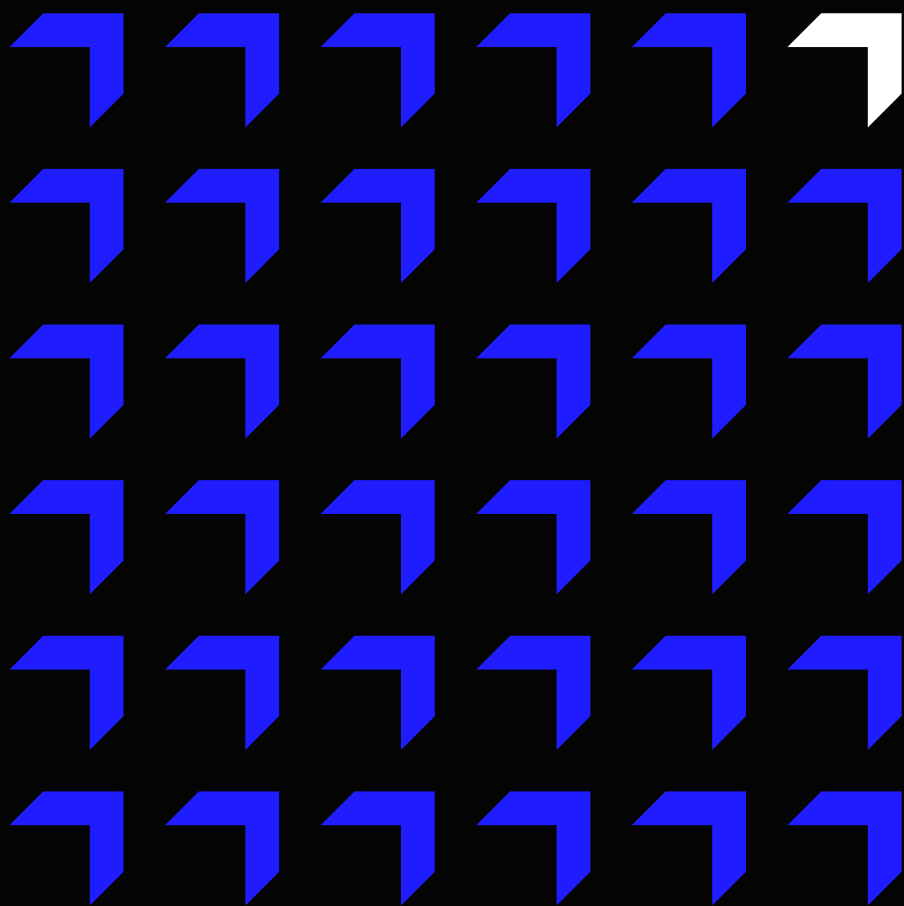


**INTERNATIONAL
RUGBY
LEAGUE**

WHEELCHAIR RUGBY LEAGUE

**THE INTERNATIONAL
LAWS OF THE GAME
AND NOTES ON THE LAWS**





**WHEELCHAIR
RUGBY LEAGUE**

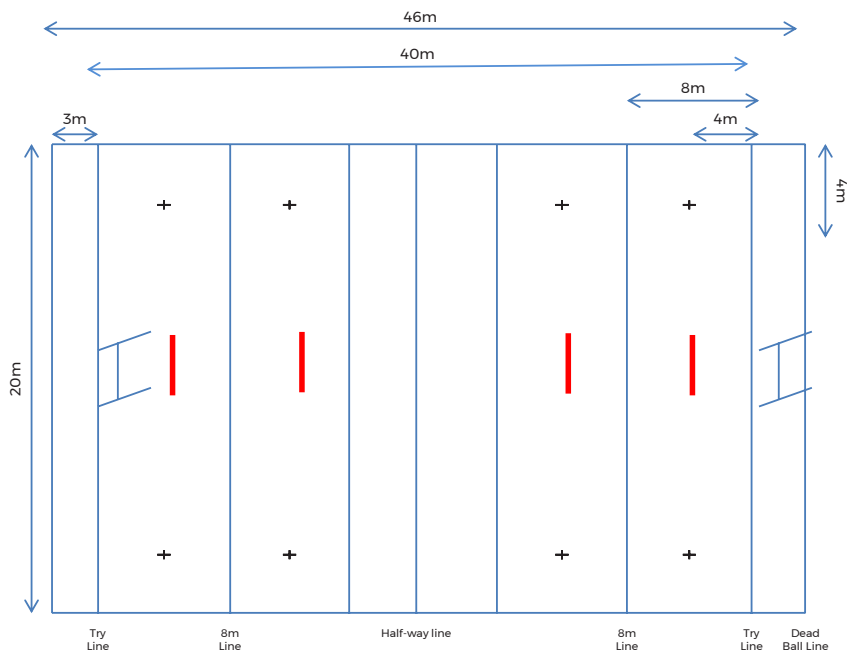
**THE INTERNATIONAL
LAWS OF THE GAME
AND NOTES ON
THE LAWS**



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SECTION 1 - THE PLAYING FIELD

The plan and markings thereon and the notes relating thereto are part of these Laws.



This above diagram is the maximum dimensions

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.

SECTION 2 - GLOSSARY

The terms set out below shall have the meanings assigned to them.

ACCIDENTAL STRIKE	when a ball strikes a player who makes no attempt, with hand, body or wheelchair, to play at the ball.
ADVANTAGE	allowing the advantage means allowing play to proceed if it is to the advantage of the team which has not committed an offence or infringement.
ATTACKING TEAM	is the team which at the time has possession. If a scrum was to be formed on the halfway line the team which last played at the ball before it went out of play is the attacking team and shall restart the game with a Controlled Restart Play-the Ball.
BALL BACK	means to complete a Controlled Restart Play-the Ball from where the ball was kicked after it has entered touch on the full.
BEHIND	when applied to a player means, unless otherwise stated, that the central axle of the 'pushing' wheels are behind the position in question. Similarly, "in front" implies the central axle of the 'pushing' wheel. When applied to a position on the field of play, "behind" means nearer to one's own goal line than the point in question. Similarly, "in front of" means nearer to one's opponents' goal line.
BLIND SIDE	means the side of the play-the-ball nearer to touch (see Open Side).
CHARGING DOWN	is blocking the path of the ball with hands, arm or body as it rises from an opponent's kick.
CONTROLLED RESTART PLAY-THE BALL	is specific to Wheelchair Rugby League and replaces a running game scrum. The referee will allow the defending team to set a defensive line and the game will be restarted when the Referee calls 'Play'
CONVERTING A TRY	is the act of kicking a goal following the scoring of a try.
CORNER POST	is a post placed at the intersection of each touch line and goal line. The post shall be of non-rigid material and shall be not less than 1.25m. high. The corner posts are in touch in-goal.
DEAD BALL	means that the ball is out of play.
DEFENDING TEAM	is the team opposing the attacking team (see above).
DISABLED PLAYER	is a player with a disability and will wear an arm band for identification. (see Non-Disabled Player)
DROP GOAL	sometimes referred to as a Field Goal, is a goal scored by propelling the ball on the full, over the crossbar, by drop kicking (see Drop Kick) it.
DROP KICK	is a kick (see Kick) whereby the ball is dropped from the hands (or hand) and is struck immediately it rebounds from the ground. The ball must strike the ground point first

Section 2. Glossary (Continued)

DROP-OUT	means a drop kick (see Drop Kick) from between the posts or from the centre of the 8m line when bringing the ball back into play.
DUMMY	is the pretence of passing or otherwise releasing the ball while still retaining possession of it.
FIELD OF PLAY	is the area bounded by, but not including, the touch lines and goal lines.
FORWARD	means in a direction towards the opponents' dead ball line.
FORWARD PASS	is a throw towards the opponents' dead ball line (see section 10).
FOUL PLAY	refers to the types of Misconduct specified in Section 15 – Law 1(a), (b), (c), (d) and (e).
FREE KICK	is the kick (see Kick) awarded to a team which kicks into touch from a penalty kick. The kick is taken four (4) metres in from touch opposite the point of entry into touch and the ball may be kicked in any manner in any direction. A goal cannot be scored from it, nor can ground be gained by kicking into touch on the full.
FULL TIME	means the end of the game.
GENERAL PLAY	refers to all aspects of play after a match has been started or re-started by a Place Kick, Drop-Out, Penalty Kick or Free Kick
GOAL	see Section 6.
GROUNDING THE BALL	means; <ul style="list-style-type: none"> (a) Placing the ball on the ground with hand or hands or (b) Exerting downward pressure on the ball with hand or arm, the ball itself being on the ground or (c) Where a player has restricted movement, the ball may be touched anywhere on the wheel.
HALF TIME	means the end of the first half of the game.
HANDOVER	is the surrendering of the ball to the opposition after a team has been tackled the statutory number of successive times (Section 11 Law 6)
IN-GOAL	see Plan (Section 1).
IN POSSESSION	means to be holding or carrying the ball.
KICK	means imparting controlled motion to the ball with any part of the arm, from forearm to hand, with a closed fist.

Section 2. Glossary (Continued)

KICK OFF	see Section 8
KNOCK-ON	means to knock the ball towards the opponents' dead ball line with hand, arm or wheelchair while playing at the ball.
LOOSE BALL	is when during play the ball is not held by a player
MARK	is the point at which a penalty kick or free kick is awarded or a Controlled Restart Play-the Ball is awarded.
NON-DISABLED PLAYER	is a player without a disability (see Disabled Player)
OBSTRUCTION	the illegal act of impeding an opponent who does not have the ball.
OFFSIDE	as applied to a player means that he/she is temporarily out of play and may be penalised if he/she joins in the game (see Section 14).
ON SIDE	means that a player is not offside.
ON THE FULL	means the ball is kicked over a given line without first bouncing.
OPEN SIDE	means the side the play-the-ball further from touch (see Blind Side)
PASS	is the throw of a ball from one player to another.
PENALISE	is to award a penalty kick (see Kick) against an offending player.
PENALTY KICK	see Section 13.
PLACE KICK	is to kick (see Kick) the ball after it has been placed on the kicking tee for that purpose.
PLAYER	refers to player and the chair.
PLAYING AREA	is the area enclosed by the fence, or other such line of demarcation, which prevents the encroachment of spectators.
PLAYING FIELD	is the area bounded by, but not including, the touch lines and dead ball lines.
PLAY-THE-BALL	is the act of bringing the ball into play after a tackle or after a referee awards a Controlled Restart Play-the Ball
PUNT	is a kick (see Kick) whereby the ball is dropped from the hand or hands and is kicked before it touches the ground.
REBOUND	see Accidental Strike.
RICOCHET	see Accidental Strike.

Section 2. Glossary (Continued)

RUCK	is the area, at the play-the-ball, between the player playing the ball and the marker.
TACKLE	see Section 11.
TOUCH DOWN	is the grounding of the ball by a defending player in his/her own in-goal.
TOUCH IN-GOAL	see Section 9.
TRY	see Section 6.
UPRIGHT TACKLE	is where the player in possession is effectively tackled without being de-tagged. The referee calls 'held' when progress is stopped. Play re-started when referee calls 'play'. i.e. a Controlled Restart Play-the Ball
ZERO TACKLE	where a breach occurs and possession changes hands, the following tackle will be a zero tackle notwithstanding that the team gaining possession may have gained a territorial advantage.

SECTION 3 - THE BALL

- Shape and Construction**
1. 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**
1. The dimensions of the ball shall be those approved by the International Board Size 4, deflated by 10% (8-9psi).
- Ball deflated**
2. 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.

NOTES

- Colour of the Ball**
1. In senior competitions the ball shall be light in colour so that it can be more easily seen by spectators.
- Ball bursts**
2. 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 4 - THE PLAYER AND PLAYERS' EQUIPMENT

1. The game shall be played by two teams each consisting of not 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 sin-bin, dismissal or injury reduces the number of players on a team, there must only be a difference of two (2) players between teams.

Substitutes

2. (a) 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. Substitutions shall be sanctioned by the Referee or by an official appointed to oversee the substitution process.
2. (b) 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 2 (a) above.
2. (c) Mechanical failure may require a substitution. This replacement counts for the purpose of 2 (a) above.

Number of Players

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

NOTES

Substitutes

2. (a) 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.
2. (a) 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

2. (a) 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.

Section 4. The Players and Players' Equipment (continued)

Players' Equipment

3. (a) A player shall not wear anything that might prove dangerous to other players.
- (b) A player's normal gear shall consist of a numbered jersey of distinctive colour
- (c) Protective clothing may be worn provided it contains nothing of a rigid or dangerous nature.
- (d) All non-disabled players are required to be strapped into their chair (lap, knees and ankles)

Dangerous Equipment

4. (e) 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

4. (f) 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.

NOTES

Inspect Equipment

4. (e) 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.

Colours

4. (f) 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.
Teams must differentiate the colour of tags and shirts
The tags must differ in colour for each team
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 5 - MODE OF PLAY

- Object**
1. The object of the game shall be to ground the ball in the opponents' in-goal to score tries (see Section 6) and to kick the ball over the opponents' cross bar to score goals (see Section 6).
- Start of Play**
2. 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.
- Mode of Play**
3. (a) 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 and throw or knock it any direction other than towards his/her opponents' dead ball line (see Section 10 for Knock-on and Forward Pass).
 - (b) All players are to wear two tags, one on each shoulder at all times
 - (c) Players are to be upright and always in control of the chair in general play
- Tackling**
4. A player who during play is holding the ball may be tackled by an opposing player or players in order to prevent him/her from travelling with the ball or from kicking or passing it to one of his/her own team (see Section 11 for Tackle).
- Obstruction**
5. A player who is not holding the ball shall not be obstructed (see Section 15).

NOTES

- Charge**
5. If two players are travelling side by side near to and towards the ball it is permissible for chairs to come into contact

SECTION 6 - SCORING – TRIES AND GOALS

Value	1. A try shall count four (4) points.
Try and Goal	A conversion goal or penalty goal shall count two (2) points. A drop goal during play shall count one (1) point.
Deciding winners	2. (a) The game shall be won by the team scoring the greater number of points. If both teams score an equal number of points, or if both teams fail to score, then the game shall be drawn.
Try - How scored	3. A try is scored when; <ol style="list-style-type: none"> A player first grounds the ball, with the hand or hands, in his/her opponents' in-goal, provided that his/her chair is not in touch or touch in-goal or on or over the dead ball line. Opposing players simultaneously ground the ball in the in-goal area provided that the attacking player is not in touch or touch in-goal or on or over the dead ball line.

NOTES

Impaired / Restricted Mobility	3. (a) 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 in-goal	3. (a) 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.

Section 6. Scoring – Tries and Goals (continued)

- Penalty Try** (c) 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** (d) 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.
- Position of Try** 4. The try is awarded;
- (a) Where grounded is scored as in 3(a) and 3(b) above.
 - (b) Between the posts if a penalty try 3(c)
 - (c) Where contact took place if scored as in 3(d) above.
- Referee – Sole Judge** 5. 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.
- Goal – How Scored** 6. 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;
- (a) by a place kick or a drop kick after a try has been scored and counts two (2) points
 - (b) by a place kick or a drop kick when a penalty kick has been awarded and counts two (2) points.
- Drop Goal** 7. A drop goal is scored by a drop kick during play from any position in the field of play and counts one (1) point. A drop goal shall be awarded notwithstanding that the ball touches or has been touched in flight by an opposing player.

NOTES

- No goal from kick off, etc.** 7. A goal cannot be scored from a kick off, drop-out or a free kick

Section 6. Scoring – Tries and Goals (continued)

Where taken	8. 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	9. 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 (see Section 13).
Not to distract kicker	It is illegal to attempt to distract the attention of a player who is kicking at goal.
Goal Post(s)	10. For the purpose of judging a kick at goal, the goal posts are assumed to extend indefinitely upwards.

NOTES

Advise where to place the ball	8. 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	9. (a) 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.
Kicking tee	9. 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.

Section 6. Scoring – Tries and Goals (continued)

Judging kicks at goal

11. 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.

NOTES

Accepting Match Officials decision

10. 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 7 - TIMEKEEPING

Length of game	1. The game shall normally be of eighty (80) minutes duration.
Interval	At half time there shall be an interval of five (5) minutes but this may be extended or reduced.
Changing ends	2. 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	3. 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 but 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 effected, unless a further penalty is awarded in which case time is extended for the kick to be taken.

NOTES

Shortening length of game	1. 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.
Altering 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	3. 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.
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 (see Section 13).
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.

Section 7. Timekeeping (continued)

Extra time

4. 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

5. (a) 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.
 - (b) 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.
 - (c) 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.

NOTES

Signal extra time

4. 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

5. 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.

SECTION 8 - THE KICK OFF AND DROP-OUT

Kick off

1. 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.

Restarting Play at eight (8) metres - with a Controlled Restart Play-the- Ball

2. The game is restarted with a Controlled Restart Play-the Ball from the centre of the eight (8) metre line if:
 - (a) 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 (see Law 3), or from a kick off from the centre of the halfway line (see 4(g) and 6(b) below).
 - (b) 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 (see Section 13).
 - (c) A defending player, in his/her in-goal, takes a kick in general play from an opponent on the full.
 - (d) 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.

Oposing 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.

NOTES

V.I.P Kicks-Off

2. 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

2. (b) 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).

Section 8. The Kick off and Drop-out (continued)

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

3. 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

4. The game is restarted with a drop-out by a defending player from the centre if his/her goal line if:
 - (a) A defending player last touches the ball before it goes over the dead ball line or into touch in-goal.
 - (b) A defending player accidentally infringes in the in-goal area.
 - (c) A defending player touches down in the in-goal area.
 - (d) A defending player in possession is tackled in the in-goal area.
 - (e) A defending player kicks the ball into touch on the full from his/her own in-goal.
 - (f) 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.
 - (g) 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.
 - (h) Where a kick is made dead by a defending player straddling the dead ball line or touch in-goal line.

Ball Caught In-Goal

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

Offences Incurring Penalties - Kicker

6. A player who kicks off or drops-out shall be penalised if they:
 - (a) Advances in front of the appropriate line before kicking the ball.
 - (b) Kicks the ball on the full over the touch line, touch in-goal, or over the dead ball line.
 - (c) Kicks the ball so that it fails to travel at least four (4) metres forward into the field of play.
 - (d) Kicks the ball other than in the prescribed manner.

Section 8. The Kick off and Drop-out (continued)

Other Players

7. Any other player shall be penalised if they:
 - (a) Wilfully touches the ball from a kick off or drop-out before it has travelled four (4) metres forward in the field of play.
 - (b) Travels in front of one of his/her own team who is kicking off or dropping out.
 - (c) 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.

Penalties - Where Taken

8. 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 line.

NOTES

Players not Retiring Four (4) Metres

6. (a) 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

- (b) Hitting the post or cross bar in flight does not negate the breach.

SECTION 9 - TOUCH AND TOUCH IN-GOAL

- Ball in touch**
1. 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 he/she positions his/her chair in which case he/she shall play-the-ball in the field of play.
- Touch In-Goal**
2. (a) 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**
2. (b) 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.
- Points of Entry**
3. When a ball has entered touch or touch in-goal, the point of entry shall be taken as the point at which the ball first crossed the touch or touch in-goal line.

NOTES

- Player not 'Object'**
1. & 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**
1. 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**
2. 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.
 3. See Section 8. No.4 (e) in respect of kicking into touch on the full from in goal.

Section 9. Touch and Touch In- Goal (continued)

Ball Back

4. If the ball is kicked by or bounces off a player in a forward direction (except from in-goal – Section 8 Law.4 (e) 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) – (see Section 12).

Touch from Penalty

5. 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 (see Section 13).

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

6. Other than as outlined in points, 4 and 5 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 – (see Section 12).
7. 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.

NOTES

Ball Dead in Touch

4. 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

SECTION 10 - KNOCK-ON AND FORWARD PASS

- | | |
|-------------------------|---|
| Deliberate | 1. A player shall be penalised if he/she deliberately knocks on or passes forward. |
| Accidental | 2. 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 | 3. To charge-down a kick is permissible and is not a knock-on. |
| Heading the Ball | 4. It is illegal to head the ball in a forward direction. |

NOTES

- | | |
|--|--|
| Direction of Pass | 1. 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 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 subject to Section 12, Law 10. |

SECTION 11 - THE TACKLE AND PLAY-THE-BALL

- Tackle Player in Possession** 1. 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:** 2. A player in possession is tackled:
- Tags Removed** (a) When one (or both) tag(s) are removed by a defender(s)
- Upright** (b) When they can make no further progress and cannot part with the ball.
Referee calls held when progress is stopped. Play re-started with a Controlled Restart Play-the Ball.
- (c) Two separate defenders may remove tags simultaneously to effect the tackle.
A single defender may not remove both tags in a single tackle. A penalty should be awarded.
- Prevents the Defender from Reaching a Tag** (d) When the ball carrier is moving and raises the ball above shoulder height, or leans back in the chair, the referee calls held when progress is stopped. Play re-started with a Controlled Restart Play-the Ball
- No Tag Situation** (e) 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'.
- No Moving of Tackled Player** 3. Once a player in possession has been tackled it is illegal for any player to move or try to move him from the point where the tackle is affected.
- Verbal Instructions to Resolve Doubt** 4. 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** 5. 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.

NOTES

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

Section 11. The Tackle and Play-the-ball (continued)

Sixth Tackle

6. (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.
- i. The team is tackled a sixth time.
 - ii. 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
 - iii. A player is tackled in the opponent's in-goal.
 - iv. 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.

The play-the-ball for this purpose shall not be counted for the purposes of the tackle count and shall operate as provided for in Law 9 of this section.

Kicked Out on Full

6. (b) 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.

NOTES

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

Section 11. The Tackle and Play-the-ball (continued)

Accidental Breach “Zero Tackle”

6. (c) 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

7. 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.

“Stealing” from Tackled Player

8. No ball stealing
9. The play-the-ball shall operate as follows.

Release Tackled Player Immediately

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

Restart

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

Player Marking

- (c) One opponent may take up the position immediately and directly opposite the tackled player and must not interfere with the play-the-ball.
- (d) The tackled player may not play-the-ball before the players effecting the tackle have had time to clear the ruck.

Play-the-ball

- (e) Play-the-ball is effected by touching the ball on the floor and passing to a team mate.

Play Irregularly Effected

- (f) 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.

NOTES

9. (a) Both tags must be in place prior to the play-the-ball
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)
9. (b) The Marker cannot re-tackle the ball player
9. (e) Players with restricted movement, identified by an armband, may touch the ball on any part of either pushing wheel.

Section 11. The Tackle and Play-the-ball (continued)

Retire at play-the-ball

- (g) Players of the side not in possession other than the player taking part in the play-the-ball are out of play if they fail to retire four (4) metres from the point at which the ball is played or to their own goal line. Players of the side in possession other than the player taking part in the play-the-ball must retire behind their players involved in the play-the-ball or to their own goal line.
- (h) Having retired the distance prescribed in the preceding paragraph no player of the team not in possession may advance until the ball has cleared the ruck. A player who is out of play may again take part in the game when the advantage gained by not retiring has been lost.

NOTES

Disputed Possession

- 9. 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

- 9. (d) 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

- 9. (e) 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

- 9. (f) 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

- 9. (g) 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

- 9. (g) 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.

Section 11. The Tackle and Play-the-ball (continued)

Speed Essential

10. 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

11. 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.

NOTES

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

9. (g) 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.

SECTION 12 - THE SCRUM

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

SECTION 13 - PENALTY KICK

When Awarded

1. (a) A penalty kick shall be awarded against any player who is guilty of misconduct (Section 15) provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, the mark is where the offence occurs. If misconduct occurs in touch the mark shall be four (4) metres from the touch line in the field of play and opposite where the offence occurred or, in the case of obstruction, where the ball next bounces or is caught, in the field of play, or four (4) metres opposite the point of entry if the ball enters touch on the full, or four (4) metres from the goal line if the ball crosses the goal line on the full, whichever is to the greater advantage of the non-offending team. If the offence is committed by a defender in his/her own in-goal or an attacker in his/her opponents' in-goal, the mark is taken four (4) metres into the field of play opposite where the offence occurred. In the event of further misconduct by the offending team, the Referee shall advance the mark once only four (4) metres towards the offending team's goal line.
- (b) 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 the point where the penalty kick was awarded. In the event of a breach by the opposing team a further 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 penalty kick was awarded.

NOTES

Play Advantage

1. The advantage to the non-offending team must be readily obvious if the Referee is to allow play to proceed. Allowing play to proceed does not mean that the offending player cannot subsequently be disciplined.

Section 13. Penalty Kick (continued)

- How Taken**
2. 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 (see note to No.10, Section 6) the ball may be kicked in any direction, after which it is in play.
- Position of Players**
3. 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.

NOTES

- The mark**
2. 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 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 ten metres of the new mark.
- Retiring ten metres**
3. and 4. If the kicker takes a penalty kick or the subsequent free kick quickly, the opposing players may not have all retired ten 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 Touch Judge shall act as a guide to the team opposing the kicker by taking up a position ten metres beyond the mark (Section 16, law 17).
- Free Kick (second kick)**
4. 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**
4. 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 8, Law 3).

Section 13. Penalty Kick (continued)

Find Touch from Penalty Kick

4. (a) 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.
4. (b) 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.

No delay

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

Kicker Side Infringes

6. 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

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

NOTES

Refusing to Surrender the Ball

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

Section 13. Penalty Kick (continued)

- Penalty for In-Goal Offence**
8. 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**
9. 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**
10. (a) If a player fouls an opponent who is attempting a drop goal, a penalty kick shall be awarded in front of the goal posts.
- (b) 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.
- (c) 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.

NOTES

- Penalty In-Goal**
8. 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))

SECTION 14 - OFF SIDE

When Off Side

1. A player is off side except when he/she is in his/her own in-goal if the ball touches, is touched, held or kicked, by one of his/her own team behind him/her.

Out of Play

2. An off side player shall not take any part in the game or attempt in any way to influence the course of the game. He/she shall not encroach within four (4) metres of an opponent who is waiting for the ball and shall immediately retire four (4) metres from any opponent who first secures possession of the ball.

NOTES

Catcher Claiming Off-Side

1. 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

2. 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.

Section 14. Off Side (continued)

Placed Onside

3. An off side player is placed onside if:
 - (a) An opponent who moves four (4) metres or more with the ball.
 - (b) An opponent touches the ball without retaining it.
 - (c) One of his/her own team in possession of the ball runs in front of him.
 - (d) One of his/her own team kicks or knocks the ball forward and takes up a position in front of him in the field of play.
 - (e) He/she retires behind the point where the ball was last touched by one of his/her own team.

NOTES

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

3. 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 15 - PLAYER'S MISCONDUCT

Definition of Misconduct

1. A player is guilty of misconduct if he/she:
 - (a) Strikes another player.
 - (b) When effecting or attempting to effect a tackle makes contact with the head or neck of an opponent intentionally, recklessly or carelessly.
 - (c) Touches – pushes, holds or grabs – an opponent's wheelchair at any time
 - (d) Pulls or grabs an opponent's clothing or any part of the body at any time
 - (e) Drives in (both hands on the wheels), deliberately using the wheelchair as a force
 - (f) Deliberately and continuously breaks the Laws of the Game.
 - (g) Uses offensive or obscene language.
 - (h) Disputes a decision of a Match Official.
 - (i) Re-enters the field of play without the permission of the Match Official having previously temporarily retired from the game.
 - (j) Behaves in any way contrary to the true spirit of the game.
 - (k) Deliberately obstructs an opponent who is not in possession.

NOTES

Explain Reason for Penalty

- (g) 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

- (i) 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

- (j) 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.

Section 15. Player's Misconduct (continued)

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 16 - DUTIES OF MATCH OFFICIALS

- | | |
|--|---|
| <p>One Attacking Referee (Lead)</p> <p>One Defensive Referee</p> | <p>1. In all matches an Attacking Referee (lead) and a Defensive Referee shall be appointed or mutually agreed upon by the contesting teams.</p> <p>The Referees will operate on opposite touchlines, outside the field of play</p> <p>(a) The Attaching Referee is in charge of all the major decisions.</p> <p>(b) 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</p> |
| <p>Enforce Laws</p> | <p>2. 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.</p> |
| <p>Timekeeper</p> | <p>3. The Attacking Referee shall be the sole timekeeper except where this duty has been delegated to another person (see Section 7).</p> |
| <p>Power to Stop Game</p> | <p>4. 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.</p> |
| <p>Permission to Enter Playing Area</p> | <p>5. Referee's shall not allow anyone apart from the players onto the playing area without permission.</p> |

NOTES

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 Touch Judge

2. Before giving a decision, it is permissible for the Referee to consult all Match Official

Player Returns to Playing Field

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



Section 16. Duties of Match Officials (continued)

- Power to Dismiss** 6. 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** 7. The players are under the control of the Match Officials from the time they enter the playing area until they leave it.

NOTES

- Caution** 6. 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** 6. The power to temporarily suspend a player is not an encouragement to Match Officials to deal leniently in the event of misconduct which merits dismissal.
- End if Temporary Suspension** 6. 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** 6. 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** 6. 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** 7. 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.
- Harassing Match Officials** 7. 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.

Section 16. Duties of Match Officials (continued)

When to Blow Whistle

8. 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:
 - (a) When a try or goal has been scored.
 - (b) When the ball has gone out of play.
 - (c) When restarting play.
 - (d) 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.
 - (e) 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.
 - (f) When any irregularity, not provided for in these Laws, occurs and one team unjustifiably gains an advantage.
 - (g) 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.

NOTES

Whistle Blown Accidentally

8. 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

8. 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.

Section 16. Duties of Match Officials (continued)

Changing Decision

9. 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

10. 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.

NOTES

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

9. 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

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

9. 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.

Section 16. Duties of Match Officials (continued)

- | | |
|--|--|
| Indicating Touch | 11. 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. |
| Indicating Four (4) Metres | 12. When a free kick is being taken, the defensive referee shall take up a position near the touch line four (4) metres beyond the mark to act as markers for the team which is required to retire. |
| Official Inquiry | 13. 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 | 14. 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. |

NOTES

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 17 - REFEREE'S SIGNALS

- Signal nature of offence**
1. 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**
2. 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.
 3. 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.
- Relating to Scoring**
3. **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.
 4. **Penalty Try.** Point to midway between the posts and take up position temporarily on this point as a guide to the kicker.
 5. **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.
 6. **Goal.** Raise hand above the head.
- Signals Made When Play is not Necessarily Stopped**
7. **Try Disallowed.** Wave hands, palms facing downwards across and in front of the body below the waist.
 8. **Play-On.** Wave the hands chest high palms facing away from the chest across and in front of the body.
 9. **Ball Touched in Flight.** Raise one hand above the head and tap the tips of the fingers with the fingers of the other hand.
 10. **Count of Tackles is Cancelled.** Raise clenched fist above head and wave from side to side.
 11. **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.

Section 17. Referee's Signals (continued)

Signals indicating infringements

12. **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.
13. **Forward Pass.** Make a forward movement with the straight arm indicating the line of flight of the ball.

Play-the-Ball

14. **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.
15. **Tackled Player does not Face Opponents' In-Goal.** Stand at the angle offending player adopted and then turn to face opponents' in-goal.
16. **Tackled Player Obstructs After Playing the Ball.** Mime his/her action.
17. **Off-Side at Play-the-Ball.** With a backward movement of the hand indicate that the player should be further back.
18. **Stealing of the Ball from the Tackled Player.** Mime the action of snatching the ball from the opponent.
19. **Team is Tackled Five (5) Successive Times.** Raise arm vertically above head with fingers and thumb outstretched.
20. **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'.
21. **Count of Tackle is Cancelled and Starts Again.** Wave clenched fist from side to side above head.

Drop-Out or Penalty

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

Section 17. Referee's Signals (continued)

Other Infringements

23. **Off-Side.** Indicate player should have been further back. (See No. 25).
24. **Player in Possession Touches Official.** Point to the player in possession and tap the chest with one hand.
25. **Obstruction.** Mime the offending player's action.
26. **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.
27. **Disputing Decisions.** Place one hand on the mouth.
28. **Ball in Touch.** Points to appropriate Match Official
29. **Extra Time.** Raise both arms vertically above head.
 30. **Ending Extra Time for Stoppage.** Wave one arm over-head.
31. **Temporary Suspension of a Player.** Raise both arms with fingers outstretched for ten (10) minutes suspension.
32. **Player Directed to leave the Field to Receive Attention for Bleeding.** 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;

33. **Touch.** Hand is raised above the head at the point of entry into touch.
34. **Ball Back.** Hand waved above the head accentuating backward movement.
35. **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.
36. **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
37. **Dead Ball Line.** Wave hand up and down between shoulder and knee and then point to appropriate restart position.

WHEELCHAIR RUGBY LEAGUE GUIDANCE

Playing Area	<ul style="list-style-type: none"> - Surfaces - Surrounds - Goal Posts - Technical Areas
Player, Teams & Equipment	<ul style="list-style-type: none"> - Participation - Wheelchairs - Restraint - Tags - Limited Movement Disability - Kicking Tee - Tag Collector
Play	<ul style="list-style-type: none"> - No Tags - Dismissal - Rules Trial
Playing Area	
Surfaces	To be hard & consistent enough to ensure good, safe running for wheelchairs.
Court Surrounds	Playing Area is to be entirely object free to a width of 2m all round
Goal Posts	Centrally placed on the goal lines, are to be free standing and be erected (and padded) in a way which ensures stability and player safety: <ul style="list-style-type: none"> - Post Height: 4m (minimum) - Post Width: 3m - Crossbar Height: 2m
Technical Areas	All team personnel not actually involved in the game – substitutes, coaches etc – should remain inside a marked Technical Area during play.
Players, Teams & Equipment	
Participation	Teams may be a mixture of male / female / disabled / non-disabled with no age stipulations The maximum number of non-disabled players on the pitch / court at any one time is two (2) per team.
Wheelchairs	Match Officials can inspect wheelchairs to ensure all chairs are safe and appropriate for use
Restraint	A lap belt must be used by all players to ensure that they remain seated in the chair

Guidance (continued)

Tags

All tags must be 300mm in length and 50mm wide.

The colour of the tags must not clash with any colour on the shirts' sleeves worn in play

Teams must use the same colour tags for all players

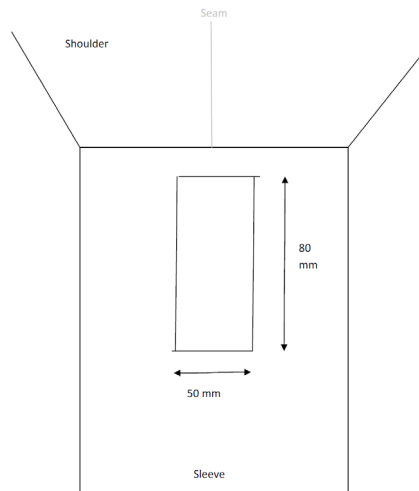
Teams must use different colour tags

All tags must be attached to the Velcro on the shirt and lie vertically down the arm of the player at all times during the game.

An additional Velcro belt, on which extra tags can be attached, should be placed on the players knees to enable replacement during play

Shirts should have a Velcro patch (soft side) stitched to the top of the shirt sleeve. The soft side of the Velcro must be 80mm x 50mm at the top of each of the sleeves.

Wheelchair Rugby League Shirt Velcro Details



Limited Movement Disability

A distinctive and clearly visible armband is to be worn by any player with an upper limb or restricted/limited movement disability

Kicking Tee

Must be lower in height than the pushing wheel of the chair.

Tag Collector

A Tag Collector, wearing an bib, will be allowed on the field of play during a game while his/her team is in possession of the ball. He/she will also assist when a player needs to be re-seated in his/her chair.

The tag Collector must only 'collect' when his/her team is in possession

Tag Collectors must only distribute tags at re-starts

Guidance (continued)

Play

No Tags

If the player receives the ball while wearing 1 or no tags then a subsequent tackle may be made by clearly touching, with the hand, the arm from the shoulder to the elbow. Players should shout 'No Tag !'

Tag Removal

If the same defending player removes both tags, this will be deemed to be an attempt to slow the play the ball down and penalized as 'interference'

Dismissal

The number of players on the field is critical to the game. For example, It is not practicable to play 5 v 3

When a player is sin-binned, the player serves a 10 minute suspension and returns to the field

When a player is dismissed a 10 minute suspension is served. However the dismissed player cannot return to the field of play. A different player may return to the field to maintain the integrity of the match

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