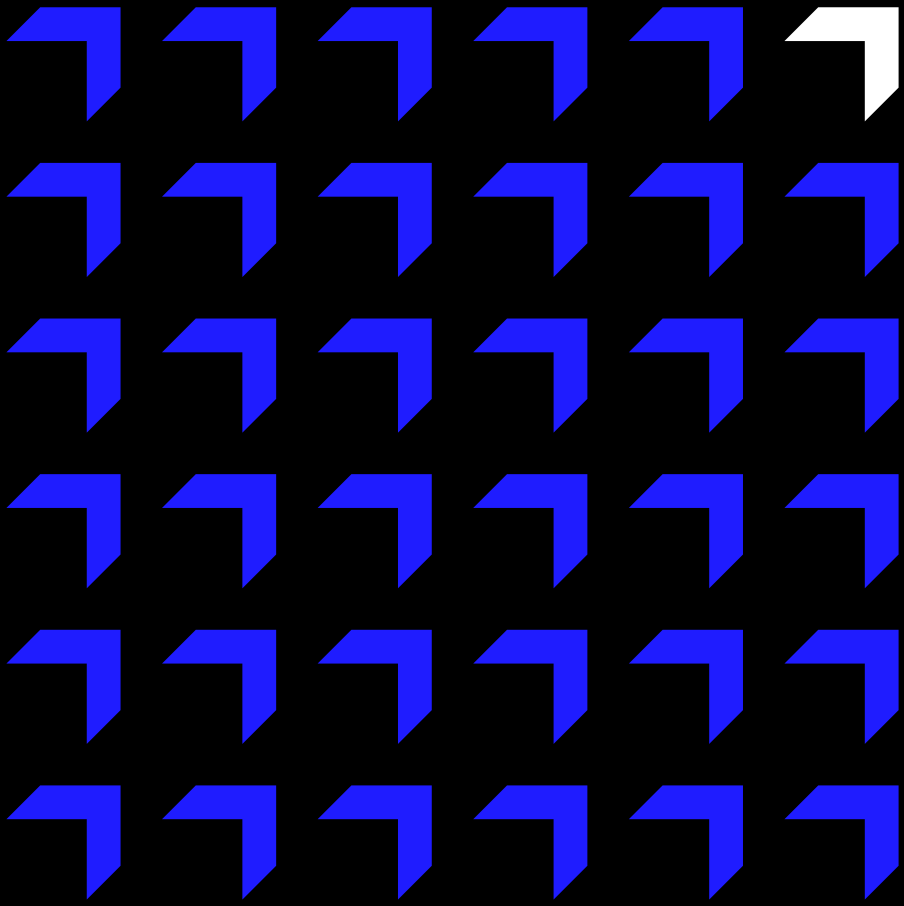
INTERNATIONAL RUGBY LEAGUE

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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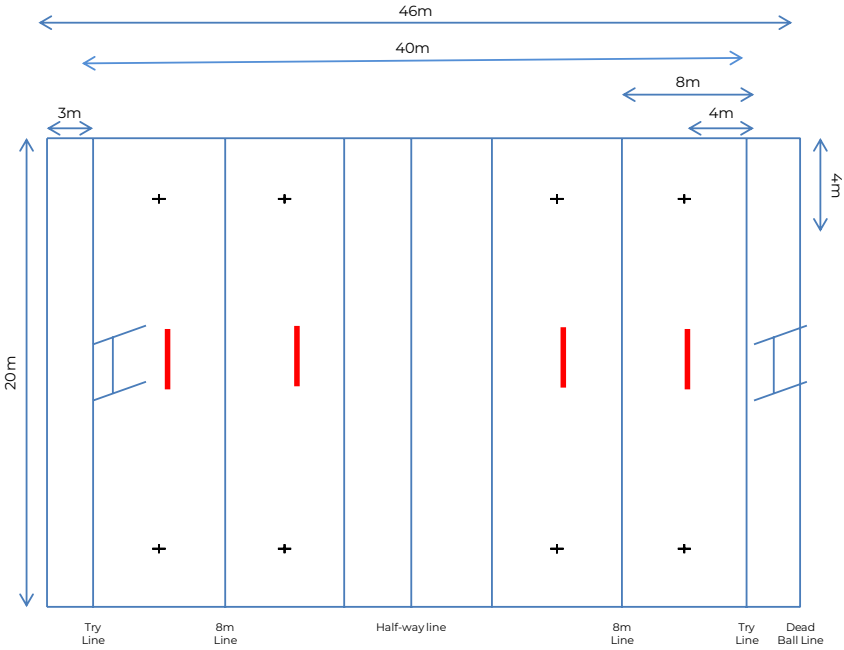
SECTION 1 - THE PLAYING FIELD

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



This above diagram is the maximum dimensions. The minimum dimensions are 36 metres goal line to goal line with a 2 metre in-goal and 20 metres touch line to touch line.

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.
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.
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 Lead Referee will allow the defending team to set a defensive line and the game will be restarted when the Lead 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 who has a physical impairment based on a permanent health condition. Players classed as having limited movement will wear an armband 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.
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).
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 or Penalty Kick.
GOAL	see Section 6.
GROUNDING THE BALL	means; (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 limited movement, the ball may be touched anywhere on a pushing 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.
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.
LIMITED MOVEMENT	is a disabled player whose disability prevents them from placing the ball on the floor or the repetitive or cumulative action of doing so during a game would further aggravate or cause injury as a result of their symptoms.
LOOSE BALL	is when during play the ball is not held by a player
MARK	is the point at which a penalty kick is awarded or a Controlled Restart Play-the Ball is awarded.

Section 2. Glossary (Continued)

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 they are temporarily out of play and may be penalised if they join 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.
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.
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 their 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
VOLUNTARY TACKLE	is where the player in possession voluntarily stops play when not effectively tackled
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 International Rugby League. 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 Lead Referee shall blow their whistle immediately if they notice 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, they 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 are allowed on the field at any one time.

Substitutes

2. (a) Each team may nominate a maximum of three (3) replacements before the start of the game. Their names along with those of the players must be given to the Lead Referee before the start of the game. A maximum of eight (8) interchanges will be allowed from the eight (8) named players. Substitutions shall be sanctioned by the Lead Referee or by an official appointed to oversee the substitution process.

2. (b) Where a player is bleeding, the Lead Referee shall direct them to leave the field for attention in which event they 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

2. (d) A 9th Player Replacement can be activated:

1) Where one of a team's players in a match have been designated ineligible to return to the field by the team medical officer following a head injury assessment; or

2) Where one of a team's players is designated ineligible to return to the field by the Team Medical Officer due to any injury (head or otherwise), where the relevant injury:

a. was caused by the foul play of an opposition player; and

b. the opposition player was sin-binned or dismissed from the field as a result of the foul play.

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

3. (b) The minimum number of players per team allowed on the field in a match is 3. Should there be less than 3 players on the pitch, for safety reasons, the match shall be terminated.

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

4. (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 players are required to be strapped into their chair (lap, knees and feet) disability permitting at all times during play.

(e) Players shall use a designated sports wheelchair with wheelchair bumpers and anti-tip wheels in place, with the highest point of the seat platform (including a cushion if one is used) being no greater than a height of 63cm from the floor.

Dangerous Equipment

5. (a) The Lead 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

6. (a) The colours of the jerseys worn by competing teams shall be easily distinguishable and, if in the opinion of the Lead Referee similarity between the jerseys might affect the proper conduct of the game they may, at their 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 feet, disability permitting), a player not in compliance during game play should be penalised. 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.

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 Lead Referee. The captain winning the toss shall decide to either kick-off or choose which end their 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 their 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 with both pushing wheels in contact with the ground at all times and may not throw themselves forward to gain and advantage.

Tackling

4. A player who during play is holding the ball may be tackled by an opposing player or players in order to prevent them from travelling with the ball or from kicking or passing it to one of their 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;
   (a) A player first grounds the ball, with the hand or hands, in their opponents' in-goal, provided that their chair is not in touch or touch in-goal or on or over the dead ball line.
   (b) 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

Limited Movement
3. (a) Where a player is limited movement, touching anywhere on a pushing wheel with the ball is permissible. Only one pushing wheel is required to be in the in-goal area for a try to be awarded, but the ball must be touched on that wheel for a try to be awarded.

Picking up in-goal
3. (a) Picking up the ball is not grounding it and a player may pick up the ball in their 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.

Lead Referee unsighted
The Lead Referee should not disallow a try because they were not in a position to see the grounding of the ball.

Section 6. Scoring – Tries and Goals (continued)

Remaining Upright

In attempting to score a try a player may lean forward to ground the ball as long as they are upright and in control of their chair (see Section 5). However, if the attacking player is hit by a defending player whilst leaning forward and momentum causes the attacking player to fall forward, as long as the attacking player was within reaching distance of the try line before falling forward, the try should be awarded.

Penalty Try

The Lead Referee may award a penalty try if, in their 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

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

Lead Referee – Sole Judge

5. Only the Lead Referee, may award a try, but the Lead Referee may take into consideration advice given by other Match Officials before arriving at their decision. They 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 other 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.

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

No goal from kick off, etc.	6&7.	A goal cannot be scored from a kick off or a drop-out.
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 Lead 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 Lead Referee may caution them or, in an extreme case, dismiss them. They 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, they shall raise their flag above their head. If the kick is unsuccessful, they shall wave their flag in front of themself 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 Lead 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 Lead Referee should be more inclined to accept this particular Match Official's decision.

    A Match Official should not necessarily remain stationary when the ball is in flight. They should move sufficiently to ensure that at all times they have 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 their 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 ten (10) 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 Lead Referee shall immediately blow their whistle to terminate play. If the ball is in play when time expires, the Lead 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 Lead Referee accordingly.

Using Timekeeper

3. A timekeeper may be employed to signal half time and full time, in which case the Lead Referee on receiving the timekeeper's signal, terminates the half in the manner described above.

   A timekeeper may also assist the Lead Referee in determining the end of a player's temporary suspension.

Allow second phase

If the ball is kicked into touch from a penalty the non-offending side should be allowed full advantage of the Controlled Restart Play-the Ball 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 Lead 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 Lead 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 Lead Referee may without stopping the game, provided they are 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 Lead Referee shall signal that extra time is being allowed by raising both arms whereupon the timekeeper stops their watch and starts it again when the Lead Referee waves one arm above their head to signal play is about to recommence.

Reduce stoppages

5. The Lead 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 Lead 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. See Section 5 (2) for kick off procedure.

   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 their 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, a drop out or 8 metre drop out.

   Opposing players shall retire four (4) metres from the eight (8) metre line and shall not advance until the ball has been played. Attacking players shall not advance in front of the ball before it is played. Any deliberate offence by either team shall incur a penalty to be awarded at the centre of the eight (8) metre line.

   The first tackle following a Controlled Restart Play The Ball from the centre of the eight (8) metre line is a zero tackle when the ball was made dead by the attacking team in general play (ie not from a kick off)

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.

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 their 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 their own in-goal.
   (f) A defending player kicks or passes the ball in their 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 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 is 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 their 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

Intentional Breach In-Goal

2. (b) If a defending player in their 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).

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 their 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 they position their chair in which case they 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, themself 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 (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 Controlled Restart Play-the Ball 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 they deliberately knock 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.

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 their opponents' goal line may throw the ball towards a colleague who is behind them 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 themself. 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 giving a Forward Pass

If the Lead Referee is of the opinion that a player in giving a forward pass must have been well aware that the catcher was in front of them then the Lead 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 their opponent's in-goal area and they 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.

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). Defender(s) should not delay tag removal to allow extra time for the defensive line to set themselves.

Upright

(b) When they can make no further progress and cannot part with the ball.

Lead 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'.

Surrender Tackle

(f) When a player raises both arms above shoulder height, the Lead Referee calls "surrender" when contact by a defender is made, play is restarted with a Controlled Restart Play-the Ball

(g) If a player in posession removes a tag from their lap before a tackle is completed the Lead Referee calls "surrender"and play is restarted with a Controlled Restart Play-the Ball

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 them from the point where the tackle is affected.

Verbal Instructions to Resolve Doubt

4. If any doubt arises as to a tackle, the Lead Referee should give a verbal instruction to "play on" or shout "held" as the case may be. If the Lead Referee is of the opinion that the player in possession could not hear the "held" call before passing or moving off with the ball they 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 they should be penalised if they make a second movement to place the ball over the line for a try.

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 four (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

Foul Play

1. A player must not touch, push, pull, hold or grab an opponent's wheelchair at any time

1. A player must not push, pull, hold or grab an opponent's clothing or any part of the body at any time. This includes attempts by the ball carrier to trap the hands/arms to prevent a tackler from removing a tag

2. (d.) If a player deliberately raises both arms above shoulder height to "surrender" in order to prevent themselves from being tackled in a disadvantageous position (e.g. being tackled in goal) or from being taken into touch, they are guilty of a voluntary tackle and should be penalised.

Indicating Last Tackle

The Lead 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 their 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 Accidently

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, they accidentally loses possession, a Controlled Restart Play-the Ball shall be awarded to the non offending team.

"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 their 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 and leave sufficient space for the ball to be played directly in front of the player playing the ball's wheelchair.

(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) If 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-kicking team where the kick was taken.

If the ball hits the roof or an object outside the playing field from a penalty kick for touch prior to crossing the touch line, no ground can be gained, and the free kick should be taken from the mark where the penalty was awarded.

If the ball hits the roof or an object outside the playing field from a penalty kick at goal prior to crossing the cross bar, no goal shall be awarded, and a controlled restart play the ball by the kicking team should be taken from the mark where the penalty was awarded.

If the ball hits the roof or an object outside the playing field from a conversion prior to crossing the cross bar, no goal shall be awarded.

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 player 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 (placed on the floor / the wheel in the case of a limited movement player) part of the Play-The-Ball action. A player who is out of play may again take part in the game when the advantage gained by not retiring has been lost.

Speed Essential

10. The play-the-ball must be performed as quickly as possible. 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 they are deemed to be tackled in the in-goal area.

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) and remain in place on each shoulder until the ball is passed.

9. (b) The Marker cannot re-tackle the ball player

9. (e) Players with limited movement, identified by an armband, may touch the ball on any part of either pushing wheel.

NOTES

Disputed Possession

9. If any doubt arises as to which player should play-the-ball (i.e. possession is disputed) the Lead 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

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

Play The Ball	9. (e) Two players take part in the play-the-ball – one (1) attacking & one (1) defending. All other players are onside 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 themself from the area in which play is taking place.
Off-Side Player Raising Hands	A player who realises they are out of play and is near play should raise their hands above their head. Taking this action does not, however, exonerate them from a penalty if they interfere with play and the Lead Referee feels that they could have avoided such interference.
Indicating Four (4) Metres	The Defensive Referee should usually position themself four (4) metres behind the point at which the ball is played as a guide to the team not in possession.

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 their own in-goal or an attacker in their 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 Lead 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 Lead 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 four metres of the new mark.

Retiring four metres

3.&4. If the kicker takes a penalty kick quickly, the opposing players may not have all retired four 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 Defensive Referee shall act as a guide to the team opposing the kicker by taking up a position four metres beyond the mark (Section 16, law 17).

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 Controlled Restart Play-the Ball. 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 penalty 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 penalty 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 Lead Referee penalises a player they 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 their 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 they are in their own in-goal if the ball touches, is touched, held or kicked, by one of their own team behind them.

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. They 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 their way to make interference in play by the offside player unavoidable. They 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 Lead Referee is satisfied that interference with play by an off side player is accidental they 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.

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 their own team in possession of the ball runs in front of them.
   (d) One of their own team kicks or knocks the ball forward and takes up a position in front of them in the field of play.
   (e) They retire behind the point where the ball was last touched by one of their 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) or a penalty kick (Section 13) are not put “on side” in the manner described in Law 3 above. (See appropriate Sections).

SECTION 15 - PLAYER'S MISCONDUCT

Definition of Misconduct

1. A player is guilty of misconduct if they:
   (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) Touch, push, pull, hold or grab – an opponent's wheelchair at any time
   (d) Push, pull, hold or grab an opponent's clothing or any part of the body at any time. This includes attempts by the ball carrier to trap the hands/arms to prevent a tackler from removing a tag.
   (e) Drives in (both hands on the wheels), deliberately using the wheelchair as a force and makes no attemt to complete the tackle
   (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 Lead Referee the reason why a penalty kick has been given provided they do 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 their kick in before their opponent commits themself 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 themself to the tackle. They should be penalised if they obstruct 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 their path although they have had the opportunity to remove themself. If a player is in position which is likely to cause obstruction and they feel that any movement by them may aggravate the situation, they should raise their hands above their head and thus indicate to the Lead Referee that their 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 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. They can make use of the goal posts to avoid a tackle, or dodge behind a ruck of their own players

SECTION 16 - DUTIES OF MATCH OFFICIALS

1. In all matches a Lead Referee and a Defensive Referee shall be appointed or mutually agreed upon by the contesting teams.

   The Referees will operate on opposite touchlines, outside the field of play

One Lead Referee

   (a) The Lead Referee is in charge of all the major decisions.

One Defensive Referee

   (b) The Defence Referee supports the Lead Referee by taking the defensive line back. In general play, they are equivalent to the Lead Referee. In case of a kick at goal, they will take position under the posts to assist the Lead Referee.

Enforce Laws

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.

Timekeeper

3. The Lead Referee shall be the sole timekeeper except where this duty has been delegated to another person (see Section 7).

Power to Stop Game

4. The Lead Referee may, at their discretion, temporarily suspend or prematurely terminate a match because of undue interference by spectators, misbehavior by players, or any other cause which, in their opinion, interferes with their control of the game.

Permission to Enter Playing Area

5. Match Officials shall not allow anyone apart from the players onto the playing area without permission.

NOTES

Match Official injured

When a Match Official is unable to continue they should appoint a substitute, preferably a neutral person. If the Lead 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 Lead Referee renders them incapable of blowing theirwhistle to stop the game, the latter shall be deemed to have stopped at the time the injury was sustained.

Consult Match Officials

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

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 Lead Referee shall, at their discretion, caution, temporarily suspend for five (5) 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 playing 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 they be permitted to take up a position near the playing area where their 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 Lead Referee shall advise the player's Captain so that the latter may, if they so wish, 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 their control of a match, they 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 they 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 they detect 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 the Lead Referee has stopped play to administer a caution to a player or players they shall indicate extra time until they blow their 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 their 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 Lead 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 Lead Referee of subsequently dealing with an offending player.

Section 16. Duties of Match Officials (continued)

Changing Decision

9. The Lead Referee judges on matters of fact and shall not subsequently alter those judgments. They may cancel any decision made if prior foul play of which they had no knowledge is reported to them 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 Lead 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 Lead Referee of their 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 Lead 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, they 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 Lead Referee's control of the game by reporting incidents which have obviously been seen by the Lead Referee.

Section 16. Duties of Match Officials (continued)

Indicating Touch

11. A Referee shall indicate when and where the ball goes into touch by waving their hands across the body below the waist 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 their hand above their head accentuating the movement in the direction of the kicker's goal-line.

Indicating Four (4) Metres

12. When a penalty 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 signal touch 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 Lead Referee is likely to be controversial, the Lead Referee may explain their reasons for making the decisions if by so doing unnecessary misunderstanding or controversy can be avoided.

SECTION 17 - MATCH OFFICIALS SIGNALS

Signal nature of offence

1. When the Lead Referee is required to give a decision they shall whenever possible indicate the nature of their decision by making the appropriate signal.

Indicate How play Restarts

2. When they wish to stop the game temporarily, they shall, after blowing their 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 Lead 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 Lead 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 their 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.

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

Section 17. Referee's Signals (continued)

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 five (5) 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 they may signal the nature of an infringement if the Lead Referee is unsighted and seeks their guidance.

Signals which may be used by other Match Officials and which are not included above are;

33. **Touch.** Hands are waived across the body below the waist 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.

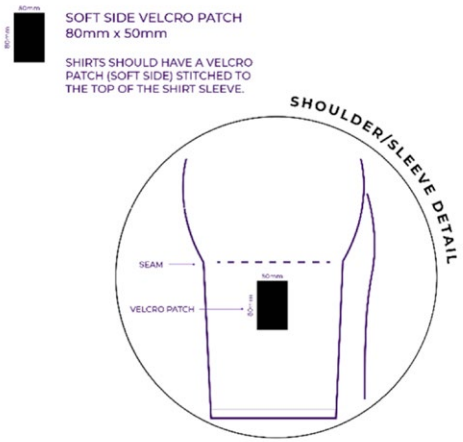
WHEELCHAIR RUGBY LEAGUE GUIDANCE

Playing Area	- Surfaces - Surrounds - Goal Posts - Technical Areas
Player, Teams & Equipment	- Participation - Wheelchairs - Restraint - Tags - Limited Movement Disability - Kicking Tee - Tag Collector
Play	- 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: - 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.
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 should inspect player's equipment before the start of the game; eg Wheelchairs, bumpers and wheel anti tip are in place.
Restraint	Players should be correctly strapped into their chairs (lap, knees and feet, disability permitting).
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.

Guidance (continued)

	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 Limited Movement.
Kicking Tee	Must be lower in height than the pushing wheel of the chair.
Tag Collector	A Tag Collector, wearing a bib, will be allowed on the field of play during a game while their team is in possession of the ball. They will also assist when a player needs to be re-seated in their chair.
	The tag Collector must only 'collect' when their team is in possession
	Tag Collectors must only distribute tags at re-starts.
No Tags	If the player receives the ball while wearing one (1) or no (0) 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 penalised as 'interference'

Guidance (continued)

Dismissal	When a player is sin-binned, the player serves a five (5) minute suspension and returns to the field When a player is dismissed a ten (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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