

RULES
OF
ELECTRIC WHEELCHAIR
SOCCER

SECTION 1 - DESIGNATED PLAYING AREA

- 1.1 Court Size
- 1.2 Playing Area
- 1.3 Goal Posts
- 1.4 Penalty Line
- 1.5 Penalty Spot
- 1.6 Restricted Area

SECTION 2 - DURATION OF GAME

- 2.1 Duration
- 2.2 Extra Time During Finals
- 2.3 Drawn Game
- 2.4 Break in play
- 2.5 Time out

SECTION 3 - TEAMS

- 3.1 Team Size
- 3.2 On Court Positions
- 3.3 Substitutions

SECTION 4 - COMMENCING PLAY

- 4.1 Toss of Coin
- 4.2 Informing Team Positions
- 4.3 Player Position Prior to Play Commencing
- 4.4 Centre Hit Off

SECTION 5 - SCORING

- 5.1 Legal Goal
- 5.2 Sure Goal, Offence
- 5.3 Re-commencing Play

SECTION 6 - FREE HITS

- 6.1 When Awarded
- 6.2 Disallowed Goal from Free Hit
- 6.3 Free Hit Between the Penalty Line and Goal Line
- 6.4 Direct Free Hit
- 6.5 Free Hit Options

SECTION 7 - ADVANTAGE RULES

- 7.1 Three Metre Advantage
- 7.2 Beyond the Penalty Line
- 7.3 After a Goal has been scored.

SECTION 8 - BALLOON OUT OF PLAY

- 8.1 Over Lines of Playing Area
- 8.2 Re-Commencing Play
- 8.3 From the Side Line Between the Penalty Line and the Goal Line
- 8.4 From the Goal Line
- 8.5 Re-throw
- 8.6 Throwing Balloon In
- 8.7 Throwing Balloon Up

SECTION 9 - WARNINGS AND SUSPENSION

SECTION 10 - EQUIPMENT

- 10.1 Authority for Use
- 10.2 Balloon
- 10.3 Posts

SECTION 11 - OFFICIALS

- 11.1 Number of Officials
- 11.2 Umpire
- 11.3 Linespersons
- 11.4 Use of Whistle
- 11.5 Signals

1.0 **DESIGNATED PLAYING AREA**

- 1.1 The game shall be played indoors on a regulation size basketball court, twenty-eight metres in length by fifteen metres in width. Variations in the dimensions are permitted; plus or minus two metres on the length and plus or minus one metre on the width, the variations being proportional to one another.
- 1.2 The playing area will be divided into an eight square grid, each square being equal in size.
- 1.3 Two upright goal posts five metres apart will be located centrally on the goal line at both ends. A crossbar will be fixed to the goal posts at a height of 2.8 metres.
- 1.4 There will be a penalty line three metres from the goal line at both ends.
- 1.5 A penalty spot will be marked at the centre of the three-metre line.

2.0 **DURATION OF GAME**

- 2.1 Refer to Governing Rules for duration of game.

2.2 **Extra Time during Finals**

- 2.2.1 In a finals game, should scores be level at the completion of two halves of normal playing time, then EXTRA time will be played following a two-minute break.
- 2.2.2 Extra time will consist of two five minute halves of playing time, separated by a one-minute break, at the completion of the first half.
- 2.3 In extra time, should scores be level at the completion of two halves of playing time, the team with the most number of points gained in the Round Robin Competition will be declared the winner. Should both team have an equal number of points, the team with the highest number of Round Robin goals will be declared the winner.

2.4 **Break in Play**

- 2.4.1 A break in play refers to that after a goal; or after the balloon is out of play or has burst or is held for more than five seconds; or a time out.

2.5 **Time Out**

- 2.5.1 A time out is a stoppage of play of thirty seconds duration, and can only be called at a break of play.
- 2.5.2 The captain or coach may call two time outs in each half of a game other than a final; three time outs in each half of a finals game; and one time out in each half of extra time.

2.5.3 The umpire may call an indefinite time out when a player sustains an injury requiring treatment - or for a matter of safety. No substitution of players - other than the injured player may occur at this time.

3.0 **TEAMS**

3.1 **Size**

3.1.1 A team shall consist of six players, five on the court and one substitute who may be interchanged throughout the game.

3.2 **Positions**

3.2.1 Each player from both teams must use four adjoining areas of the grid.

3.2.2 One player from both teams may use six adjoining areas of the grid. This player is to wear a number 6 bibs of a different color.

3.2.3 There can be more than one player from a team in any position, except adjoining six.

3.2.4 The adjoining six is the only player permitted to change positions during a break in play or only by the team awarded any free hit. All other players may only change positions after a time out has been called.

3.2.5 A player may still participate in the play as long as that player's wheels are inside their designated playing squares.

3.3 **Substitutions**

3.3.1 Team substitutions may occur at:

- * team time outs
- * half time
- * the break of play, prior to a period of extra time
- * half time of extra time

4.0 **COMMENCING PLAY**

4.1 The umpire will toss a coin and the team winning the toss has the right to either choose which end to attack or take the centre hit off to commence play.

4.2 The captain or coach of each team will inform the umpire of team positions prior to play commencing, and when team positions alter throughout the game.

4.3 Each player will take up his or her positions in the court prior to play commencing.

4.4 **The Centre Hit Off**

4.4.1 A centre hit off will take place to commence each half of the game and to re-commence the game after a goal has been scored.

4.4.2 The team not having taken the centre hit off to commence the game will take the centre hit off to re-commence the second half.

4.4.3 Each team will change ends at the completion of the first half.

5.0 **SCORING**

5.1 A goal is scored to the team attacking that end when more than half of the inflated balloon has passed over the goal line and between the goal posts.
(Exception: Refer to 6.2)

5.2 When the team attacking that end has a sure goal, and an offence occurs against a player on that team, the minor penalty will be negated in favor of awarding that team the goal.

5.3 When a goal has been scored, the opposing team will take the centre hit off to re-commence play.

6.0 **FREE HITS**

6.1 A free hit is awarded to the opposing team when a player:

6.1.1 Rams, holds or pushes an opponent from any direction if the balloon is not playable.

6.1.2 Crosses a line with any wheel from their legal court position to another, and interferes with play.

6.1.3 Holds the balloon nozzle by the hand or in the mouth.

6.1.4 Moves a hand or foot from its usual stationary position on the body or wheelchair, and deliberately interferes with play.

6.1.5 Lifts a wheel off the ground and deliberately interferes with play.

6.1.6 Is within three metres of an opponent taking a centre hit off, or free hit, at the moment the balloon makes contact with the opponent or ground.

6.1.7 Behaves in a manner showing poor sporting conduct such as:

- * Arguing with the umpire or linesperson.
- * Uses offensive language.
- * Deliberately wastes time.
- * Deliberately rams, or pushes court equipment.

6.1.8 Is shown a yellow or red card. For penalty card use refer to Governing Rules.

6.1.9 Requests a re-throw on more than two occasions for the one incident.

- 6.2 When a centre hit off, or free hit is awarded to the team attacking that end, and the balloon passes over the goal line between the posts, not having made contact with a wheelchair, or body of any player or one player twice or post or ground, a penalty line hit will be awarded to the opposing team, anywhere on the penalty line.
(Exception: Refer to 6.4.1)

6.3 Between the penalty line and the goal line

6.3.1 When the opposing team commits an offence, and there was no certainty of a goal being scored, a penalty line free hit will be awarded to the team attacking that end, in a direct line from where the offence occurred.

6.3.2 When the team attacking that end commits an offence, a penalty line free hit will be awarded to the opposing team, in a direct line from where the offence occurred.

6.4 Direct Free Hit

6.4.1 When a free hit is given to the team attacking that end, on the penalty line, and the opposing team commits a second offence prior to the free hit being taken, a direct free hit for goal will be given to the team attacking that end, from the penalty spot.

6.5 When an offence occurs the umpire may award a free hit to the offended team either:

- a) Where the offence occurred;
or
- b) Where the balloon was at the time of the offence;
or
- c) Allow play to continue if it is to the advantage of the offended team;
or
- d) Three metres from where the offence occurred.

7.0 ADVANTAGE RULES

7.1 A three metre advantage free hit will be awarded to the team attacking that end, when the opposing team commits an offence before the balloon makes contact with a player or the ground at a centre hit off, or free hit.

7.2 When a team is awarded a three metre advantage free hit which would move the player awarded the free hit to a point beyond the penalty line, the free hit will be taken from the penalty line.

7.3 After a goal has just been scored.

7.3.1 When the team that has just scored then commits an offence, a three metre advantage free hit will be awarded to the opposing team, from the centre, to re-commence play.

7.3.2 When the team that has just scored is then offended against, that team will be awarded a centre hit off free hit to recommence play.

8.0 BALLOON OUT OF PLAY

8.1 A balloon is out of play when more than half of the inflated balloon has passed over the lines of the playing area.

8.2 To Re-Commence Play

8.2.1 From the Side Line

8.2.2 When the balloon has passed over the sideline, a sideline hit will be taken by an opponent of the team who last hit the balloon, from where the balloon went over the sideline.

8.2.3 When the ball has passed over the sideline, and the linesperson is unsure about a decision (who last hit the balloon), the balloon will be thrown in from where the balloon went over the side.

8.2.4 When the balloon bursts or is held still for more than five seconds, the balloon will be thrown in from the nearest sideline, in a direct line from where the incident occurred.

8.3 From the Side Line Between the Penalty Line and the Goal Line

8.3.1 When the balloon has passed over the side line between the penalty line and the goal line, a side line hit will be awarded to an opponent of the team who last hit the balloon, from the penalty line.

8.3.2 When the linesperson is unsure about a sideline decision or the balloon bursts or is held still for more than five seconds the balloon will be thrown in from the penalty line.

8.4 From the Goal Line

8.4.1 When the balloon has passed over the goal line and not between the goal posts.

8.4.1 i If the balloon was last hit by the opposing team, a corner hit will be awarded to the attacking team from the nearest corner.

8.4.1 ii If the balloon was last hit by the team attacking that end, a penalty line hit will be awarded to the opposing team, anywhere on the penalty line.

8.5 Re-Throw

8.5.1 The player awarded a centre hit off, or any free hit, may request a RE-THROW, on two occasions only, providing the wheelchair or body of that player or the ground does not make contact with the balloon before making the request.

8.6 Procedure for Throwing Balloon In

8.6.1 When the linesperson is unsure about a sideline decision or the balloon bursts or is held still for more than five seconds, the linesperson will proceed to the sideline, wait five seconds and throw the balloon in over the head while facing away from the court.

8.7 Procedures for Throwing Balloon Up

8.7.1 A centre hit off, or free hit, will take place by the umpire tossing the balloon up in front of a player in position.

8.7.2 A side line or corner hit will take place by the linesperson tossing the balloon up in front of a player in position.

9.0 **WARNINGS AND SUSPENSIONS** - Refer to Governing Rules

10.0 **EQUIPMENT**

10.1 The following equipment has been authorized for use in Electric Wheelchair Soccer.

10.2 Balloon

10.2.1 A double dipped monster inflated to a 650 - 675mm diameter.

10.3 Posts

10.3.1 Upright posts of prescribed specifications.

11. **OFFICIALS**

11.1 There will be one umpire and two linespersons.

11.2 Umpire

11.2.1 The umpire will be responsible for making the final decision on fair, unfair, safe and unsafe play, goals and line decisions, and can seek advice from either linesperson before making those decisions.

11.3 Linespersons

11.3.1 The linesperson will be responsible for sideline decisions and can seek advice from the umpire before making decisions.

11.3.2 The linesperson can inform the umpire of significant offences not sighted by the umpire, offences that bring the game into disrepute or contribute to a significant unfair advantage to a team.

11.4 The officials will blow the whistle when commencing, recommencing and stopping play, unless 'play on' is called to ensure the offended team is not further penalized.

11.5 Signals

11.5.1 Ramming

11.5.1 i The umpire will thrust a clenched fist into an open hand.

11.5.2 Holding

11.5.2 i The umpire will hold a wrist with the other hand.

11.5.3 Pushing

11.5.3 i The umpire will push an open hand away from the body.

11.5.4 Dangerous Play/Poor Sporting Conduct

11.5.4 i The umpire will make a calming movement by raising both hands horizontally, palms downwards, in front of the body, moving them slowly up and down.

11.5.5 Goal Scored

11.5.5 i The umpire will call 'all clear' and point to the centre of the court.

11.5.6 Commencing each Half

11.5.6 i The umpire will hold the balloon aloft.

11.5.7 Time Out

11.5.7 i The umpire will blow the whistle, call 'time out', and form a T shape with both hands.

11.5.8 Balloon Out of Play

11.5.8 i The linesperson will call 'out of play', and point with outstretched arm down the side line, toward the attacking end goal line of the team taking the side line hit.

11.5.9 Ending Each Half

11.5.9 i The umpire will raise both hands vertically above the head.