

International Laws Of Rugby League Wheelchair Tag

NOTE

- **Submitted to the IRLF for acceptance and future implementation.**
- **IRLF to be requested to allow individual Nations to make alterations - --- with approval, within some Laws, e.g. court size to accommodate local conditions.**

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International Laws of Rugby League Wheelchair Tag (RLWT)

Section 1: Playing Field/Court

1. Court Dimensions

No of Players on Court at any given time	Width (metres)	Length (metres) (including In-goal Areas)	In-Goal (metres)
5	Min. 18 Max. 22	Min. 38 Max. 45	Min. 2.0 Max. 2.5* (*Recommended)

2. Surfaces

Playing Court: To be hard & consistent enough to ensure good, safe running for wheelchairs. (See p. 4)

3. Court Surrounds

Playing Area: To be entirely object free to a width of 2m all round – an essential safety requirement. (See p.4)

4. Goal Posts

Centrally placed on goal lines. Are to be free standing and be erected (and padded) in a fashion (e.g. using a floor “anchor”) which ensures stability and player safety.

Dimensions are: Post Height 4 to 5 m

Post width apart: 3m

Crossbar height above floor: 2m

5. Markings

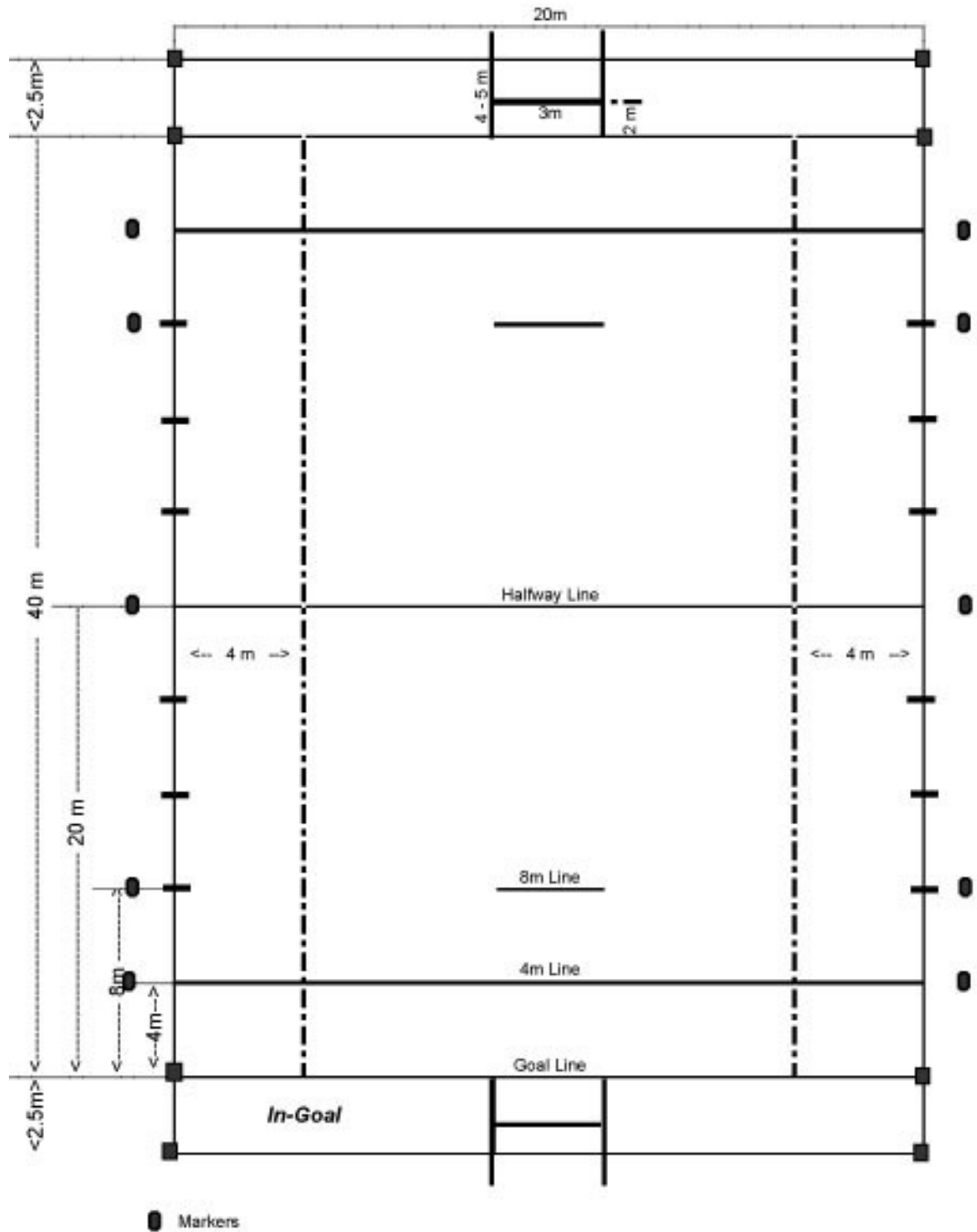
For centre line & re-start lines – i.e. 8m & 4m lines, are to be clearly displayed by use of any of (1) adhesive tape (on floor); (2) paint (on concrete); (3) plastic cones or domes (placed 1m outside touch lines). (see page 4 for diagram)

NOTE:

In many countries, RLWT makes use of existing basketball, handball & volleyball courts – and, by necessity utilizes the markings on such courts.

Dimensions, as on page 4 and in Section 1 (1), would be altered to suit such circumstances.

Wheelchair Rugby League Tag Field Markings



Section 2: Glossary of Rugby League Terms

1. Terms General

While some RL terms, will necessitate alternate wording – e.g.

“Tap punch” for “tap kick”

“Punch & chase” for “kick & chase”

and some terms would be irrelevant – e.g.

Hooking the ball (no scrum)

Scrum positions (no scrum)

Packing; feeding the ball; striking for ball

There are still many terms in the International Laws of Rugby League which are applicable to Wheelchair Tag and should be retained / used for commonality across all forms of Rugby League.

2. Terms Specific

Terms, then, used in Wheelchair tag should approximate as closely as possible to those in the running game & be altered from these only because of relevance. (See Appendix B)

Section 3: Ball

1. Balls Used

Games to be played with a standard ball made of approved dimensions and materials with nothing in their construction that would prove dangerous to the players,

i.e.

Long Circumference (Dist. along “long seam”) : 690 – 695mm

Short Circumference (Dist. about “middle”/“girth”) : 510 – 515mm

Length of ball (end plane to end plane) : 270 – 272mm

Width of ball (side plane to side plane) : 162 – 167mm

2. Inflation

Ball to be slightly deflated at 65kpa / 6psi (normal inflation 69kpa). This is essential to aid grip & avoid excessive bouncing on a hard surface / floor.

Section 4: Player & Players Team Competition Equipment

1. Teams

The game shall be played, normally, by two teams each consisting of not more than five (5) players on the court at any given time.

There can be up to five (5) substitutes.

Teams may be a mixture of male / female / disabled (according to Olympic classifications) / non-disabled with no age stipulations

(Caution: Younger players to be judged completely suitable to oppose adults before being allowed to compete.)

The maximum number of non-disabled players on the pitch / court at any one time is two (2) per team.

Note

All players and their category of disability / non-disability must be registered with the Sports Governing Body in the relevant country for which they are competing, before being selected in the playing squad for International Competition

Note

If smaller pitch / court is used (because of court size availability ie. less than minimum width), a team will consist of no more than four (4) players on the field, with up to four (4) substitutes.

2. Substitutions

Up to 12 interchanges per team can be made over the length of the game.

All substitutions must be registered with the Time Keeper's Table before entering the field of play.

Note

Blood Bins: Any player bleeding or injured must be removed from the field of play for treatment --- this will not be counted as an interchange.

Mechanical Breakdowns: A player can be replaced while the breakdown is repaired – to a maximum of 10 minutes. After that maximum time has elapsed, a substitution must be used.

3. Wheelchairs

Until a specific Rugby League wheelchair is available, Wheelchair Basketball chairs, or an approved equivalent, may be used. Referees will inspect wheelchairs to ensure all comply with safety / essential considerations (e.g. sharp edges; compulsory bumper; (2) front stability rollers and minimum of 1, preferably 2, rear anti-tip rollers / safety wheels; minimum 12 degrees inclination angle for big wheels.)

4. Belts

It is essential that (1) a lap belt be used by all players; (2) an ankle strap also used by non-disabled players; (A SAFETY / DUTY of CARE ISSUE FOR ALL.); and, an additional Velcro belt on which extra tags can be attached.

5. Tags / Flags

For International competition, all tags **must** be 300mm in length and 50mm wide.

A Velcro patch (scratchy side) (40mm x 20mm) is fixed (sewn / firmly stuck) on one side of the plastic / cloth tag.

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

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.

6. Shirts

These can be standard Rugby League shirts with Velcro patch (soft side) stitched to the top of the shirt sleeve. The soft side of the Velcro **must** be 80mm x 50mm ---- sewn or firmly stuck at the top of each of the sleeves (adjacent to the seams).

All numbers on the playing shirts should be put as high as possible on the backs of shirts and also, if possible, an 80mm number to be put on the front.

Competing teams should liaise with each other beforehand so that there is no clashing of colours of playing kits

7. Disability Levels / Disability Band

Whatever the level of disability of the players – whether they have use of their abdominals or not, they must each carry 2 tags – one on each arm. In the case of the tag being taken without the game being stopped by the Referee (e.g. a simultaneous pass), one (or several) player(s) can carry on without a tag.

The tackle will then be effected by touching the top of the arm of this player with the hand – any part of the arm (back or front) between elbow and shoulder.

A distinctive and clearly highly visible armband is to be worn by any player with an upper limb disability to indicate that appropriate attention, in this instant, is required from the Referee.

8. Kicking Tee

Must be of an approved design and construction. Is to a standard 75mm diameter cup and be lower in height than the wheel of the chair.

9. Inspection of Equipment

Referees should inspect player's equipment – including wheelchairs, before the start of the game or delegate this duty to the Touch Judges. This does not relieve the player of the responsibility of ensuring that nothing of an offending nature is worn or used, e.g. rings, rigid shoulder pads, projecting eyelets on footwear.

Section 5: Mode of Play

General Play

The ball may be carried on the lap only and not gripped between the knees or thighs. This would give an unfair advantage and may be penalized.

The ball can be played, and is considered “live”, as soon as it is passed backwards. The ball, if on the floor, must not be intentionally propelled forward by a player using the wheelchair.

The ball must not be punched forward with the knuckles of the hand and must be hit by the clenched fist before the forearm reaches 90 degrees if it is to be regarded as a “kick”

The ball must be “kicked” with a closed fist. If hit with an open hand, when attempting a kick, it is deemed to be a knock – on.

A player must not fend into the chest or face of an opposing player, nor may a player “flay” his arms about in a vigorous rotating manner to avoid a tackle.

A player must not pull on the shirt or the wheelchair of an opposing player.

At no time, may a ball be taken by an opposing player from the lap of the ball-carrier.

A player is responsible for maintaining control of the ball at all times. If it is lost during a tackle (i.e. before the tackle is complete), it is deemed to be a knock-on.

In the case of a player falling out of the chair, or the chair itself falling over, whilst a game is in progress, the Referee will stop the game at the next play-the-ball and time will be called off to allow the player to get back into the chair --- with or without assistance.

2. Object

The object of the game is to “ground” the ball in the opponents’ in-goal to score a try (see Section 6) and to “kick” the ball over the opponents’ cross bar to score a goal (see Section 6).

3. Starts of Play

The captains of the two (2) teams shall toss a coin in the presence of the referee. The captain winning the toss shall decide to either kick off or choose which end of the field his team will defend. The losing captain shall take the other of the alternatives

4. Mode of Play

Once play has started, any player who is on-side, or not out of play, may advance with the ball, 'kick" it in any direction and throw or knock it in any direction other than towards the opponents' dead ball line (see Section 10 for Knock-on & Forward Pass).

5. Tackling

A player, who during play, is in possession of the ball may be "tackled" by an opposing player in order to prevent the player from advancing the ball or from "kicking" or passing it to one of his own team. (See Section 11 for Tackle). A player, not in possession of the ball, may not be tackled or obstructed.

Section 6: Scoring Tries & Goals

1. Scores

The scoring system is the same as in the International Game of Rugby League, i.e.

4 points for an unconverted try

6 points for a converted try

2 points for a penalty goal

1 point for a drop goal

2. Try

To score a try, the ball must be placed over the goal line by a player, who is not tackled, and touched on the floor, or the wheel if there is limited upper body mobility (It is appropriate that an identifying armband (made of chequered fabric) be worn by those who are in this situation – and, as a guide to referees.) In the latter situation, both front wheels must also be over the goal line.

No player may claim a try unless the above is achieved while clearly seated in the wheelchair – i.e. a player cannot “dive” or jump / leap from the wheelchair to score.

Note: An attacking player may be blocked by the defence and, in attempting to score, lose his balance (given his momentum). This should not be deemed as diving and, should there be an ensuing try scored, it should be awarded.

3. Drop Goal

To score a drop goal (using a “drop kick”), the ball must bounce and be hit on the upward bounce with a clenched fist only.

An open hand would constitute a knock-on with a resulting change of possession.

For a wheelchair player, the drop goal is (technically) most difficult to achieve. However, it is possible by obtaining a suitable bounce of the ball before striking it with the fist. The bounce, however, must not be excessively high off the ground before being struck.

4. **Re-start**

When a score has been made, the scoring team will receive the ball from the resulting kick off.

Should the ball go (indirectly) over the dead ball line or touch in-goal line from the re-start, the game will be re-commenced with a goal line drop-out.

For place kicks, conversions, penalties and kick-off's, the clock will be stopped after one (1) minute.

[**Note:** Should the ball – direct from any kick, hit the roof of the stadium or any attachments within the court environment, play will recommence with a play-the-ball (by the team in possession) at the mark of the kick.]

Section 7: Timekeeping

1. **Timekeeper's Table**

This should consist of the following officials & be at least 1 ½ metres from the touch line.

Timekeeper

Scorer/Sin Bin Timer/Substitutions' recorder

2. **Equipment**

They will require – where available:

1 Large Stop Watch

1 Score Board (Manual) (essential)

2 Small Stop Watches (essential)

(1 Electronic scoreboard with clock - if available / possible.)

3. **Timekeeper**

The timekeeper must watch the Referee(s) at all times and stop the clock appropriately when signalled to do so.

The timekeeper will also sound the hooter, at the appropriate times, to signal the end of each playing period.

4. **Score Keeper**

The Score Keeper will ensure that all points scored are recorded accurately and also that substitutions are marked down as they occur. The Score Keeper will also start the clock in the case of a sin binning.

5. Tag Collector

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

This person is to remain behind & well clear of the play and stay silent at all times.

6. Additional Pitch Side Staff (if available)

Physios / Coaches

Water carrier/tag Collector/Kicking Tee official

{Other than nominated officials, there should be players and substitutes only at pitch / court side for safety.}

7. Duration of Game

A game is to be played over 2 x 40 minute halves with a ten minute interval.

Time will be stopped only for injuries or as stated elsewhere in the Laws.

Note

Variations in duration of game time may occur for tournaments (excluding Test Matches) on a decision by the Sport Governing Bodies or with approval by the majority of participants.

The end of play will be signalled by a hooter and play will stop at the next tackle or when the ball goes dead.

A team will defend one in-goal in the first half & then change ends to defend the other in-goal for the second half.

8. Cautions/Time wasting

Where “time off” applies, time should be taken off in the event of caution being delivered to player / players or should it be obvious time wasting tactics are being employed by a player / team.

9. Extra Time

Extra time shall be added to each half to compensate for time wasted or lost from an illegal breach.

The Referee shall be the sole judge of extra time unless these duties have been delegated to a timekeeper. Normally, where a game is drawn, the draw will be the final result. In competitions where the “Golden Point Rule” is applied, play will continue (as in IRL Laws) till a team scores.

That team will then be declared the winner and the score, at the end of “GPR” time, will be the final score.

10. Safety Issues

The referee will stop the game (by whistle and raising both hands vertically) every time the safety of the players or the smooth flow of the match requires it, e.g. falling over, or out of, a wheelchair; too many Tags on the floor (sometimes necessary when the stops for a foul, tackle or handover).

11. Continuation of Play

While ensuring that a match is always played within the "the spirit of the game", the referee should not unnecessarily stop the game during a set of tackles (except for safety reasons) when a supposed breach occurs that does not alter the trend of play.

To signal the continuance of play, should there be a need to do so, the referee shall whistle and effect a scissor motion with the arms, across the body at waist high.

12. Attempt at Goal

The clock is stopped – after 1 minute, at attempts at goal.

Section 8: Kick-Off / Drop Out / Re-starts

1. Kick-Off

A "kick-off to commence each half ,or after a try has been scored, is a place "kick" from the centre of the halfway line. The receiver must be on-side, i.e. minimum 4 metres from the halfway line

2. 8m Re-start

If the ball is knocked out over the dead ball line by the attacking team, the re-start, in this case, will be 8 metres out from the goal line.

3. Tackled in In-Goal

If an attacker is tackled in the opponent's in-goal, play will resume from the 4 metre line with the tackle count continuing.

If an attacker is tackled in the opponents' in-goal on the 6th tackle, then the ball will be handed to the defending team and play will resume on the 8 metre line.

If a defender is tackled in the in-goal area, and is trapped there, then a drop out will take place at the centre of the goal line.

4. Other Re-starts

Each time the game stops, e.g. ball knocked-on, 6th tackle changeover, ball in touch, etc) the game re-starts by the ball being put back into play by any player.

The ball is tapped on the floor (or wheel) and passed back to a teammate.

5. In Touch

If the ball goes out of the field of play, and bounces into touch, the game will re-start by the non-offending team, positioned on the 4 metre line, who will freely re – start the game, as above.

6. Sixth Tackle

In the case of the 6th tackle, the ball is given to the opposing team, from which a player plays the ball in the same way. This play does not count in the set of 6 which will start at the next play.

In the same way, in the case of recovering the ball from a “punch and chase”, the first play does not count in the following tackle set.....i.e. a “zero” tackle.

7. In-Goal

If the team in possession renders the ball “dead” in its own in-goal (e.g. tackled, forward pass, direct from arm into touch, etc.), the game re-starts with a “drop out” at the centre of the goal line.

The ball must travel at least 4 metres and cannot go directly into touch.

If it does, a penalty is awarded to the opposition directly in front of the posts on the 4metre line.

8. Penalty Kick Unsuccessful

In the case of an unsuccessful penalty attempt at goal (with a tee) and the ball going dead, the game re-starts with a “drop out”, taking place at the centre of the 8 metre line.

Opponents must be a minimum of 4 metres back from the 8 metre line. The ball must travel at least 4 metres forward and not go directly into touch.

Section 9: Touch / Touch In – Goal

1. Ball in Touch

The ball is in touch when it, or a player (i.e. his / her wheelchair) in contact with it, touches the touch line or the ground beyond the touch line or any object outside the touch line. When a player, tackled in the field of play, goes into touch as he / she regains his / her balance / position --- he / she shall play the ball in the field of play.

2. Touch In-Goal

The ball is in touch in-goal when it, or a player (or wheelchair) in contact with it, touches the in-goal touch line, or any object on or outside the touch in-goal line.

3. Point of Entry

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.

4. Touch from Penalty

If the ball is “kicked” into touch from a “penalty kick” play is Re-started by a ‘free kick’ 4 metres in-field from the point of entry into touch. (See Section 8 No: 5).

5. Corner Post

A corner post, placed at the intersection of a touch line and a goal line, is in touch in-goal.

It is a duty of an official to replace a corner post which is displaced during the game.

6. Ball into Touch direct from Kick

On the << punch and chase >>, if the ball goes directly into touch (without first bouncing on the court or being touched by a player), it will be handed over to the non-offending team to play the ball, at the referee’s whistle, back at the spot where it was initially punched.

7. Ricochet or Rebound

In all aspects of play, a player who does not deliberately play at the ball (e.g. ricochet or rebound from body or wheelchair) will not be disadvantaged by a consequent re-start of play when the ball has gone dead or into touch.

Section 10: Knock-On / Forward Pass

1. Deliberate

A player shall be penalised if he / she deliberately knocks the ball on or passes the ball forward.

2. Passes

Attackers must progress towards the opponent's goal line, by means of effectively << passing backwards >>, or by punching the ball forward (equivalent of a kick).

All << forward passes >>, and every ball dropped forward / (knocked-on), brings (except in the case of advantage play), a handover of the ball to the other team.

3. Counter

The counter to a "punch" (kick equivalent) does not count as a knock-on if the counter takes place during the upwards or rising phase of the ball. (This is equivalent to a charge-down in International Law.)

4. Knock-On over Goal Line

Should a player, from the field of play, knock on into, his opponents' in-goal area and he, or a colleague, touches down; play is re-started with a handover to the opposition 8 m from the goal line and no closer than 4 m from the touch line.

5. Intercepts

During the sets of play, if a defender interferes intentionally with the ball (trying an interception, for example) without being able to control it and the attacking team recovers it, the tackle count recommences with a "zero tackle".

Section 11: Tackle / Play-the –ball

1. Tackling

Each attacking team will have a set of six (6) tackles to promote the ball, by on-side passing, towards the opposing team's try line.

On the sixth (6th) tackle, the ball will be handed to the defending team.....a handover or change of possession.

When a tag is removed by a defending player and raised in the air before being **dropped** to the floor, a tackle is deemed to be complete. The referee may have to blow his whistle to clearly signal to the ball-carrier that the tackle is complete – a short, sharp blast of the whistle is sufficient.

The tag should be dropped and not thrown to show where play should be re-started.

Any persistent throwing of tags is an offence which will be penalized -- even sin binned. As soon as the tag has been taken, it must be dropped to the floor (or handed back to the ball-carrier) for the tackle to be complete.

NB: i) If a player in possession of the ball raises his arm or arms above shoulder height to avoid the removal of his tag it will be deemed a surrender tackle and play will be restarted at the mark.

ii) As soon as the tackle is deemed to be completed, any further action by a defender (ie removal of second tag or obstruction on the ball carrier) will be penalised

2. Tags Replaced

When a player has had one or both tags removed during play and is therefore tackled, he must return to the point where the tag lies on the pitch, replace the tag appropriately and play the ball (at least one if both are removed), **face forward** towards the opposing team **before** playing the ball.

The precise mark of the PTB remains under the control of the referee.

3. Play-the-Ball

Once a tackle is completed, the player in possession must replace his tag / tags, directly face his opponents' in-goal, touch the ball on the floor (or, where disability does not permit, the chair wheel) and pass the ball backwards to a teammate.

4. No Tags

If the player receives the ball while wearing 1 or no tags, then a subsequent tackle may be made by clearly touching, with an open hand, the arm area from the shoulder to the elbow.

5. Driving-In

To effect a tackle, a player must be attempting to remove a tag and not drive-in with both hands pushing on wheels of chair.

6. Tackling Front- On

When affecting a tackle, a player must not drive directly head on and toe to toe into an opponent in possession of the ball.

N.B. It is sometimes likely that, while keeping control of his speed / momentum, an approaching defender may have his arm outstretched to grab the tag before his wheelchair collides with that of the ball-carrier.

Also, in some low speed situations when wheelchairs are almost stationary, the chairs may collide before the defenders have time to reach out with their arms.

In both these cases, the collision should not be deemed dangerous play.

7. Tag/ Flag – How Taken

The tag must be definitively taken before the ball-carrier makes the pass to a teammate.

The referee to give a short whistle blast to momentarily stop the action in progress, and allow the play-the-ball.

The referee may call “hold” when he / she deems the tackle to be effected and then “move” to indicate that the play-the-ball is to proceed.

In the case of the Tag being taken simultaneously to the pass being made, the game continues as normal (with the referee not whistling).

Note:

A player who carriers the ball at the end of his / her arms, or who stops his / her continuous movement to pass, can be validly tackled by a defender.

8. Valid Tackle Recognised

After the tackle, the defender must raise the taken tag in the air with arm vertical, in order to clearly show it to the Referee.

If the tackle is then considered valid, the Referee whistles as indicated above. If not, he will indicate that the game continues by shouting << play-on >> with two arms spread obliquely upwards and forwards, as the signal to continue.

9. Assisting Tag Replacement

In the flow of the game, the tag may also be handed to the referee if he is near to the point of the tackle, or even directly to the ball –carrier if he was tackled in a fixed position.

Use of able-bodied assistants as tag collectors is permissible.

Entering the pitch (while the team is in possession of the ball), behind each team, their role is to return the dropped tags to the players.

10. Defensive Line

At each play-the-ball, all the defending team must retire 4 metres (or by default, on the goal line in case of a tackle less than 4 metres from this line).

The Defence Referee will stand on the 4 metre mark (or on the goal line) thereby indicating the position of the defensive line.

11. Safe Techniques

As soon as the ball is passed, it is in play and the defenders can << move up >>.

It is strictly forbidden when defending (or attacking) to collide dangerously and violently with the front of an opponent's wheelchair. The tag must be taken from a lateral or sideways position. (It is a game of avoidance not confrontation.)

When a defender moves side-by-side with an attacker skirting from the touch line, the former can properly try to bring his opponent into touch, by taking an angled course, wheel against wheel. It is up to the ball-carrier to avoid going into touch.

It is, however, forbidden for the defender to propel an attacker into touch by running into him with the wheelchair.

It is not permitted to steal the ball from a player who carries it on his knees when going forward, nor snatching it from one who is playing the ball (because of the danger of different levels of ability/disability).

In any case, the defender must not grab on to, whatever way it may be, the wheelchair and/ or the body of the attacker.

12. Voluntary Tackle

Any player who stops to make his tag available to an opposing player will be deemed to be making a voluntary tackle and will be penalized.

13. Surrender Tackle

When a player has the ball and is looking to offload and his momentum is stopped, he will have up to a count of three before the referee will call surrender. The player must then play the ball. The referee may call "hold" and "move" to signal the tackle and the play-the-ball.

14. Single Marker at the Play-The-Ball

A marker must be used and sitting square on to the play-the-ball.

The marker must be no less than ½ metre from the ball-carrier and no more than 1 metre from front wheels of chair.

The marker must not move until the ball is in play, i.e. released or in the act / motion of being released, e.g. when the ball is played (passed) backwards.

If the marker is more than 1 metre away and becomes involved in the next play, without retreating 4 metres beforehand, then he / she will be deemed off-side.

Section 12: Scrum

Note

- * **There are no scrums in RLWT**
- * **Clauses re scrums in the “International Laws of the Game” are, therefore, irrelevant.**
- * **As in the IRL Laws, there is a handover / change of possession to the non-offending team at the whistle**

Section 13: Penalty Kick

1. When Awarded – (A)

A penalty kick shall be awarded against any player who is guilty of misconduct 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 eight (8) metres from the goal line if the ball crosses the goal line on the full, whichever is to the greater advantage of the non-offending team.

If the offence is committed by a defender in his own in-goal or an attacker in his opponents' in-goal, the mark is taken four (4) metres into the field of play opposite where the offence occurred.

In the event of further misconduct by the offending team, the referee shall advance the mark once only four (4) metres towards the offending team's goal line.

2. When Awarded – (B)

In the event of a breach by the kicker's team a scrum handover to be given at the point where the penalty kick was awarded.

Note:

Other issues involving penalty kicks are outlined in other sections.

3. At Penalties

If a penalty is given the non-offending team has the option of taking either a place kick at goal, kicking to touch or taking a tap.

When taking a tap, the player does not need to be facing the opposition.

A tap may be played either by touching the floor with the ball in the hand before passing it, or by lightly punching it vertically before getting it back in the hand(s) and passing it.

After kicking into touch on the full at a penalty, the game must be Re-started by a tap kick 4 metres into the field of play from the touch line opposite where the ball crossed the touch line.

When a penalty kick at goal is taken, non-kicking team must remain stationary, away from the posts and not attempt to distract the kicker.

Section 14: Offside

1. When Offside

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

2. Out of Play

An offside player shall not take any part in the game or attempt in any way to influence the course of the game.

Section 15: Misconduct

1. Definition

A player is guilty of misconduct if he / she :

- (a) Strikes an opponent.
- (b) Intentionally effects, or attempts to reflect, a tackle on an opponent in a reckless or careless manner.
- (c) Deliberately and continuously breaks the laws of RLWT.
- (d) Uses offensive or obscene language.
- (e) Disputes a Referees' decisions.
- (f) Behaves in a manner contrary to the spirit of RLWT.

2. Questioning Decisions

- (a) Only the Captain of a team can approach and speak to the Referee or Match official during a game.
- (b) Any players other than the Captain, approaching or shouting at the Referee or match official during play will be dissenting and will be penalized accordingly.
- (c) At no time should the team support staff ever approach any referee or match official while a game is in progress

3. Foul Play

Technical faults normally resulting in a scrum (impossible in wheelchair sports), e.g. forward pass, accidental offside, ball in touch (whether ball alone or ball and carrier), will bring about a re-start. The Referee will indicate to the defence to retire 4 metres before giving the signal to re-commence play.

4. Deliberate Fouls

For deliberate fouls, such as deliberate offside, dangerous tackle, crashing into opponent's wheelchair front- on, unsporting attitudes, disputing the Referees decisions, etc., a penalty and possibly temporary sin binning (yellow card) or permanent sending off (red card) will result.

5. Penalty Point

If the Referee moves the penalty point (disputes, mouthing etc) it will be moved (once only) 4 metres and the defence must all retreat before the game is re-started.

6. Illegal Support

If a player uses his legs for support (whether on the ground or with the wheelchair) and gains an advantage from it, the Referee will hand the ball over to the opposing team. The game will re-start when the team at fault has retreated.

Section 16: Referees / Match Officials

1. Referee

There must be 2 Referees in charge of an International game – **one on each touch line**. (There should be either one referee from each team competing or 2 “neutral” Referees.)

Both Referees’ should have a whistle as both can blow the whistle in the case of infringements on the field of play and also in the case of a Blood Binning.

Referees are to be in communication during the match and relate constantly. **Referees will normally remain on the touch line.**

2. Offensive Referee

This will be the main match referee.

He / she will hold the cards and make the relevant infringement calls during the game.

He / she will also take charge of the offensive play. He / she must be positioned on the same side of the pitch as the Officials’ table.

The Offensive Referee is responsible for calling “held / hold” when a tackle is complete and also calling the number of tackles completed.

The Offensive Referee is ultimately responsible for any penalties given and any player being given a Red or Yellow card.

3. Defensive Referee

This Referee marks the defensive line and operates on the opposite touch line to the Offensive Referee.

He / she watches for defensive infringements and offside situations.

The Defensive Referee **may** blow the whistle for an infringement if he / she is in a better position than the Offensive Referee, **but should consult** with the Offensive Referee if the infringement appears serious enough to warrant a Yellow or Red card.

4. In -Goal Judges

There should be 2 In-Goal Judges, one in each in-goal area to assist the referees’ decisions.

These Judges will also indicate to the Referees if a ball has passed correctly through the uprights of the posts and over the crossbar in the case of a drop goal.

In the case of a kick at goal, the In-goal Referee will act with the Defensive Referee to assist the Offensive Referee with the decision.

Two Tags will be placed near the uprights to be used for the kick attempts’ decisions.

Note:

There must be a 1 metre area around the pitch for match officials to move in safely.

5. Use of Cards by Match Officials

Green Card – This is used to designate a blood bin; or, a player requiring medical treatment; or, a player with any mechanical problem. Such a player should be immediately replaced and this should not count as a substitution. After ten minutes, an official substitution should be made if the situation is unresolved.

Yellow Card – Indicates a Sin Binning. If a player is given a yellow card he must spend four (4) minutes off the field of play in the designated sin bin area.

Red Card – If a player receives a Red card, he must leave the playing area immediately and not return to the area around the pitch or be near his team for the remainder of the game. The team will then play for eight (8) minutes with one (1) less player before using a substitution to replace the dismissed player.

6. Enforce Laws

The Referees shall enforce the Laws of the Game and may impose penalties for any deliberate breach of the Laws. He / she shall be the sole judge on matters fact.

7. Permission to enter Playing Area

He shall not allow anyone, apart from the players, onto the playing area without permission --- nor will he / she enter the playing field unless absolutely necessary.

Any intrusion would occur only at a break in play – “time off” would be signalled.

8. Inquiries

In cases where circumstances in connection with the match are likely to be made the subject of possible official investigation, the Referee shall report to the investigating authority only and shall refrain from expressing criticism or comment through **ANY** other channels.

9. Judiciary

A Judiciary will be constituted at each / all tournaments for the purpose of deliberating on any misconduct leading to a Red Card. It will consist of the Tournament Director / Umpire together with the Managers of the teams competing in the match in which the player is dismissed.

Section 17: Referees Signals

The relevant & appropriate signals --- in Section 17 of “International Laws of RL” (pages 47 – 49) are outlined in Appendix A.

APPENDIX A --- REFEREE'S SIGNALS

Signal nature of offence	1 When the Referee is required to give a decision he shall whenever possible indicate the nature of his decision by making the appropriate signal.
Indicate how play restarts	2 When he wishes to stop the game temporarily, he shall, after blowing his whistle, indicate the nature of the decision, point to the offending player and then signal as to how the game is to be restarted.
Signals for Restarting Play	<p>3 The signals to be given by a Referee are set out below.</p> <p>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.</p> <p>Differential Penalty. Extend the arm as for an ordinary penalty then move the arm to the upright position. Perform this action twice with the whole movement being continuous and decisive.</p> <p>Drop-out. Point to the place from which the drop kick is to be taken.</p>
Relating to Scoring	<p>4 Try. Point to where try is awarded. Instruct the Touch Judge to stand on this point temporarily as a guide to the player who is to take the goal kick.</p> <p>Goal. Raise hand above head.</p>
Signals made when play is not necessarily stopped	<p>5 Try disallowed. Wave hands, palms facing downwards across and in front of the body below the waist.</p> <p>6 Play on. Wave the hands chest high palms facing away from the chest across and in front of the body.</p> <p>7 Ball touched in flight. Raise one hand above the head and tap the tips of the fingers with the fingers of the other hand.</p> <p>8 Count of Tackles is cancelled. Raise clenched fist above head and wave from side to side.</p>
Signals indicating infringements	<p>9 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.</p> <p>10 Forward Pass. Make a forward movement with the straight arm indicating the line of flight of the ball.</p>
Play-the-ball	<p>11 Tackled player does not lift the ball clear of ground. Make a lifting movement with the hand.</p> <p>12 Tackled player does not face opponents' in-goal. Stand at the angle offending player adopted and then turn to face the opponents' in-goal.</p> <p>13 Tackled player fails to play the ball backwards or passes when he should have played the ball. Mime the gesture of playing the ball.</p> <p>14 Voluntary tackle. Make a lifting movement with hand.</p> <p>15 Player marking retains his hold on player playing the ball. Make a decisive backward movement with one hand. This signal applies to any interference by the player marking when the ball is actually being played other than kicking prematurely or dangerously.</p> <p>16 Tackler delays releasing tackled player. Make a downward movement with the hands in front of the body below the waist.</p> <p>17 Off side at play-the-ball. With a backward movement of the hand indicate that the player should be further back.</p> <p>18 Stealing of the ball from the tackled player. Mime the action of snatching the ball from the opponent.</p> <p>19 Team is tackled five successive times. Raise arm vertically above head with fingers and thumb outstretched.</p>

Play-the –ball (continued)

Drop-out or Penalty Other Infringements

Touch Judge signals

- 20 **Team is tackled six 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.
- 22 **Off side.** Indicate player should have been further back.
- 23 **Player in possession touches official.** Point to the player in possession and tap the chest with one hand.
- 24 **Obstruction.** Mime the offending player's action.
- 25 **Disputing decisions.** Place one hand on the mouth.
- 26 **Ball in Touch.** Point to appropriate Touch Judge.
- 27 **Extra time.** Raise both arms vertically above head.
- 28 **Ending Extra Time for Stoppage.** Wave one arm over head.
- 29 **Temporary Suspension of a Player.** Raise both arms with fingers outstretched for five minutes suspension.
- 30 **Player directed to leave the field to receive attention for bleeding.** Draw the hand across the chest from side to side.

The Touch Judge cannot stop the play for any infringement but he may signal the nature of an infringement if the Referee is unsighted and seeks his guidance.

Signals which may be used by a Touch Judge and which are not included above are:–

Touch. Flag is raised about the head at the point of entry into touch..

Ball Back. Flag waved above head accentuating backward movement.

Touch in-Goal. Flag waved across the body, below the waist, and, with the other hand, point to either the goal line or 7 metre line depending on where play should be restarted. Do not point to the player who made the ball dead.

Successful Kick at Goal. Raise flag above head.

Unsuccessful Kick at Goal. Wave flag across and in front of the body below the waist. If the ball goes over the dead ball line, tap the ground with the end of the flag stick.

Dead Ball Line. Wave flag up and down between shoulder and knee and then point to appropriate restart position.

APPENDIX B --- GLOSSARY OF TERMS

[See Section 2 in this outline]

{Terms, as they are to be used in WRLWT, have been kept (in meaning) as close as possible to those in the International Laws of Rugby League and altered from these only because of relevance.}

ACCIDENTAL STRIKE	when a ball strikes a player who makes no attempt 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 a territorial advantage.
BACK	as applied to a player means one who is not a forward
BALL BACK	means to have a change of possession back where the ball was kicked after it has entered touch on the full.
BEHIND	When applied to a position on the field of play, "behind" means nearer to one's own goal line than the point in question. Similarly "in front of" means nearer to one's opponents' goal line.
BLIND SIDE	means the side of the play-the-ball nearer to touch (cf. open side).
CHARGING- DOWN	is blocking the path of the ball with hands, arm or body as it rises from an opponent's kick.
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).
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 it.
DROP KICK	is a kick whereby the ball is dropped from the hands (or hand) and is "kicked" immediately it rebounds from the ground.
DROP-OUT	means a drop kick from between the posts when bringing the ball back into play.
DUMMY	is the pretence of passing or otherwise releasing the ball while still retaining possession of it.
FIELD OF PLAY	is the area bounded by, but not including, the touch lines and goal lines.
FORWARD	means in a direction towards the opponents' dead ball line.
FORWARD PASS	is a throw towards the opponents' dead ball line
FOUL PLAY	refers to the types of Misconduct specified in the Laws
FREE KICK	is the kick awarded to a team which kicks into touch from a penalty kick. A goal cannot be scored from it, nor can ground be gained by only kicking into touch on the full.
FULL TIME	means the end of the game.
GENERAL PLAY	refers to all aspects of play after a match has been started or re-started by a Place Kick, Drop-Out, Penalty Kick, Free Kick.
GOAL	normally referred to as a conversion and is worth two points
GROUNDING THE BALL	means (a) placing the ball on the ground with hand or hands or exerting a downward pressure on the ball with hand or arm, the ball itself being on the ground.
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
IN-GOAL	see Plan of Field
IN POSSESSION	means to be holding or carrying the ball.
KICK	means imparting motion to the ball with the hand as described in the Laws
KICK OFF	re-starts play
KNOCK-ON	means to knock the ball towards the opponents' dead ball line with hand or arm, while playing at the ball.
MARK	is the point at which a penalty kick or free kick is awarded
OBSTRUCTION	is the illegal act of impeding an opponent who does not have the ball.
OFF SIDE	as applied to a player means that he is temporarily out of play and may be penalised if he joins in the game
ON SIDE	means that a player is not off side.
ON THE FULL	means the ball is kicked over a given line without first bouncing.
OPTIONAL KICK	is the kick to be taken from the 8 m restart. The kick can be taken in any manner and kicked in any direction. It is in play from the moment it is kicked.
OPEN SIDE	means the side of the play-the-ball further from touch (cf. Blind Side).
PASS	is a throw of the ball from one player to another.
PENALISE	is to award a penalty kick against an offending player.
PENALTY KICK	see the Laws (Section 13)
PLACE KICK	is to kick the ball after it has been placed on the tee for that purpose.
PLAYING AREA	is the area enclosed by a 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.
PUNT	is a kick whereby the ball is dropped from the hand or hands and is kicked before it touches the ground.
REBOUND	see Accidental Strike
RICHOCET	see Accidental Strike
RUCK	is the area, at the play-the-ball, between the player playing the ball and the marker.
TACKLE	See the Laws (Section 11)
TOUCH DOWN	is the grounding of the ball by a defending player in his own in-goal.
TOUCH IN-GOAL	See the Laws (Section 9)
TRY	See the Laws (Section 6)
VOLUNTARY TACKLE	is where the player in possession voluntarily stops play when not effectively tackled. (See Section 11).
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.