM

Handovers (No Scrums):

- Scrums will not be a part of the game of Physical Disability Rugby League. Any offence that would ordinarily result in a scrum will result in a handover. The handover will take place where the scrum would normally be set, i.e. no closer than 10 metres in-field from the touch line and 10 metres from the goal.

SECTION 13

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 Physical Disability. The kicker must not be challenged until he/she has crossed the advantage line, run 10 metres or a period of 10 seconds has elapsed. Any illegal challenge by an opponent will be penalised at the point where the breach occurred.

Physically-abled Players:

- The primary purpose of 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 :
 - Can only tackle players who have advanced beyond the Play of the Ball (except within 10m of the try line)
 - Cannot score tries, kick goals or kick the ball in general play. All points are to be scored by physically disabled players.
- Not allowed to run more than 10m forward at any time without passing the ball
- Must succumb to a tackle of any player who contacts them (i.e. physical – abled players must not attempt to burst tackles)

Non-disabled players (red shorts):

- Non-disabled players with red shorts (e.g. those under 18yrs) are subject to the same restrictions as physically disabled players with red shorts. They will also be subject to the restrictions as physically-abled players. A further designation (such as a coloured arm band) will be worn to allow their identification by the referee.