

**RULES
OF
ELECTRIC WHEELCHAIR
RUGBY LEAGUE**

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1.0 **GENERAL**

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

2.0 **FIELD OF PLAY**

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

3.0 **DURATION OF GAME**

3.1 Refer to Governing Rules.

3.2 **Time Outs**

3.2.1 Each team may call two time outs in any half of a game. Three time outs per half are permitted in finals. A time out is a break of play of thirty seconds duration.

3.2.2 A time out can only be called during a stoppage of play. A stoppage of play is when there is a change over of possession, or when the ball has gone out of play or after a try has been scored. A tackle is **not** considered a stoppage of play.

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

3.2.4 If a substitution occurs outside of the specified periods, the non-offending team will receive a penalty.

3.3 Each half will conclude when the timekeeper signals time. The umpire will then end play when the next tackle is completed.

3.4 **Extra Time**

3.4.1 Should scores in a final or third place play-off match, be level at the completion of two halves of normal time, then Extra Time, being two by five minute halves shall be played following a two minute break. Following the first half of extra time, there will be a one minute break - and teams shall change ends.

3.4.2 Each team may call one time out during extra time but only due to a breakdown of a wheelchair.

3.5 **Golden Point Period**

3.5.1 In the event that scores are level after extra time, there will be a golden point period to determine the winner.

3.5.2 The referee will conduct a coin toss and the team who wins the toss can elect to kick-off or receive.

3.5.3 The first team to score points in any manner (i.e. by try or kick for goal), will be declared the winner.

3.5.4 Play will continue for an unlimited period of time until the first points are scored in the golden point period, at which point the team who scored is declared the winner and the game immediately ends. If there is a try, a conversion is not required.

4.0 **TEAMS**

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

5.0 **COMMENCEMENT OF PLAY**

- 5.1 The umpire shall toss a coin and the team winning the toss has the option of choosing whether to kick off or receive the ball. The losing team will choose the direction of their attack.
- 5.2 All team members on the team kicking off must be behind the centre line at the commencement of play. All team members on the receiving team must be behind the quarter line at the commencement of play.

5.3 **The Kick Off**

- 5.3.1 Play is started by the ball (tennis ball) being rolled from the centre of the half way line to at least the quarter line. The team “kicking off” must not be closer than 1 metre to the ball until it has crossed the quarter line. The receiving team must be behind that quarter line until the ball has crossed the quarter line.
- 5.3.2 If the ball passes over the dead ball line from the kick off there is a quarter line tap.
- 5.3.3 If the ball fails to reach the quarter line from the kick off, a penalty will be awarded against the “kick off team” (see penalties)
- 5.3.4 If the ball is touched by the receiving team before the ball has crossed the quarter line, a penalty will be awarded to the “kick off team” (see penalties).
- 5.3.5 If the ball crosses the sideline (finds touch) after reaching the quarter line, and does not touch any person or wheelchair, then the kick-off team receives possession.

6.0 PLAY IN MOTION

6.1 Gaining Possession

- 6.1.1 A player is said to be in possession when the ball has touched any part of their chair or body. A player is also in possession if the ball rolls under the chair or footplates. The player must say “**got it**” to indicate they have gained possession of the ball.
- 6.1.2 To gain possession a player must remain sitting in their normal playing position and not reach out beyond (the perimeter of) their wheelchair.

Interpretation and explanation of Gaining Possession Rule

- i) The intent of the rule is not to ban the use of the hand in gaining possession.
- ii) Players can gain possession by re-gathering the ball with the hand and saying “**got it**” as long as it is not beyond the wheelchair.
- iii) The term “perimeter of the wheelchair” is used to best describe what is meant by “beyond the wheelchair”. This means that players cannot reach beyond the side of their armrests and the extremity of their footplates.
- iv) Players must stay in their normal playing position, which means that they must maintain their general sitting position when they play.
- v) Some players sit with their arms protruding beyond their armrests. If the ball hits there arm, they can say “**got it**” and play on legally. Players are not permitted to make a movement towards the ball with their elbow. This rule should be applied in the same fashion as the illegal use of elbows in playing the ball in soccer.
- vi) If the ball bounces up directly above the player’s head and is within the perimeter of the wheelchair, the player can raise their hand up to gain possession of the ball and say “**got it**” and continue with play.
- vii) If the ball is not gathered correctly, that is, that the player reaches beyond their wheelchair, it is considered a “**knock-on**” and therefore a changeover.
- viii) If there is any other infringement, such as, a raised elbow towards the ball beyond the wheelchair, then that too is considered a “**knock-on**” and therefore a changeover.
- ix) A breach of this rule is not a penalty.

6.2 Passing

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

6.3 **Tackling**

If a player in possession is touched on any part of their wheelchair by an opponent or any opponents' wheelchair, that player is deemed to be '**tackled**'.

6.3.1 A player must use their wheelchair **only** to tackle.

6.3.2 If a player is tackled in goal, (i.e. all wheels are behind the try line) there is a line drop-out (a goal line kick) from the centre of the try line. The ball must be rolled from a goal line drop-out.

6.4 **Play the Ball**

6.4.1 After a tackle has been called, the player must return to where the tackle was deemed to have been effected. When the umpire believes that this has been done, he/she calls "**Play**". When "Play" is called, the tackled player can proceed to play the ball. If the player does not wait until "Play" is called, that player's team will be penalised. Linespersons need to position themselves after each tackle so as to indicate the line of 'the mark'. The player must 'play the ball' by either:

- I passing the ball to a team member; or
- II taking a 'tap'.

6.4.2 Players must also wait for "Play" to be called before a 'kick-off', 1/4 line 'tap'/restart, or restart after a penalty has been awarded.

6.4.3 If the tackled player is 'unmarked' after the umpire has said 'play the ball', that player can call out 'tap' and play on.

6.4.4 A tackled player cannot 'tap' the ball in the opposition quarter of the field. This rule is exempt only in the case of a penalty being awarded.

6.5 **Marking**

6.5.1 Opposing players whilst marking in the 'play the ball' must face square on to goal lines, so too must the player in possession (i.e. players must be face to face and square on to each others chairs and not more than 30cm from each other).

6.5.2 During the 'play the ball' the defending team must be behind the umpire who will stand at least 3 wheelchair lengths away from the front of the tackled player.

6.6 **Kicking in General Play**

- 6.6.1 During play, one player from the attacking team may carry the ball (a tennis ball) on any tackle only after the umpire has been notified. To kick the ball, a player must call 'kick' immediately before the kick and must call 'got it' when possession of the ball has been re-gathered (see glossary).
- 6.6.2 If the ball is kicked it must come into contact with the ground before it is re-gathered.
- 6.6.3 If the ball passes over the 'dead ball' line from a kick through without the opposing team touching it, there is a quarter line tap.
- 6.6.4 If the ball is kicked through into the in-goal area and is touched on the 'full' by a defender, there is a quarter line tap.
- 6.6.5 If the ball goes dead in goal, as in 6.6.3 and 6.6.4 then players must wait for the umpire to be at the quarter line before the tap to restart play can be taken.
- 6.6.6 If the defending team gains possession from a kick through, the first tackle made shall be counted as the first of six.
- 6.6.7 If a player is tackled in goal, there is a 'goal line dropout' (a goal line kick) from the centre of the try line. The ball must be rolled.
- 6.6.8 If the ball is kicked into an opposition player or wheelchair and that player does not say 'got it', the ball is still alive until someone else touches the ball and says 'got it'.

7.0 **SCORING**

- 7.1 A try is scored by a player in possession getting at least one wheel over the opposing try line without being tackled.
- 7.2 After a try is scored (worth 4 points) a player kicks for goal. This attempt is taken from a minimum distance of the quarter line, in line with where the try was scored.
- 7.3 The attempt at goal (worth 2 points) is deemed to be successful if the ball (rolled or thrown) passes through the goal mouth. The goal mouth is 50 cm wide. The goal posts are removed during play.
- 7.4 The team that has just scored kicks off from the half way line to recommence play.

8.0 **THE CHANGEOVER**

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

This occurs when:

- * A team is tackled six times without losing possession.
- * A player goes into touch.
- * The ball is kicked into touch.
- * A player regaining possession from a kick through does not call 'got it'.
- * The ball is passed forward and 'got it' has not been called.
- * A player does not call 'got it'.
- * A player calls their own number. (knock-on)
- * A player calls 'got it' when their number has not been called. (knock-on)
- * Not gaining possession correctly after a kick. (As per 6.1.2)

9.0 **THE PENALTY**

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

- * Deliberate 'shepherding'.
- * Obstruction during play.
- * The ball is passed forward and 'got it' has been called (forward pass).
- * Being offside at the play the ball, when the ball has been kicked through or at the kick off.
- * If the ball does not reach the quarter line from a kick off or a line drop-out.
- * Touching the ball before it reaches the quarter line from a kick off or a line drop out.
- * Being held at any time.
- * Tapping the ball while being marked.
- * Tapping the ball inside the opposition quarter.
- * Obstruction at the play the ball.
- * Ramming, charging or rough play.
- * Not marking up square in the play the ball.
- * Continuing play before the umpire indicates 'play the ball'.
- * Being within 1 metre of the ball when it crosses the quarter line from the kick off.

9.2.1 When a penalty occurs, the non-offending team can:

- I Kick for goal from where the penalty was given.
- II Kick for touch (rolled or thrown) and take a tap.
- III Take a tap.

9.2.2 When a penalty is awarded, the team is permitted to take the penalty, irrespective of the siren indicating the end of play in each half of the game. At the next stoppage of play, after the penalty has been taken, regardless of whether it is a kick for goal, kick for touch or a tap, the umpire will then indicate half-time or full-time, as required.

9.3.1 Sending off of players. Refer to Governing Rule 13.

GLOSSARY

Kicking	Rolling or throwing the ball (tennis ball) during play.
Dead Ball	When the ball crosses over the dead ball line without any player making contact.
Tap	When an attacking player in possession of the ball is unmarked after a tackle they may play on by saying 'tap' except when in opposition quarter.
Kick Through	<p>An attacking player asks for the ball (tennis ball) from the umpire to make an attempt to improve field position.</p> <p>Method: The player holding the ball once being called by number and saying 'got it; (ie has 'possession') may throw the ball in any direction, but must say 'kick' before doing so. To regain possession of the ball attacking players must commence their attempt to do so from a position behind the player who kicks through. Any player on the field must say 'got it' when making the first contact with the ball to gain possession (ie players in either attacking or opposing team).</p>
Kick for Touch	<p>During Play:</p> <p>Another method of attempting to improve field position.</p> <p>Method: An attacking player asks for the ball from the umpire. Usually ball is kicked forward towards one of the side lines. The ball must bounce in field of play prior to reaching side line. (refer to change over rules)</p>
Kick for Touch	<p>After a penalty is awarded.</p> <p>The team to whom the penalty is awarded, may attempt to gain further field position by kicking the ball forward over the side line.</p>

Tackled	Being touched by a defending player with his chair, hand or feet (but not both).
Goal Line Drop-out	A kick from the centre of the try line in the direction of the opposition try line. The ball must cross over the kicking team's quarter line before any attempt to gain possession by either team. If the ball fails to reach the quarter line it is a penalty. If the ball goes into touch after crossing the quarter line without contact being made by any player the kicking team receives possession.
Play the Ball	Passing the ball or tapping the ball after a tackle to restart play.
Marker	A defensive player who positions them self in front of the tackled player during the play the ball.
A Pass	Calling the number of a team member who has to call 'got it' during the run of play.
Change Over	Possession of 'the ball' is given to the opposing team.
Try	Is when a player in possession has at least one wheel over the defending goal line without being tackled.
Shepherding	When one player in possession put one of their own players between themselves and an opposing player, so as to hinder an attempted tackle.
Forward Pass	When the player receiving the ball is in front of the player passing and the pass is completed.

Off Side	<p>(a) From the Kick Off</p> <p>When any member of the team of the player kicking off is in front of that player they are deemed off side, also any player of the receiving team who is in front of their quarter line from the kick off is also deemed to be off side.</p> <p>(b) During Play</p> <p>When any member of the defending team (except the marker) is not behind the umpire at the play the ball they are deemed off side.</p> <p>(c) Kick Through</p> <p>When any player from the attacking team is in front of the person kicking through and touches the ball before 'the kicker' is in front of the ball, they are deemed off side.</p>
Goal	Passing of the ball through the goal mouth.
Field	Standard sized basketball court.
'Got it'	Statement used to claim possession of the ball.
'Kick'	Statement used when kicking through.
Knock On	<p>(a) If a player fails to call 'got it' when their number is called.</p> <p>(b) If two or more player call 'got it'</p> <p>(c) If a player calls their own number.</p> <p>(d) If a player incorrectly gains possession after a kick.</p>