



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES.

Current as at January 01, 2006

1.
 - (a) The rules contained in this document apply to the sport of “Push And Power Wheelchair Rugby League” only.
 - (b) Where “Push And Power Wheelchair Rugby League” rules do not apply, the rules governing the ARL are to be used..
 - (c) The rules contained in this document may only be amended by the Executive and Board of NSW Push And Power Sports Inc.

2.
 - (a) The maximum number of players on the field per side is six (6). This is to be made up of any combination of power drive and pushchairs as long as the number of pushchairs does not exceed three (3). If a team is found to have more than three (3) 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 winning game points.
 - (b) A team may only consist of a maximum of nine (9) players but the following exception will apply:
 - (i) A team may have up to one (1) player over the nine (9) for a total of ten (10) team members as long as that one (1) player has **NOT** been a member of NSW Push and Power Sports Inc. in previous years.
 - (c) Player substitutions may be made as follows:
 - (i) Electric Chair for Electric Chair
 - (ii) Electric Chair for Manual Chair
 - (iii) Manual Chair for Manual Chair
 - (iv) Manual chair for Electric Chair only when such a substitution does not contravene rule 2(a)
 - (d) If any less than four (4) team members on one team, made up of the required combination of players as set out in rule 2(a), are available five (5) minutes after the posted start time of the game, the game will be declared a forfeit and the opposing team shall be awarded the game points.

Note: If a 4th player arrives more than 5 minutes **after** the posted kick off time, this does not change the conditions of clause (d) and the original game will still be declared a forfeit.
 - (e) If both teams cannot provide enough players as set out in rule 2(a), the game will be declared null and void and neither team shall be awarded any game points.

Note: If players arrive more than 5 minutes **after** the posted kick off time, this does not change the conditions of clause (e) and the original game will still be declared null and void.

- (f) The Team Manager/Captain is fully responsible for ensuring that their team has the required number of players to meet the criteria of rule 2 (a), (b), (c), (d) and (e).
- (g) The Team Manager/Captain is responsible for ensuring that the team is at the venue and prepared to start play at least 15 minutes prior to the posted start time of the game. Close attention is to be paid to the following items:
 - (i) Game score sheets fully compiled
 - (ii) Players in uniforms/bibs as required
 - (iii) Chairs in game ready condition
- (h) To be eligible to play in the Rugby League finals season, players must:
 - (i) Be members of NSW Push And Power Sports Inc. for at least 50% of the current Rugby League 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 (h) 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
- (i) Players may transfer their registration between teams prior to the halfway point of the Rugby League season under the provisions of Rule 31 – Player Transfer Policy.
3. Each player wears a seat belt, footplates and safety equipment at their own discretion.
 4. Players can be substituted during the stoppage of play with no restrictions on the number of times a player can come back on the field. Time outs can be requested by team Captains but only in the case of an emergency. Time out can only be called by the referee whilst there is a stoppage in play and only then when deemed necessary.
 5. A tennis ball is used. However it is only used:
 - * To start play
 - * When kicking through
 - * When kicking for goal
 - * In scrums

To Start Play – The Kick Off

6. Play is started by the 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.
7.
 - (a) If the ball passes over the dead ball line from the kick off there is a quarter line tap.
 - (b) 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).
 - (c) If the ball crosses the sideline (finds touch) after reaching the quarter line, and does not touch any person or wheelchair, then possession will be given to the kick off team 1 metre in from touch, at the point where the ball crossed the sideline.

Play in Motion

8. 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 between the wheels or underneath the chair.
9.
 - (a) During the run of play, the person in possession passes the ball to another team member by calling out that players number. In turn, that player claims possession by calling ‘got it’ immediately. If a player fails to call ‘got it’ it is a knock on (see Glossary).
 - (b) 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).
10. If a player in possession is touched on his/her body or any part of their chair by an opponent or any opponents chair, that player is deemed to be tackled.
11. Players who tackle with their feet cannot tackle with their hands and players who tackle with their hands cannot tackle with their feet. However, anyone may use their chair to tackle.

Play the Ball, Tapping and Marking

12. (a) A tackled player must 'play the ball' from where he/she has been tackled. They must stay on 'the mark' (where they were tackled) or return to 'the mark' if they have overrun the mark. Linespersons need to position themselves after each tackle so as to indicate the line of 'the mark'. Once on 'the mark', the player must wait for the referee to signal 'play the ball'. The referee must say "Play". To do so that player must pass the ball to a team member.
- (b) A player has a 3 second time limit after the referee says "Play" to pass the ball.

Note: Tapping the ball from the 'play the ball' is not allowed.

13. Players playing the ball must face square to the goal line. Markers must be in front of the person playing the ball, no more than 30cms apart. (See Glossary).
14. During the 'play the ball' the defending team must be behind the referee who will stand at least 4 metres away from the front of the tackled player. After the referee has called 'play' and the attacking team has passed the ball, the defensive team can move from the defensive line.

The Kick Through

15. (a) During play, one player from the attacking team may carry the ball on any tackle only after the referee has been notified. A player must call "Kick" immediately before the kick and must call "got it" when possession of the ball has been regained (see Glossary).
- (b) If the ball is kicked downwards it must not come into contact with the footplates before it hits the ground.
- (c) The ball must travel 2 metres in any one direction before being regathered.
16. (a) 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.
- (b) 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.
- (c) If the ball goes dead in goal, as in 16(a) & 16(b) then the players must wait for the referee to be at the quarter line before the tap to restart play can be taken.
17. If the defending team gain possession from a kick through, the first tackle made shall be counted as the first of six.

18. If a player is tackled in goal, there is a 'line dropout'(a goal line kick) centre of the try line. The ball must be rolled.

Scoring

19. A try is scored by a player in possession getting at least one wheel over the opposing try line.
20. After a try is scored (worth 4 points) a player kicks for goal (the conversion). This attempt is taken from the half way line, in line where the try was scored.
21. The attempt at goal (worth 2 points) is deemed successful if the ball (rolled or thrown) passes through the goalmouth. The goalmouth should be 50cm wide. The goal posts are removed during play.
22. The team that has just scored then kicks off from the half way line to recommence play.

The Changeover

23. 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 after the fifth tackle has been called.
- There is a 'knock on' after the fifth tackle has been called. (see Glossary).
- The ball has been kicked into touch after the fifth tackle has been called.
- A changeover will occur in the quarters. (No scrums in the quarters).

The Scrum

24. There are two types of 'scrums'. There is the manual wheelchair scrum and the electric wheelchair scrum. The team with the advantage, that is who has the loose head and feed, have the choice of either left or right-handed hookers and manual or electric wheelchair hookers. There cannot be mixed scrums. Scrums must be contested by manual only wheelchairs or electric only wheelchairs.

A '**manual wheelchair scrum**' is formed by 2 opposing players arranged so that they are beside each other facing their opposing team's goal line. They must have the hand closest to their opponent on top of their head. These players (called 'hookers') must sit up straight. At the rear of the scrum is a player from each team who is the 'half back'. The halfbacks must not interfere with the scrum. The ball is placed between the 'hookers' on the ground. On the referee's instruction, both players, using the hand that is on their head, attempt to knock the ball backwards (without picking it up) so that it hits any part of the halfback or the chair. A hooker cannot tackle until the ball has cleared the 'ruck'.

An **‘electric wheelchair scrum’** is formed by 2 opposing players arranged so that they are beside each other facing their opposing team’s goal line 50 cms apart. They must have the hand closest to their opponent on their lap or armrest of their chair. At the rear of the scrum is a player from each team who is the ‘half back’. The halfbacks must not interfere with the scrum. The ball will be dropped by the referee between the hookers. The hookers must wait for the ball to bounce before striking. Hookers can strike for the ball using their hands or their chair. The hooker who makes contact with the ball first will have possession. This will be announced by the referee. The halfback can either run or pass the ball. The ball does not have to come into contact with the halfback. A hooker cannot tackle until the ball has cleared the ‘ruck’.

25. A scrum occurs when:
- A player in possession goes into touch before the fifth tackle has been called.
 - The ball is kicked into touch before the fifth tackle has been called.
 - A player regaining possession from a kick through does not call ‘got it’.
 - The pass is passed forward and ‘got it’ has not been called.
 - There is a ‘knock on’ before the fifth tackle has been called.

The Penalty

26. The following will result in a penalty:
- Deliberate ‘shepherding’.
 - Passing the ball 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 the kick off or from a line drop out.
 - Touching the ball before it reaches the quarter from a kick off or a line drop out.
 - When an attacking player is not a metre away from the ball when it crosses the quarter line from a kick off or a drop out.
 - When a halfback interferes with the scrum in any way.
 - When a hooker picks the ball up in the scrum..
 - When the hooker does not sit up straight in the scrum.
 - When the hooker prematurely strikes for the ball.
 - Being held at any time.
 - Tapping the ball at the play the ball.
 - Obstruction at the play the ball.
 - Playing the ball before the referee calls “Play”.
 - Ramming or rough play.

27. When a penalty occurs, the non-offending team can:
 - (a) Kick for goal from where the penalty was given.
 - (b) Kick for touch (rolled or thrown) and take a tap.
 - (c) Take a tap.
28. Ramming or rough play may result in a player being sent from the field for a period of 5 minutes (sin bin). Consistent breaches of the rules by any player may result in being sent off for the remainder of the game. A player who is in the sin bin, or has been sent off, cannot be replaced during that time.
29. There will be 1 referee and 2 touch judges. The touch judges are to assist the referee where necessary in all aspects of the game. When each tackle is made, touch judges should stand on the line of touch, in line with 'the mark'. The touch judges must indicate the line of the mark by raising their flag.
30. The referee shall have complete authority whilst the game is in progress. Any protests can only go through the team captains. The referee can also order non-playing persons away from the playing areas if they are being disruptive or trying to influence the touch judges or referees.

Player Transfer Policy:

31. Players wishing to transfer their player registration from one team to another after the start of the Rugby League 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 Rugby League 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 manager. 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 2, clauses (a) and (b) of the “Push And Power Wheelchair Rugby League” 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 2, clause (h) regarding eligibility to play in the finals with the new team.
8. If a transfer as described in this policy has not been agreed to 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.

GLOSSARY

Change Over	Possession of 'the ball' is given to the opposing team.
Dead Ball	When the ball crosses over the dead ball line without any player making contact with the ball.
Field	Standard sized basketball court.
Forward Pass	When the player receiving the ball is in front of the player passing and the pass is completed.
Goal	Passing of the ball through the goal mouth (50 cm wide).
Goal Line Dropout	A kick from the centre of the try line in the direction of the opposition try line. The ball must cross over the kicking team's quarter line before any attempt to gain possession by either team. If the ball fails to reach the quarter line, it is a penalty. If the ball goes into touch after crossing the quarter line without contact being made by any player a scrum occurs with the kicking team receiving the advantage (loose head and feed).
Got It	Statement used to claim possession of the ball.
In Goal Area	See diagram.
Kick	Statement used when kicking through or attempting field goal.
Kicking	Rolling or throwing the ball during play.
Kick Through	An attacking player asks for the ball from the referee to make an attempt to improve field position. <u>Method:</u> Player holding the ball once being called by number and saying "got it" (i.e. has 'possession') may throw the ball in any direction, but must say "kick" before doing so. If the ball is thrown downwards it must not hit the footplates before it hits the ground. The ball <u>must</u> travel 2 metres in any one direction before being regathered. To regain possession of the ball the attacking players must commence their attempt to do so from a position behind the player who kicks through. Any player on the field must say 'got it' when making the first contact with the ball to gain possession (i.e. a player from either attacking or defending team).

Kick For Touch (i) During Play: Another method of attempting to improve field position.

Method: An attacking player asks for the ball from the referee. Usually the ball is kicked forward towards one of the sidelines. The ball must bounce in the field of play prior To reaching the side line (refer to scrum section of rules).

(ii) After a penalty is awarded: The team to whom the penalty has been awarded , may attempt to gain further field position by kicking the ball forward over the sideline.

Knock On Occurs:

- (a) If a player fails to call 'got it' when his/her number has been called.
- (b) If two or more players call 'got it'.
- (c) If a player calls his/her own number.

Marker A defensive player who positions themselves in front of the tackled player during the play the ball. The Marker can position him/herself in any direction as long as they are in front of the play the ball no further apart than 30 cms.

Off Side (a) From The Kick Off

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 off side.

(b) During Play

When any member of the defending team (except the marker) is not behind the referee at the play the ball they are deemed off side.

(c) Kick Through

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.

Play the Ball Passing the ball after a tackle to restart play.

Poaching An attempt by a team to obtain the services of another teams player outside the confines of the Player Transfer Policies (Rule 31 for Rugby League and Rule 18 for Soccer) during the sports season.

Shepherding	When one player in possession puts one of their own players between themselves and an opposing player, so as to hinder an attempted tackle.
Tackled	Being touched by a defending player with his chair, hands or feet (but not both).
Tap	The tap is only is only used to restart play after a penalty has been awarded or during a quarter line tap.
Tap Kick	Same procedure as <u>TAP</u> arises from a penalty or quarter line tap.
The Mark	The front wheels of the chair.
The Pass	Calling the number of a team member who has to call 'got it' during the run of play.
Try	Is when a player in possession has at least one wheel over the defending goal line.

January 2005