

RULES
OF
ELECTRIC WHEELCHAIR
RUGBY LEAGUE

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1.0 **General**

- 1.1 Rules of Rugby League are to be used where Wheelchair Rugby League rules do not apply.
- 1.2 Each player **MUST** wear seatbelt and footplates and safety equipment at their own discretion.
- 1.3 A tennis ball is used. However it is only used:
 - * To start play
 - * When kicking through during play.
 - * When kicking for goal
 - * In scrums
- 1.4 There will be 1 umpire and 2 touch judges. The touch judges are to assist the umpire where necessary in all aspects of the game. When each tackle is made, touch judges should stand on the line of touch, in line with 'the mark'.
- 1.5 The umpire shall have complete authority while the game is in progress. Any protests can only go through the team captains. The umpire can also order non-playing persons away from the playing areas if they are being disruptive or trying to influence the touch judges.
- 1.6 The umpire shall carry a yellow card and a red card during matches. The yellow card for warning players who continue to infringe against the rules and a red card to send off players. (Refer to Governing Rules)

2.0 **FIELD OF PLAY**

- 2.1 Electric Wheelchair Rugby League is played indoors on a court with a surface area approximately that of a basketball/netball court. (Refer diagram 1)
- 2.2 The court is divided into four equal quarters, with the middle line to be called the Halfway Line and this line will be marked at the centre.
- 2.3 The lines at either end of the court will be known as the Dead Ball Line.
- 2.4 The line halfway between the Halfway Line and the Dead Ball Line will be known as the Quarter Line and will be marked at the centre.
- 2.5 A line called the Try Line will be marked approximately 2 metres in from the Dead Ball Line and will be marked at the centre.
- 2.6 The area of the field between the Try Line and the Dead Ball Line will be known as the In-Goal Area.
- 2.7 The goal posts (refer to diagram 2) are to be moveable and are only placed on the field when a goal is being attempted.

3.0 **DURATION OF GAME**

- 3.1 Refer to Governing Rules.

3.2 **Time Outs**

- 3.2.1 Each team may call two time outs in any half of a game. Three time outs per half are permitted in finals. A time out is a break of play of thirty seconds duration.
- 3.2.2 A time out can only be called during a stoppage of play. A stoppage of play is when there is a change over of possession, or when the ball has gone out of play, after a try has been scored or at a scrum. A tackle is not considered a stoppage of play.
- 3.2.3 The central umpire may call an indefinite time out should a player sustain an injury requiring treatment - or for a matter of safety. No substitution of players - other than the injured player may occur at this time.
- 3.3 Each half will conclude when the timekeeper signals time. The umpire will then end play when the next tackle is completed.

3.4 Extra Time

- 3.4.1 Should scores in a finals match be level at the completion of two halves of normal time, then Extra Time, being two by five minute halves shall be played following a two minute break. Following the first half of extra time, there will be a one-minute break - and teams shall change ends.
- 3.4.2 Each team may call one time out during extra time but only due to a breakdown of a wheelchair.

4.0 **TEAMS**

- 4.1 A team shall consist of five players on the field plus 1 substitute who may be interchanged throughout the game.
- 4.2 Each team shall be individually numbered from 1 to 6. This number needs to be able to be seen at all times.
- 4.3 All players are permitted in all areas of the court.
- 4.4 Team substitutions may occur during a stoppage of play with no restrictions on the number of times a player can come back on the field.

5.0 **COMMENCEMENT OF PLAY**

- 5.1 The umpire shall toss a coin and the team winning the toss has the option of choosing whether to kick off or receive the ball. The losing team will choose the direction of their attack.
- 5.2 All team members on the team kicking off must be behind the centre line at the commencement of play. All team members on the receiving team must be behind the quarter line at the commencement of play.
- 5.3 The Kick Off
 - 5.3.1 Play is started by the ball (tennis ball) being rolled from the centre of the half way line to at least the quarter line. The team "kicking off" must not be closer than 1 metre to the ball until it has crossed the quarter line. The receiving team must be behind that quarter line until the ball has crossed the quarter line.

- 5.3.2 If the ball passes over the dead ball line from the kick off there is a quarter line tap.
- 5.3.3 If the ball fails to reach the quarter line from the kick off, a penalty will be awarded against the “kick off team” (see penalties)
- 5.3.4 If the ball is touched by the receiving team before the ball has crossed the quarter line; a penalty will be awarded to the “kick off team” (see penalties).
- 5.3.5 If the ball crosses the sideline (finds touch) after reaching the quarter line, and does not touch any person or wheelchair, then a scrum occurs (see scrum rule).

6.0 **PLAY IN MOTION**

6.1 A player is said to be in possession when the ball has touched any part of their chair or body. A player is also in possession if the ball rolls under the chair or footplates. The player must say “got it” to indicate they have gained possession of the ball.

6.2 Passing

- 6.2.1 During the run of play, the person in possession may pass the ball to another team member by calling out that player’s number. In turn, that player claims possession by calling “got it” then play continues.
- 6.2.2 If a player fails to call “got it” it is a “knock on” (see glossary). A ‘knock on’ also occurs if two or more players call ‘got it’, when the wrong player calls ‘got it’ and if a player calls their own number. (For knock on refer to change over and scrum rules)
- 6.2.3 The receiving player must be behind or in line with the player passing the ball for the pass to be legal. If the receiving player is in front of the player passing the ball, a “forward pass” has occurred. (See penalties)

6.3 Tackling

If a player in possession is touched on their body or any part of their chair by an opponent or any opponent’s chair, that player is deemed to be ‘tackled’.

- 6.3.1 Players who tackle with their feet cannot tackle with their hands and players who tackle with their hands cannot tackle with their feet. However, anyone may use his or her chair to tackle.
- 6.3.2 If a player is tackled in goal, (i.e. all wheels are behind the try line) there is a line drop-out (a goal line kick) from the centre of the try line. The ball must be rolled from a goal line dropout.

6.4 Play the Ball

- 6.4.1 After a tackle has been called, the player must return to where the tackle was deemed to have been affected. When the umpire believes that this has been done, he/she calls “Play”. When “Play” is called, the tackled player can proceed to play the ball. If the player does not wait until “Play” is called, that player’s team will be penalized. Linesman need to position himself or herself after each tackle so as to indicate the line of ‘the mark’. The player must ‘play the ball’ by either:
 - I passing the ball to a team member; or
 - II taking a ‘tap’.

- 6.4.2 Players must also wait for “Play” to be called before a ‘kick-off’, 1/4 line ‘tap’/restart, or restart after a penalty has been awarded.
- 6.4.3 If the tackled player is ‘unmarked’ after the umpire has said ‘play the ball’, that player can call out ‘tap’ and play on.
- 6.4.4 A tackled player cannot ‘tap’ the ball in the opposition quarter of the field. This rule is exempt only in the case of a penalty being awarded.

6.5 Marking

- 6.5.1 Opposing players whilst marking in the ‘play the ball’ must face square on to goal lines, so too must the player in possession (i.e. players must be face to face and square on to each others chairs and not more than 30cm from each other).
- 6.5.2 During the ‘play the ball’ the defending team must be behind the umpire who will stand at least 3 wheelchair lengths away from the front of the tackled player.

6.6 Kicking in General Play

- 6.6.1 During play, one player from the attacking team may carry the ball (a tennis ball) on any tackle only after the umpire has been notified. To kick the ball, a player must call ‘kick’ immediately before the kick and must call ‘got it’ when possession of the ball has been regathered (see glossary).
- 6.6.2 If the ball is kicked downwards it must come into contact with the ground before it is regathered.
- 6.6.3 If the ball passes over the ‘dead ball’ line from a kick through without the opposing team touching it, there is a quarter line tap.
- 6.6.4 If the ball is kicked through into the in-goal area and is touched on the ‘full’ by a defender, there is a quarter line tap.
- 6.6.5 If the ball goes dead in goal, as in 6.6.3 and 6.6.4 then players must wait for the umpire to be at the quarter line before the tap to restart play can be taken.
- 6.6.6 If the defending team gains possession from a kick through, the first tackle made shall be counted as the first of six.
- 6.6.7 If a player is tackled in goal, there is a ‘goal line dropout’ (a goal line kick) from the centre of the try line. The ball must be rolled.

7.0 SCORING

- 7.1 A try is scored by a player in possession getting at least one wheel over the opposing try line without being tackled.
- 7.2 After a try is scored (worth 4 points) a player kicks for goal. This attempt is taken from the half way line, in line with where the try was scored.

7.3 The attempt at goal (worth 2 points) is deemed to be successful if the ball (rolled or thrown) passes through the goalmouth. The goalmouth is 50 cm wide. The goal posts are removed during play.

7.4 The team that has just scored kicks off from the half way line to recommence play.

8.0 **THE CHANGEOVER**

8.1 The 'changeover' is when possession of the ball is given to the opposing team. This occurs when:

- * A team is tackled six times without losing possession.
- * A player goes into touch on the 5th or 6th tackle.
- * When a knock-on occurs on the 5th or 6th tackle.
- * The ball is kicked into touch on the 5th or 6th tackle.

9.0 **THE SCRUM**

9.1 A 'scrum' is formed by 2 opposing players (the hookers) facing the opposite teams goal line. They must be directly beside each other but 1 metre apart (e.g. Player 1's front wheels must be aligned with Player 2's rear wheels and vice versa). The umpire bounces the ball between the two hookers. The hookers must be sitting up straight with arms on their armrests. The hookers and their chairs must remain stationary until the ball has hit the floor. After the bounce hookers will attempt to touch the ball with their chair, arm or body. The first hooker to do so will be indicated by the umpire to have gained possession of the ball. The hooker in possession must remain stationary and pass the ball without being tackled. The opposing hooker cannot tackle in the 'scrum'.

9.2 During the scrum, players not involved must remain stationary and at least 3 wheelchair lengths behind the 'scrum'.

9.3 A scrum occurs when:

- * A player in possession goes into touch on the 1st to 4th tackle.
- * The ball is kicked into touch from the kick-off or a goal line drop out after crossing the quarter line.
- * The ball is kicked into touch on the 1st to 4th tackle.
- * A player regaining possession from a kick through does not call 'got it'.
- * The ball is passed forward and 'got it' has not been called.
- * A player does not call 'got it' on the 1st to 4th tackle.
- * A player calls their own number. (Knock-on)
- * A player call 'got it' when their number has not been called. (Knock-on)

10.0 **THE PENALTY**

10.1 A penalty will be awarded against the offending team when the following occurs:

- * Deliberate 'shepherding'.
- * Obstruction during play.
- * The ball is passed forward and 'got it' has been called (forward pass).
- * Being offside at the play the ball, when the ball has been kicked through or at the kick off.
- * If the ball does not reach the quarter line from a kick off or a line drop out.
- * Touching the ball before it reaches the quarter line from a kick off or a line drop out.
- * When the hooker does not sit up straight in the scrum.
- * When the hooker moves in the scrum before the ball has touched the ground.

- * Being held at any time.
- * Tapping the ball while being marked.
- * Tapping the ball inside the opposition quarter.
- * Obstruction at the play the ball.
- * Ramming, charging or rough play.
- * Not marking up square in the play the ball.
- * Continuing play before the umpire indicates 'play the ball'.
- * Being within 1 metre of the ball when it crosses the quarter line from the kick off.

- 10.2 When a penalty occurs, the non-offending team can:
- I Kick for goal from where the penalty was given.
 - II Kick for touch (rolled or thrown) and take a tap.
 - III Take a tap.

- 10.3 Sending off of players. Refer to Governing Rule 13.

GLOSSARY

Kicking	Rolling or throwing the ball (tennis ball) during play.
Dead Ball	When the ball crosses over the dead ball line without any player making contact.
Tap	When an attacking player in possession of the ball is unmarked after a tackle they may play on by saying 'tap' except when in opposition quarter.
Kick Through	<p>An attacking player asks for the ball (tennis ball) from the umpire to make an attempt to improve field position.</p> <p>Method: The player holding the ball once being called by number and saying 'got it; (i.e. has 'possession') may throw the ball in any direction, but must say 'kick' before doing so. To regain possession of the ball attacking players must commence their attempt to do so from a position behind the player who kicks through. Any player on the field must say 'got it' when making the first contact with the ball to gain possession (i.e. players in either attacking or opposing team).</p>
Kick for Touch	<p>During Play:</p> <p>Another method of attempting to improve field position.</p> <p>Method: An attacking player asks for the ball from the umpire. Usually ball is kicked forward towards one of the sidelines. The ball must bounce in field of play prior to reaching sideline. (Refer to scrum rules)</p>
Kick for Touch	<p>After a penalty is awarded.</p> <p>The team to whom the penalty is awarded, may attempt to gain further field position by kicking the ball forward over the sideline.</p>
Tackled	being touched by a defending player with his chair, hand or feet (but not both).
Goal Line Dropout	A kick from the centre of the try line in the direction of the opposition try line. The ball must cross over the kicking team's quarter line before any attempt to gain possession by either team. If the ball fails to reach the quarter line it is a penalty. If the ball goes into touch after crossing the quarter line without contact being made by any player a scrum occurs.
Play the Ball	Passing the ball or tapping the ball after a tackle to restart play.
Marker	A defensive player who positions themselves in front of the tackled player during the play the ball.

A Pass	Calling the number of a team member who has to call 'got it' during the run of play.
Change Over	Possession of 'the ball' is given to the opposing team.
Try	Is when a player in possession has at least one wheel over the defending goal line without being tackled.
Shepherding	when one player in possession put one of their own players between themselves and an opposing player, so as to hinder an attempted tackle.
Forward Pass	When the player receiving the ball is in front of the player passing and the pass is completed.
Off Side	<p>(a) From the Kick Off</p> <p>When any member of the team of the player kicking off is in front of that player they are deemed off side, also any player of the receiving team who is in front of their quarter line from the kick off is also deemed to be off side.</p> <p>(b) During Play</p> <p>When any member of the defending team (except the marker) is not behind the umpire at the play the ball they are deemed off side.</p> <p>(c) Kick Through</p> <p>When any player from the attacking team is in front of the person kicking through and touches the ball before 'the kicker' is in front of the ball, they are deemed off side.</p>
Goal	Passing of the ball through the goalmouth.
Field	Standard sized basketball court.
'Got it'	Statement used to claim possession of the ball.
'Kick'	Statement used when kicking through.
Knock On	<p>(a) If a player fails to call 'got it' when their number is called.</p> <p>(b) If two or more player call 'got it'</p> <p>(c) If a player calls there own number.</p>