



PUSH AND POWER

BALLOON SOCCER RULES

Current as at January 01, 2005

The rules contained in this document apply to the sport of “Push And Power Balloon Soccer” only. Where “Push And Power Balloon Soccer” rules do not apply, the rules governing the normal game of Soccer are to be used. The Executive and Board of NSW Push And Power Sports Inc. only may amend the rules contained in this document.

RULE NO. 1 - THE COURT

1. **Dimensions.** The court shall be rectangular; its length being not more than 42m or less than 25m and its breadth more than 25m less than 15m. The length shall in all cases exceed the breadth.
2. **Marking.** The court shall be marked with distinctive lines, and a minimum width of five cm and maximum of eight cm wide, in accordance with the plan. The longer boundary lines are called touchlines and the shorter lines goal lines. A halfway line shall be marked across the court. The centre of the court shall be indicated by a suitable mark and a circle with 3m radius shall be marked around it. A 1-metre x 3-metres rectangular box shall be marked in front of the goals. It will be in line with the goal posts.
3. **The Penalty Area.** At each end of the court, 6m from each goal post, an arc of a circle having a radius of 6m, extending into the court, shall be drawn at right angles to the goal line. The upper part of this arc shall be a line 3m in length, exactly parallel to the goal line between the goal posts. The space enclosed by this arc of a circle shall be called the penalty area. In the event that the goal lines are less than 16m, the radius of the arc of the circle shall measure 4m.
4. **Penalty Mark.** A suitable mark shall be indicated 3m from the mid point of each goal line, measured along an undrawn line at right angles thereto.
5. **Interchange Zones.** On the touchline on the side of the court where the reserve benches are situated and perpendicular to them, two lines shall be drawn 80cm in length (40cm of the line being on the inside of the court and 40cm on the outside) and at 2m distances from the centre line on either side. When players are entering and leaving the court during an interchange, they shall do so between these two lines.
6. **The Goals.** The goals shall be placed on the centre of each goal line and shall consist of two upright posts 3m apart (inside measurements), joined horizontal cross bar, the lower edge of which shall be 2m from the ground. A 1 metre x 3 metres rectangular box in front of the goal posts will be marked on the floor. This area will only be accessible by the goalkeeper.
7. **Surface of the Court.** The surface shall be smooth and flat non-abrasive. The use of wood or synthetic material is recommended whereas concrete or tarmac should be avoided. The use of natural turf, synthetic turf or soil is not permitted.
7. **Goal Nets.** These can be used.

RULE NO. 2 - THE BALL

1. The ball shall be a spherical double dipped monster balloon.
2. The ball shall be inflated to a diameter of between 650 - 700mm.

RULE NO. 3 - TEAMS

1. A team may only consist of a maximum of eight (8) players but the following exception will apply:
 - (a) A team may have up to two (2) players over the eight (8) for a total of ten (10) team members as long as those two (2) players have **NOT** been members of NSW Push and Power Sports Inc. in previous years.
2. The maximum number of players on the court per side during play is five (5), one of whom shall be deemed the goalkeeper. Teams may be made up of any combination of Powerdrive and Pushchairs as long as the number of Pushchairs **does not** exceed two (2). If a team is found to have more than two (2) Pushchairs on the field at any time during game play, the game will be declared a forfeit and the opposing team will be awarded the game points.

Note: It is the responsibility of the team Captain/Manager to ensure that this rule is adhered to.
3.
 - (a) To start a match, the **minimum** number of players per team shall be three (3) with one deemed to be the goalkeeper. If three (3) players are not available to start the game 5 minutes after the posted kick off time, the game shall be declared a forfeit and the opposing team will be awarded the game points. Team members **in excess of** the **minimum** number of players required to start a match that arrive after the posted kick off time may be added to the game under the same guidelines as set down in clause (5) of this rule.

Note: If the required 3rd player needed to start a match arrives more than 5 minutes **after** the posted kick off time, this does not change the conditions of this clause and the game will still be declared a forfeit.
 - (b) If, in the event of players being sent off, two (2) or less players remain on the field to play, the match shall be abandoned and declared null and void with no points being awarded to either team.
4. Substitutes shall be the remaining team members who are not on the field of play and they may be utilised at the discretion of the team captain/manager as required during the game
5. The number of substitutions/interchanges made during a game is unlimited. Player substitutions/interchanges may be carried out at any time during play with the exception of the goalkeeper, who may only be replaced when the ball is **NOT** in play. A player who has been substituted/interchanged may return to the court as a substitute/interchange for another player.
6. A "flying" substitution/interchange is one that is made when the ball is still in play, and the following conditions must be observed:

- (a) The player leaving the court shall do so from the touchline crossing over at the sector called the interchange zone.
- (b) The players entering the court shall also do so from the interchange zone but not until the player leaving the court has passed completely over the touchline.
- (c) A substitute shall be subject to authority and jurisdiction of the referees whether called upon to play or not.
- (d) The interchange is completed when the substitute enters the court from which moment they become a player and the player whom they replace ceases to be a player.

7. Player substitutions/interchanges may be made as follows:

- (i) Powerdrive chair for Powerdrive chair
- (ii) Powerdrive chair for Pushchair
- (iii) Pushchair for Pushchair
- (iv) Pushchair for Powerdrive chair when such a substitution does not contravene rule 2.

8. If during a "flying" substitution/interchange, a substitute enters the court before the replaced player has completely left it, the referee shall call a "time out" and stop the game. The referee shall instruct the replaced player to leave the court, caution the substitute and restart the game by an indirect free hit, taken by the opposing team from the spot where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free hit shall be taken from the 6m line, at the spot nearest the position of the ball when the game was stopped.

9. To be eligible to play in the Soccer finals, players must:

- (i) Be members of NSW Push And Power Sports Inc. for at least 50% or more of the current Soccer season;
- (ii) Play 50% plus 1 game during the Rugby League season as a member of their registered team.

Exceptions:

A player may only be exempted from the conditions outlined in the above clause (9) for the following reasons:

- (a) Prolonged absence due to ill health;
- (b) At the discretion of the NSW Push And Power Sports Inc. board if the player can show just cause as to why a they should be exempt from this condition.

10. (a) The goalkeeper will wear a different coloured bib or top to the rest of the team to distinguish them as the goalkeeper.
(b) The goalkeeper may change position with any other player, provided that the referee's authorisation is previously requested and the change is made during a stoppage in the game. When a change occurs, the goalkeeper must exchange their bib with that player.
11. The goalkeeper may only travel outside of the mouth of the goal (the "box") he is defending as far as the $\frac{1}{4}$ line of the defending half of the court and may not be utilised as an extra player on the field of play beyond the $\frac{1}{4}$ line. If the goalkeeper is found to be outside this area and in the field of play, a penalty goal kick shall be awarded to the opposing team.
12. Players may transfer their registration between teams prior to the halfway point of the Soccer season under the provisions of Rule 18 – Player Transfer Policy

RULE NO. 4 - PLAYERS DRESS & EQUIPMENT CODE

1. A player and wheelchair shall not be dangerous to other players.
2. The usual equipment of a player shall consist of a shirt, blouse, shorts, trousers and footwear as appropriate.
3. The player's shirts should be numbered on the front and sleeves. Each player of the same team should have the same colour shirt and different number. Numbered bibs could be used in lieu of numbered shirts. The goalkeeper shall wear colours, which easily distinguish them from the other court players and the referee.
4. Wheelchairs used in a game maybe electric or a combination of electric and manual (maximum of three manual chairs on the court at any one time).
 - (a) Players are to be suitably restrained so as not to be a danger to themselves or other players.
5. For any infringement of the Rule, the player at fault shall be instructed to leave the court to adjust their equipment or to obtain any missing item of equipment and shall not return without first reporting to the referee. Players may only re-enter the game at a moment when the ball has ceased to be in play.

RULE NO. 5 - REFEREE

1. A referee shall be appointed to officiate at each game. Their authority and the exercise of the powers granted to them by the rules of the game shall commence as soon as they enter the building where the court is situated and shall cease as soon as they leave the building.
2. During the match, their powers of penalising shall extend to offences committed when play has been temporarily suspended and when the ball is out of play. Their decision on points of fact connected with the game shall be final, as far as the result of the game is concerned.
3. The referee shall:-
 - (a) Enforce the rules;
 - (b) Refrain from penalising in cases where they are satisfied that, by doing so, they would be giving an advantage to the offending team; (advantage rule)
 - (c) Keep a record of all incidents that occur before, during or after the game;
 - (d) Act as timekeeper in the event that this official is not present.
 - (e) Have discretionary powers to stop the game for any infringement of the rules and to suspend or terminate the game whenever, by reason of the elements, interference by spectators, or other cause they deem as necessary. In such a case they shall submit a detailed report to the Push & Power Soccer within the stipulated time and in accordance with the provisions set up by Push & Power Soccer.
 - (f) From the time they enter the court, caution any player guilty of misconduct or ungentlemanly behaviour and, if they persist, suspend them from further participation in the game. In such cases the referee shall communicate the name of the offender to the authority responsible within the stipulated time, and in accordance with the provisions laid down by Push & Power Soccer under whose jurisdiction the match was played;
 - (g) Allow no person other than the players, the assistant referee and medical persons to enter the court without their permission;
 - (h) Stop the game immediately, if a player is injured or falls from their wheelchair or a wheelchair tips over.
 - (i) Send off the court any player who, in their opinion, is guilty of violent conduct, serious foul play or the use of foul or abusive language.
 - (j) Signal for the game to be restarted after every stoppage;
 - (k) Be responsible for the throw up of the ball. To the start play or restart after all stoppages.
 - (l) Decide that the ball provided for a match meets with the requirements of Rule No.2.

RULE NO. 6 - ASSISTANT REFEREE

1. Two assistant referees shall be appointed to operate on opposite sides of the court whose duties, subject to the decision of the referee, are to indicate:
 - (a) When the whole of the ball has passed out of the court.
 - (b) Which side is entitled to a corner hit in, goal hit in, or sideline hit in.
 - (c) When a substitution is requested.
 - (d) When misconduct or any other incident has occurred out of the view of the referee.
2. The assistant referees shall have the discretionary powers, as directed by the referee to assist the referee to control the match in accordance with the rules of Push & Power Soccer.
3. The assistant referee shall also have the following duties:
 - (a) When the game is played without a timekeeper, they shall keep a check on the 2 minute punishment period after a player has been sent off.
 - (b) They shall ensure that “flying” interchange is carried out properly.
 - (c) They shall keep a check on the one-minute time out.
 - (d) They shall throw up the ball for corner hit ins and sideline hit ins.
4. In the event of undue interference by the assistant referee, the referee shall dispense with their services and arrange for a replacement to be appointed, reporting the matter to Push & Power Soccer.

RULE NO. 7 - TIMEKEEPER

1. A timekeeper shall be appointed who shall be situated outside the court of play, at the halfway line on the same side as the interchange zone.
2. Their duties shall be to ensure that the duration of the match complies with the provisions of (Rule No.8). To do so:
 - (a) The timekeeper shall set their timing equipment after a penalty hit or a time out situation;
 - (b) To keep a check on the 2-minute punishment period after a player has been sent off;
 - (c) To indicate the end of the first half, the end of the match and the end of the periods of extra time with a whistle or some other acoustic signal distinct from the ones used by the referee.
 - (d) To indicate permission for time out when the coach of one of the teams has requested it (Rule No.8, clause 4) this rule can only be used when authorised by Push & Power Soccer.

In the event of undue interference by the timekeeper, the referee shall dispense with their services and arrange for a replacement to be appointed and report the matter to the Push & Power Soccer.

3. The timekeeper shall be equipped with suitable timing equipment.

RULE NO. 8 - DURATION OF THE GAME

1. The duration of the game shall be two equal periods of 20 minutes.
2. A timekeeper whose duties are defined in Rule No.7 shall undertake the timekeeping.
 - (a) If no timekeeper is available, the referee shall perform this task.
3. The duration of either half shall be prolonged to enable a penalty hit to be taken.
4. The team shall be entitled to request a one-minute time out in each half whereby the following principles shall apply:
 - (a) The team coach shall be authorised to request the timekeeper for one-minute time out.
 - (b) The timekeeper shall indicate permission for time out when the ball is out of play, by the use of a whistle or other acoustic signal distinct from the ones used by the referees.
 - (c) When time out is granted the players may assemble inside the court of play. If they wish to receive instructions from a team official this may only take place at the touchline near the interchange bench. They shall not leave the court of play. Similarly, the official issuing the instructions shall not enter the court of play;
 - (d) If the assistance of a timekeeper is not available, the coach shall put their request for a time out to the assistant referee.
 - (e) If the rules of the competition stipulate that extra time shall be played at the end of regular time if the match ends in a draw, there shall be no time out during extra time.
 - (f) If a team does not request the time out to which it is entitled in the first half, it cannot be compensated for in the second half.
5. Players are entitled to an interval at half time.
6. The half time interval shall not exceed 10 minutes.

RULE NO. 9 - THE START OF PLAY

1. At the beginning of the game, the choice of ends and hit off shall be decided by the toss of a coin by the referee. The team winning the toss shall have the option of choice of ends of the hit off.
2. The referee having given a signal, the game shall be started by a player taking a hit off from the centre of the court into their opponents half of the court. All players shall be in their own half and the players of the team opposing that of the player taking the hit off shall remain at a distance of not less than 3m from the ball until it is hit off.

The hitter shall not play the ball a second time until it has been touched or played by another player.

3. To start play or to re-start play after any stoppage the referee or assistant referee, as detailed in these rules, shall throw the ball up so as to enable a player or players an unrestricted opportunity to hit the ball.
 - (a) If a player fails to make contact with the ball on the first occasion then they are to be given a second opportunity.
 - (b) Failure to make contact with the ball on the second occasion will result in a free hit to be given to the opposing team.
4. The player's head, body, elbow, knee or wheelchair providing no other rule is infringed may only propel the ball.
 - (a) In the event of an infringement of this rule, unless otherwise required an indirect free hit shall be awarded to the opposite team from the place where the offence was committed.
5. After a goal has been scored, the game shall be restarted in the same manner as mentioned above, the hit off being taken by a player of the opposite team to the one, which scored.
6. After the half time interval, the team shall change ends and the hit off shall be taken by a player of the opposite team to that which started the game.
7. After time out, play shall be restarted in accordance with the requirements for restart of play at that time.
8. If the player taking the hit off plays the ball again before it has been touched or played by another player, an indirect free hit shall be awarded to the opposing team from the place where the infringement occurred. If this offence is committed by a player in their opponents penalty area the indirect free hit shall be taken from the 6m line at the place nearest to where the infringement occurred.

9. A goal can be scored directly from a hit off.
10. When restarting the game after a temporary suspension of play from any other cause not mentioned elsewhere in these rules (i.e. balloon burst) provided that immediately proceeding the suspension the ball has not passed over the touch or goal lines, an assistant referee shall throw up the ball from the touchline near where the play was suspended. The assistant referee shall stand backward to the field and throw the ball over their head to restart play.
11. If the ball crosses over the touch or goal lines after the assistant referee has thrown it up, but before a player touches it, the assistant referee shall throw it up again.

RULE NO. 10 - BALL IN AND OUT OF PLAY

1. The ball is out of play:

(a) when the ball has crossed over the touch or goal lines (b) when the ball has crossed over the touch or goal lines (c) when the ball has crossed over the touch or goal lines (d) when the ball has crossed over the touch or goal lines (e) when the ball has crossed over the touch or goal lines (f) when the ball has crossed over the touch or goal lines (g) when the ball has crossed over the touch or goal lines (h) when the ball has crossed over the touch or goal lines (i) when the ball has crossed over the touch or goal lines (j) when the ball has crossed over the touch or goal lines (k) when the ball has crossed over the touch or goal lines (l) when the ball has crossed over the touch or goal lines (m) when the ball has crossed over the touch or goal lines (n) when the ball has crossed over the touch or goal lines (o) when the ball has crossed over the touch or goal lines (p) when the ball has crossed over the touch or goal lines (q) when the ball has crossed over the touch or goal lines (r) when the ball has crossed over the touch or goal lines (s) when the ball has crossed over the touch or goal lines (t) when the ball has crossed over the touch or goal lines (u) when the ball has crossed over the touch or goal lines (v) when the ball has crossed over the touch or goal lines (w) when the ball has crossed over the touch or goal lines (x) when the ball has crossed over the touch or goal lines (y) when the ball has crossed over the touch or goal lines (z) when the ball has crossed over the touch or goal lines

RULE NO. 11 - METHOD OF SCORING

1. Except as otherwise provided by these rules, a goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been carried in the mouth, or intentionally propelled by the hand by a player of the attacking side.
2. The team scoring the greater number of goals during a game shall be the winner; if no goals or an equal number of goals are scored, the game shall be termed a "draw".

RULE NO. 12 - FOULS AND MISCONDUCT

1. A direct free hit is awarded to the opposing team if a player commits any of the following eleven offences in a manner considered by the referee to be careless, reckless, or using excess force.
 - (a) Kicks or attempts to kick an opponent;
 - (b) Lifts wheels off the ground;
 - (c) Charges an opponent in a violent or dangerous manner;
 - (d) Charges an opponent from behind;
 - (e) Strikes or attempts to strike an opponent or spits at him;
 - (f) Holds an opponent;
 - (g) Pushes an opponent;
 - (h) Rams on opponent;
 - (i) Holds the ball in their mouth;
 - (j) Handles the ball, i.e. carries, strike, hold or propels the ball with their hand.
 - (k) Makes contact whilst reversing.
2. Should a player of the defending team intentionally commit one of the above eleven offences within the penalty area, they shall be penalised by a penalty hit, regardless of the position of the ball, as long as it is in play.
3. An indirect free hit is awarded to the opposing team if a player, in the opinion of the referee commits any of the following offences;
 - (a) Playing in a manner considered by the referee to be dangerous;
 - (b) When not playing the ball, intentionally obstructing an opponent, i.e. moving between the opponent and the ball, or interposing the chair so as to form an obstacle to the opponent;
 - (c) Moves a hand from its usual stationary position with the body or wheelchair;
 - (d) Moves their foot from its usual stationary position with the body or wheelchair;
 - (e) Plays the ball when their feet are not grounded on the footplates.
 - (f) They shall be penalised by the award of indirect free hit to the opposite team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free hit shall be taken from the 6m line at the place nearest to where the infringement occurred.

4. A player shall be cautioned if;
 - (a) During an interchange they enter the court before the player being replaced has entirely left it, or if they enter the court from an incorrect position;
 - (b) They persistently infringe the rules of the game;
 - (c) They show, by word or actions, dissent with any decision of the referee;
 - (d) They are guilty of ungentlemanly conduct.
 - (e) For any of these offences, the referees shall award an indirect free hit to the opposing team. This will be taken from the place where the infringement occurred unless it was committed within the penalty area, in which case the indirect free hit shall be taken from the 6m line at the place nearest to where the infringement occurred in addition to the relevant caution and provided that no more serious infraction of the rules has been committed.

5. A player shall be sent off the court if, in the opinion of the referee, they
 - (a) Are guilty of serious foul play;
 - (b) Are guilty of violent conduct;
 - (c) Use foul or abusive language;
 - (d) Are guilty for the second time of a cautionable offence.

6. If play is stopped because a player is sent off the court for one of the offences 5c or 5d, without having committed any additional infringement of the rules, the game shall be restarted by an indirect free hit, awarded to the opposing team from the place where the infringement occurred. However, if it is committed within the penalty area, the indirect free hit shall be taken from the 6m line at the place nearest to where the infringement occurred.

7. If in the opinion of the referee, a player who is moving towards their opponent's goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means, i.e. an offence punishable by a free hit (or a penalty hit) thus denying the attacking players team the aforesaid goal scoring opportunity, the offending player shall be sent off the court for serious foul play.

8. If in the opinion of the referee, a player other than the goalkeeper within their own penalty area denies their opponents a goal or an obvious goal scoring opportunity by intentionally handling the ball, they shall be sent off the court for serious foul play.

9. Once expelled, the player concerned may not re-enter the game in course, nor may they sit in the substitute area for a period of two minutes.
- (a) No substitution or interchanges are allowed by the offending team while a player is suspended from play.
 - (b) If a player is suspended from play on two occasions, the player shall be suspended for the entire game.
 - (c) Keeping a check of the two minutes shall be the task of the referee or the timekeeper when authorised by the referee. Any player who enters the game as an interchange for a player sent off shall only enter the court when they have received the consent of the referee and only when the ball is out of play and the two-minute period is complete.

RULE NO. 13 – FREE HIT

1. Free hits shall be classified under two headings: “indirect” (from which a goal cannot be scored unless the ball has been played or touched by a player other than the hitter before entering the goal). “direct” (from which a goal is awarded if it is hit into the opponents goal). If a direct free hit is hit directly into the teams’ own goal; a corner hit is awarded to the opposing team.
2. In order to distinguish between a direct and an indirect free hit, the referee, when awarding an indirect hit, shall indicate accordingly by raising an arm above their head. They shall keep their arm in that position until the hit has been taken and until the ball has been played, touched by another player or goes out of play.
3. When a player is taking a free hit, all off the opposing players shall be at least 3m from the ball until it is played. The ball shall be in play after it has been touched by the hitter or floor/ground.
4. If a player of the opposing side approaches within 3m of the ball before a free hit is taken, the referee shall order the free hit to be retaken.
5. The hitter shall not play the ball a second time before it has been touched or player by another player.
6. If the player taking the free hit plays it a second time before it has been touched or played by another player, an indirect free hit shall be taken by a player of the opposing team from where the infringement occurred.
7. If the free hit is not carried out within two throw ups by the referee, play on is to continue after the ball touches the floor/ground.

RULE NO. 14 - PENALTY HIT

1. A penalty hit shall be taken from the penalty mark. When it is being taken, all players with the exception of the player taking the hit, (properly identified), and the opposing goalkeeper, shall be on the court but outside the penalty area and at least 3m from the penalty mark. The opposing goalkeeper must stand (without moving their chair) on their own goal line, between the goal posts, until the ball is in play. The player taking the hit must hit the ball forward; they shall not play the ball a second time until it has been touched or played by another player. A goal may be scored directly from such a penalty hit.
2. When a penalty hit is being taken during the normal course of play, or when time has been extended at half time or full time to allow a penalty hit to be taken or retaken, a goal shall not be nullified if, before passing between the posts and under the crossbar, the ball touches either the goalposts, the crossbar, the goalkeeper or any combination of these, providing that no other infringement has occurred.
3. When time has been extended at half time or full time to allow a penalty hit to be taken or retaken, time shall be extended by 30 seconds to enable a resolve from the hit. The extended time shall be added from the time when the ball is hit until a goal is scored or play is stopped for any other reason in accordance with these rules or the extended time has lapsed.
4. For any infringement of this rule:
 - (a) By the defending team, the hit shall be retaken if a goal has not resulted.
 - (b) By the attacking team, other than by the player taking the hit, if a goal is scored it shall be disallowed and the hit retaken.

RULE NO. 15 - HIT IN

1. When the whole of the ball passes over a touchline, either on the ground or in the air, it shall be hit back into the game, in any direction, from the place where it crossed the touchline. The opposing team, to that of the player who last touched it shall take the hit in. At the moment of delivering the ball, the hitter must place part of their wheelchair either on the touchline or on the ground outside the touchline. It shall be deemed in play immediately it has been touched by the player taking the hit in. The player taking the hit in shall not play the ball a second time until it has been touched or played by another player. The players of the opposing team shall be at least 3m away from the spot where the hit in is being taken.
2. A goal shall not be scored directly from a hit in.
3. If the ball is improperly hit in, the hit shall be retaken by a player of the opposing team.
4. If the hit in is taken from any position other than the point where the ball passed over the touchline, it shall be retaken by a player of the opposing team.

5. If the player taking the hit in plays the ball a second time before it has been touched or played by another player, an indirect free hit shall be taken by the opposing team, from the place where the infringement occurred, unless it was committed within the penalty area, in which case the indirect free hit shall be taken from the 6m line at the place nearest to where the infringement occurred.
6. Rule 9, clause 3 to be applied if the hitter fails to correctly put the ball back into play after two attempts.

RULE NO. 16 - GOAL HIT

1. A goal hit is awarded when the whole of the ball passes over the goal line excluding that portion between the goal posts, either in the air or on the ground, having last been played by one of the attacking team.
2. The ball shall be thrown up by the referee on the edge of the penalty area at a point requested by the defending team's player taking the goal hit out. The ball shall be deemed in play as soon as it has passed outside the penalty area.
3. The players of the opposing team shall remain outside the penalty area until the ball is in play.
4. If the ball is touch or played by a player of the same team as the player who is making the goal clearance or by a player of the opposing team, inside the hitters penalty area, the goal clearance shall be retaken.
5. If after having cleared the ball, the hitter touches it again before it has been touched or played by another player, an indirect free hit shall be awarded to the opposing team from the place where the infringement occurred.
6. Rule 9, clause 3 to be applied if the hitter fails to correctly put the ball back into play after two attempts.

RULE NO. 17 - CORNER HIT

1. When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by one of the defending team, a corner hit shall be awarded to the attacking team.
2. The corner hit shall be taken by hitting the ball, which is thrown up by the assistant referee or referee exactly on the point of intersection of the goal line and the touch line.

3. Players of the team opposing that of the players taking the corner hit shall not approach within 3m of the ball until it is in play i.e., hit has been touched by the hitter. The player taking the corner shall not play the ball a second time until it has been touched or played by another player.
4. A goal may be scored directly from a corner hit.
5. If the player taking the corner hit plays the ball a second time before it has been played by another player, the referee shall award an indirect free hit to the opposing team, to be taken from the place where the infringement occurred.
6. Rule 9, clause 3 to be applied if the hitter fails to correctly put the ball back into play after two attempts.

RULE NO. 18 – PLAYER TRANSFER POLICY

Players wishing to transfer their player registration from one team to another after the start of the Soccer season may do so as long as the following condition is met:

1. A player transfer can only be made prior to the halfway point in the Soccer season at the discretion of the Board of NSW Push And Power Sports Inc.
2. The player in question must first seek permission and approval *in writing* from their Team Manager to transfer to another team *before* making any commitment to the new team. Unless a member of the Push And Power executive is a Team Manager, the executive will not be drawn into standard transfer negotiations.
3. Both Team Managers must be in total agreement that the requested transfer take place and both teams will be required to pay an administration fee of \$10 to NSW Push And Power Sports Inc.
4. The player transferring must complete an Application For Transfer form to de-register from their current team and complete a new registration form to officially register with their new team prior to the first game to be played after the transfer has been approved. The Team manager must also provide an updated Team listing to the Board of NSW Push And Power Sports Inc.
5. The requested transfer must not contravene the conditions set out in Rule 3, clauses (2) and (3) of the “Push And Power Balloon Soccer” rules regarding the number of players allowed on a team.
6. A transfer that is requested as a result of a team attempting player **poaching** (see Glossary, Rules of Push And Power Wheelchair Rugby League) will not be approved by the Executive of NSW Push And Power Sports Inc.

7. At the completion of the transfer, the transferred player must still fulfil the obligations as set out in Rule 3, clause (12) regarding eligibility to play in the finals with the new team.
8. If a transfer as described in this policy has not been agreed on by all parties and a team fields a player who has been denied a transfer, any games played during the season using this player will be declared a forfeit with the opposing team being awarded the game ladder points.

ANNEXURE 1

1. Conditions under which hits, from the penalty mark, shall be taken to determine which of the two teams in a drawn, from a knock out or finals match is the declared winner.
2. In the event that hits from the penalty mark have to be taken to determine which team is the winner of the match, the following conditions shall be applied:
 - (a) The main referee shall chose the goal at which the hits shall be taken.
 - (b) The referee shall toss a coin to decide which team hits first.
 - (c) Five hits shall be taken alternately by each team by five different players. The captains will announce these players and their order to the referee before the penalty shoot out starts. The players shall be from the submitted list before the match.
 - (d) If, after both teams have taken five hits, and the number of goals is equal, hits will continue. The hits shall continue in the same order of players until a equal number of hits have been taken with one team having one goal more than the other.
 - (e) Any player who has been sent off shall not take part in the penalty hits.
 - (f) Any eligible player may change places with the goalkeeper without changing colours.
 - (g) Whilst the penalty shoot out is in progress, all players shall remain on the court in the opposite half to that where the hits are been taken. The assistant referee shall control this area of the court and the players who are situated there.