



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES

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SECTION 1 – DEFINITIONS

10 Point Player:	A player whose experience and skill has been determined by the Board Of Management and/or the Players Council to be well above the average of other players.
Changeover:	Possession of the ball is given to the opposing team.
Club:	A single entity comprising of two (2) teams – one (1) First Grade team and one (1) Reserve Grade team.
Club Manager:	Person nominated by a Club to handle all matters relating to the organisation of their Club and the first point of contact to the Push And Power Board of Management from the Club .
Dead Ball:	When the ball crosses over the dead ball line without any player making contact with the ball.
Field:	Standard sized basketball court.
Forward Pass:	When the player receiving the ball is in front of the player passing and the pass is completed.
Goal:	Passing of the ball through the goal mouth.
Goal Line Dropout:	A kick from the centre of the try line in the direction of the opposition try line. The ball must cross over the kicking team's quarter line before any attempt to gain possession by either team. If the ball fails to reach the quarter line, it is a penalty. If the ball goes into touch after crossing the quarter line without contact being made by any player a changeover occurs with the kicking team receiving the advantage.
Got It:	Statement used to claim possession of the ball.
In Goal Area:	Area between the try line and the dead ball line.
Kick:	A statement used when kicking through or attempting a field goal.

Kick For Touch:	A method of attempting to improve field position.
Kick Through:	A method of attempting to improve field position.
Kicking:	Rolling or throwing the ball during play.
Knock On:	Occurs when a player fails to call 'got it' when their number has been called or if two or more players call 'got it' or if a player calls their own number.
Marker:	A defensive player who positions themselves in front of the tackled player during the play the ball. The Marker can position him/herself in any direction as long as they are in front of the play the ball no further apart than 30cms.
Off Side:	<p><u>From the Kick Off</u></p> <p>When any member of the team of the player kicking off is in front of that player or any player of the receiving team who is in front of their quarter line from the kick off is deemed off side.</p> <p><u>During Play</u></p> <p>When any member of the defending team (except the marker) is not behind the referee at the play the ball they are deemed off side.</p> <p><u>From The Kick Through</u></p> <p>When any player from the attacking team is in front of the person kicking through and touches the ball before 'the kicker' is in front of the ball, they are deemed off side.</p>
Play the Ball:	Passing the ball after a tackle to restart play.

Player Poaching:	An attempt by a Club to obtain the services of opposing Club players outside the confines of a Player Registration Transfer (Rule 28) during the Rugby League season.
Players Council:	The Players Council will consist of two (2) players from each club with one (1) being a First Grade player and one (1) being a Reserve Grade player. This group will make recommendations regarding rule changes and act as a disciplinary tribunal for internal disputes.
Playing Roster:	The total number of players nominated by a club to play as part of their teams.
Shepherding:	When a player in possession puts one of their own players between themselves and an opposing player to hinder an attempted tackle.
Tackled:	Being touched by a defending player with their chair, hands or feet.
Tap or Tap Kick:	The Tap or Tap Kick is only used to restart play after a penalty has been awarded or during a quarter line tap.
Time Out:	A period of time where a game may be halted to allow player substitutions or to for Referees to deal with issues arising during a game.
The Mark:	The front wheels of the chair.
The Pass:	Calling the number of a team member who has to call 'got it' during the run of play.
Try:	When a player in possession has at least one wheel over the defending goal line.



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SECTION 2 – GENERAL CONDITIONS

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1. The Rules Document:

- (a) The rules contained in this document will apply to the sport of **“Push And Power Wheelchair Rugby League”** only;
- (b) Where **“Push And Power Wheelchair Rugby League”** rules do not apply, ARL/NRL rules are to be used;
- (c) This document may only be amended by the Board of Management, NSW Push And Power Sports Inc. either through the recommendations of the Players Council or through necessity as the need arises.

2. Clubs:

- (a) A Club will consist of two (2) teams that will form a First Grade competition and a Reserve Grade competition.
- (b) No more than eight (8) power drive chair players and six (6) pushchair players will make up a Clubs total **“Playing Roster”** (see **Definitions**) for a total of 14 players.
- (c) Each Club will be required to nominate one (1) person to act as **“Club Manager”** (see **Definitions**) and this person will be the first point of contact of the Club.
- (d) Only one (1) 10 Point player (see **Definitions**) will be permitted in each Club. This player may only be used in a Clubs First Grade team.

3. Teams:

- (a) Teams may only consist of a maximum of seven (7) players made up of no more than four (4) power drive chair players and three (3) pushchair players.
- (b) The maximum number of players allowed on the field per side is five (5) made up of a combination of power drive and pushchairs as long as the number of pushchairs does not exceed two (2). If a team uses more than two (2) pushchairs during a game, the opposing team shall be awarded a penalty (see **Rule 16 – The Penalty**).

- (c) A First Grade team may have one “10 Point Player” as part of its makeup.
- (d) Each Club may nominate any Reserve Grade players they feel play at a sufficiently high skill level to play in First Grade games in preparation for players to move into the First Grade during the following season.
- (e) Reserve Grade players nominated to play in First Grade matches may be used to make up numbers when the Clubs First Grade team is short of players.
- (f) Reserve Grade players nominated to play in a First Grade game may also play in their own grades game.
- (g) Each player will have their player number on both sleeves and the front of their shirt/jersey in a size that can be easily seen from a minimum of 3 metres distance. The team Captain may also have a “C” on the front of their jersey.
- (h) When making up teams, Clubs will be required to adhere to the provisions of **Rule 26 – Player Classification**.
- (i) The minimum number of players required to make up a team is three (3) and it is to be made up of two (2) power drive chair players and one (1) pushchair player.
- (j) If less than three (3) members of a team, made up of the combination of players as set out in rule 3(i), are available five (5) minutes after the posted start time of the game, a forfeit will be declared and the opposing team shall be awarded the game points.
- (k) If both teams are unable to provide the minimum number of players as set out in rule 3(i), the game will be declared null and void. Neither team shall be awarded any game points.

Note: If players required to field a team arrive more than 5 minutes after the posted start time, this will not change the conditions of clause (j).

- (l) All players must achieve a total of 10min 'on-field' time during each half of each game. Failure to abide by this ruling will result in that team's elite/senior player being unable to participate in the first half of the following week's game, and/or that team will lose 2 competition points and forfeit them to the opposing team to which they were playing when the indiscretion occurred. Special dispensation (at the Board's discretion) will be provided if a player falls ill, get's injured or suffers mechanical issues with his/her wheelchair.

- (m) To be eligible to play in the Rugby League finals, players:
 - (i) Must be a financial or life members of NSW Push And Power Sports Inc. for at least 50% of the season;
 - (ii) Must play in 50% plus 1 games during the season as a member of their registered Club;
 - (iii) Must not be serving a suspension for a breach of the rules or the Code Of Conduct that will extend through the finals series.

Exceptions:

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

- (a) Prolonged absence due to ill health;
- (b) Absence from games due to participation in State or National representative sports but they must have been registered members of their Club from Round 1 of the Rugby League Season and have played in at least 50% of games during the first half of the season;
- (c) At the discretion of the Board Of Management, NSW Push And Power Sports Inc. on a case by case basis.

4. Player & Wheelchair Safety:

- (a) Players are required to wear sturdy footwear at all times during games. No open toed footwear will be permitted. If a player is unable to wear appropriate footwear, another form of protection for their feet and ankles must be provided.
- (b) Players may use Personal Protection Equipment if they choose and it will be provided at their own expense.
- (c) Personal Protection Equipment used includes, but is not limited to:
 - (i) shin guards;
 - (ii) a helmet;
 - (iii) a seat belt;
 - (iv) gloves.
- (d) Players who elect not to use Personal Protection Equipment do so at their own risk.
- (e) The use of Personal Protection Equipment is not to impede the ability of other players to play the game, nor give the wearer an unfair advantage over other players.
- (f) **ALL** sharp surfaces/edges on wheelchairs must be padded.
- (g) Seats may be fitted with a cushion no more than 10cm thick for player comfort. Players may not artificially increase their height by use of other types of booster items on wheelchair seats.
- (h) Bags and other loose items must be removed from chairs prior to entering the game environment.
- (i) Footplates must be fitted to wheelchairs where the risk of a players feet dragging without them is present.
- (j) Manual wheelchair players are permitted to use spoke guards to prevent damage to their wheels or injury to themselves and other players.

- (k) Spoked wheels that are not fitted with guards are to be kept in a serviceable condition at all times. Wheelchairs with damaged spokes will not be permitted into the game environment until the damaged spokes are removed or made safe. If spokes are damaged during a game, the player is to be immediately removed from the game and may not return until such time as the chair has been made safe once again.
- (l) Protective Bull Bars may be used on any wheelchair to prevent injury from a frontal collision, however they:
 - (i) must have a heavy duty foam padding fitted;
 - (ii) must only come into contact with the footplates of an opposing player in a frontal collision;
 - (iii) must be able to be removed quickly in case of an emergency.
- (m) No Reverse Tackling. Defending players are not permitted to make chair to chair contact while in reverse. Players are permitted to still use his/her hands while in reverse, however if chair to chair contact is made then a penalty will be awarded to the attacking team.

5. Player Substitutions:

- (a) Players may only be substituted during a 30 second time out with no restrictions on the number of times a player can come back on the field. (**See Rule 18 – Time Out**)
- (b) Player substitutions may be made as follows:
 - (i) Electric Chair for Electric Chair;
 - (ii) Electric Chair for Manual Chair when such a substitution does not contravene rule 3(a);
 - (iii) Manual Chair for Manual Chair;
 - (iv) Manual Chair for Electric Chair when such a substitution does not contravene rule 3(a).

6. Equipment Used:

- (a) A tennis ball is used:
 - (i) To start play;
 - (ii) When kicking through;
 - (iii) When kicking for touch;
 - (iv) When kicking for goal.
- (b) Two sets of portable goals constructed from lightweight materials with two upright posts no less than 1 metre in height with an opening of no more than 50cm in width.
- (c) Two Touch Judges flags made up of a handle no less than 50cm in length with a square of brightly coloured material no less than 25cm x 25cm attached to the ends.
- (d) Four (4) corner posts constructed from lightweight materials no less than 1 metre in height and weighted at the bottom may be used to define the in goal area and location of the dead ball line if the need arises.

7. General Season Structure:

- (a) A standard season will consist of twelve (12) rounds (in the case of only four (4) Clubs registering teams) or fifteen (15) rounds (in the case of five (5) Clubs registering teams).
- (b) Under normal circumstances, there will be two (2) Reserve Grade and two (2) First Grade games played each week.
- (c) At the end of the standard season, there will be a three (3) week “Finals” series consisting of Preliminary, Semi and Grand Final rounds. **(See Rule 8)**
- (d) A three (3) week “State Of Origin” series may be played at the halfway point of the standard season. **(See Rule 9)**
- (e) Changes to the season structure may be made at the discretion of the Board if there are more than five (5) teams registered in each grade or there are scheduling conflicts.

8. Finals Series Structure:

- (a) The Finals series for both grades will be in the form of a three (3) week competition consisting of the Preliminary Finals round (2 games per grade), the Semi Finals round (1 game per grade) and the Grand Final round (1 game per grade).
- (b) The **Preliminary Finals** rounds for both grades will be played as follows:
 - (i) The teams that finish 1st and 2nd on the competition ladder at the end of the standard season will play against each other. The winner of this game will automatically progress to the **Grand Final** round. The loser of this game will progress to the Semi Finals round.
 - (ii) The teams that finish 3rd and 4th on the competition ladder at the end of the standard season will play against each other. The loser of this game will be eliminated from the Finals series. The winner of this game will progress to the **Semi Final** Round.
 - (iii) In the case of a five (5) Club competition, the team that finishes 5th on the competition ladder at the end of the season will be automatically eliminated from the Finals Series.
- (c) The **Semi Final** rounds will be played by the two (2) teams in each grade that progressed through the preliminary finals as outlined in clause (b) and the winners of these games shall then progress to the Grand Final rounds. The losers of these games will be eliminated from the Finals series.
- (d) The **Grand Final** rounds for both grades will be played by the teams that progressed through the Preliminary Finals and Semi Finals rounds as outlined in clauses (b) & (c).

Note: If any game in the Finals Series ends in a draw, the provisions of **Rule 19 – Extra Time** will come into play.

9. State Of Origin Series:

If a State Of Origin series is played during the Season, it will be structured as follows for both grades:

- (a) It will be in the form of a three (3) week competition bridging the two (2) halves of the standard competition.
- (b) The **Players Council** will nominate four (4) team Captains – two (2) to represent NSW in both grades and two (2) to represent Queensland in both grades.
- (c) The **Players Council** will also be responsible for choosing the players for each of the teams from the pool of available players that make up the Rugby League competition.
- (d) The makeup of the teams will adhere to the provisions of Rule 3, clauses (a), (b) & (c).
- (e) The games will be played in the same way as a standard game and be subject to the provisions as outlined in these rules.
- (f) The winner of the series in both grades will be the team that wins two (2) out of the three (3) games played.

Note: If any State Of Origin Series game for either grade ends in a draw, the provisions of Rule **19 – Extra Time** will come into play.



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10. The Kick Off:

Play is started by the ball being **rolled** from the centre of the half way line to at least the quarter line. The team “kicking off” must not be closer than 1 metre to the ball until it has crossed the quarter line. The receiving team must be behind that quarter line.

- (a) If the ball passes over the dead ball line from the kick off, there is a quarter line tap.
- (b) If the ball fails to reach the quarter line from the kick off, a penalty will be awarded against the team which “kicked off” (**See Rule 16 – The Penalty**).
- (c) If the ball crosses the sideline (finds touch) after reaching the quarter line, and does not touch any person or wheelchair, possession will be given to the team that “kicked off”, 1 metre in from touch, at the point where the ball crossed the sideline.

11. Play in Motion:

- (a) A player is said to be in possession when the ball has touched any part of their chair or body. A player is also in possession if the ball rolls between the wheels or underneath the chair.
- (b) During the run of play, the person in possession passes the ball to another team member by calling out that player’s number. In turn, that player claims possession by calling ‘got it’ immediately. If a player fails to call ‘got it’ it is a knock on (**See Definitions**).
- (c) The receiving player must be behind or in line with the player passing the ball for the pass to be legal. If the receiving player is in front of the player passing the ball a ‘forward pass’ has occurred (**See Rule 16 – The Penalty**).
- (d) If a player in possession is touched on his/her body or any part of their chair by an opponent or any opponent’s chair, that player is deemed to be tackled.

- (e) Players who tackle with their feet cannot tackle with their hands and players who tackle with their hands cannot tackle with their feet. Anyone may use their chair to tackle.
- (f) Players are not permitted to make chair to chair contact while in reverse. Players are permitted to still use his/her hands while in reverse, however if chair to chair contact is made then a penalty will be awarded to the attacking team.

12. Play the Ball, Tapping & Marking:

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

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

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

13. The Kick Through:

- (a) During play, one player from the attacking team may carry the ball on any tackle after the referee has been notified. A player must call "**Kick**" immediately before the kick and must call "**Got It**" when possession of the ball has been regained.

- (b) An attacking player may only retrieve his/her own kick if the kick was made 'outside' the opposition's quarter. If the kick was made 'inside' the opposition's quarter then only another member of the attacking team may retrieve the kick. At any point a defending player is permitted to retrieve the kick.
- (c) If the ball is kicked downwards it must not come into contact with the footplates before it hits the ground.
- (d) The ball **must** travel at least 2 metres in a **forward** direction before being regathered.
- (e) If the ball passes over the 'dead ball' line from a kick through without the opposing team touching it, a quarter line tap will be taken.
- (f) If the ball is kicked through into the in-goal area and is touched on the 'full' by a defender, a quarter line tap will be taken.
- (g) If the ball goes dead in goal, as in 9 (d) & 9 (e) then the players must wait for the referee to be at the quarter line before the tap to restart play can be taken.
- (h) If the defending team gains possession from a kick through, the first tackle made shall be counted as the first of six.
- (i) If a player is tackled in goal, a **Goal Line Dropout** will be taken from the centre of the try line. The ball must be rolled.

14. Scoring:

- (a) A try (worth four (4) points) is scored when a player in possession gets at least one wheel of their chair over the opposing teams try line. If a part of the chair that extends beyond the wheels of the chair passes over the line only, no try will be awarded.
- (b) After a try is scored, a player kicks for goal (worth two (2) points). This attempt is to be taken from the half way line, directly in line with the position the try was scored.

- (c) Goals are “kicked” by the nominated player rolling or throwing the ball towards the goal posts. An attempt at goal is deemed successful if the ball passes through the goal mouth directly or due to a rebound off the upright.
- (d) For player safety and to prevent damage of the equipment, goal posts are removed during play.
- (e) Play will restart at the conclusion of a kick for goal with the scoring team kicking off from the half way line.
- (f) Play will stop at the sound of an audible alert at the end of the 1st half or full time. Play may only continue after the half time or full time alert has sounded whilst there is still play in motion or if a kick for goal is being attempted after a try has been scored.

15. The Changeover

- (a) The ‘changeover’ is when possession of the ball is given to the opposing team. This occurs when:
 - A team is tackled six times without losing possession;
 - A player goes into touch after the fifth tackle has been called;
 - There is a ‘knock on’ before the fifth tackle has been called;
 - There is a ‘knock on’ after the fifth tackle has been called;
 - The ball has been kicked into touch after the fifth tackle has been called;
 - The ball is kicked into touch before the fifth tackle has been called;
 - A player regaining possession from a kick through does not call ‘got it’;
 - The pass is deemed a forward pass;
 - Calling a number that is not on the field.
- (b) A changeover will occur in the quarters.

16. The Penalty:

- (a) The following situations will result in a penalty:
- Deliberate ‘shepherding’;
 - Passing the ball forward and ‘got it’ has been called (‘forward pass’);
 - Being offside at the play the ball, when the ball has been kicked through or at the kick off;
 - If the ball does not reach the quarter line from the kick off or a line drop out;
 - Touching the ball before it reaches the quarter from a kick off or a line drop out;
 - When an attacking player is not a metre away from the ball when it crosses the quarter line from a kick off or a drop out;
 - Being held at any time;
 - Tapping the ball at the play the ball;
 - Obstruction at the play the ball;
 - Playing the ball before the referee calls “Play”;
 - Ramming or rough play;
 - Players raising their body off their seat during play;
 - Having more than two (2) pushchairs on the field during play;
 - Substituting players during a time out requested by the opposing team or the referee.
- (b) When a penalty occurs, the non-offending team may:
- (i) Kick for goal from where the penalty was given;
 - (ii) Kick for touch (rolled or thrown) and take a tap or
 - (iii) Take a tap.

17. Sending Off/Sin Binning:

Ramming, rough play or physical or verbal abuse of other players or officials may result in a player being sent from the field for a period not exceeding 5 minutes (sin bin). Consistent breaches of the rules by any player may result in them being sent off for the remainder of the game. A player who is in the sin bin, or has been sent off, cannot be replaced during that time with any other player.

18. Time Out:

- (a) A time out may be called by a Team Coach or Captain only during the following stoppages of play:
 - (i) A change of possession;
 - (ii) The ball has gone out of play;
 - (iii) Prior to kick off after a try has been scored and the goal kick has been taken.
- (b) The referee will indicate that a time out has begun by calling “Time Out” while forming a letter “T” with his hands which he will clearly show to the Timekeeper who will then start the Time Out clock.
- (c) A Time Out requested by a Team Coach or Captain will be of 30 second duration and limited to three (3) per team per half of all games.
- (d) At the conclusion of a time out called by a Team Coach or Captain, the game clock will be restarted without delay.
- (e) Only the team that has requested a Time Out may substitute players. The opposing players are to remain in position until the conclusion of the time out. If the opposing team is found to have substituted players during this time, they will be subject to a penalty (**See Rule 16 – The Penalty**).
- (f) Referees may call a Time Out at any time during the game if deemed necessary with no time limit imposed. A referee may call a Time Out for the following reasons:
 - (i) To discipline players in breach of any rules;
 - (ii) Where player safety deems it necessary;
 - (iii) At the referees discretion.

NOTE: A Time Out will NOT be called to dispute referee decisions

- (g) During a Time Out called by the referee, players must remain in their position on the field until the referee has completed the business that the Time Out was called for.

- (h) A Time Out called by the referee may not be used to make player substitutions. Teams breaching this rule will have a penalty awarded against them (**See Rule 16 – The Penalty**) and the substitute player(s) will be required to leave the field for five (5) minutes.
- (i) At the conclusion of a Time Out called by the referee, the referee will call “Time On”, and restart play.

19. Extra Time:

Should the scores in a Preliminary Final, Semi Final, Grand Final or State Of Origin match be level at the completion of two halves of normal time, an **Extra Time** period shall be played to determine the winner in the following manner:

- (i) A period of time not exceeding five (5) minutes shall be played, with the team that scored the first points in the match kicking off. The first team to score a try during this period will be declared the winner (Golden Point).
- (ii) If no further points have been scored by either team after this five (5) minute period of extra time, the team that scored the first points in the match shall be declared the winner.

20. Game Forfeiture:

(1) A game may be declared forfeit in one of the following ways:

(a) **Honourable Forfeit:**

An honourable forfeit shall be declared when:

- (i) Any less than three (3) members of a team, made up of the required combination of players as set out in rule 3(i), are available five (5) minutes after the posted start time of the game and;
- (ii) A Club Manager has advised NSW Push And Power Sports Inc. that the required number of players to form a team would be unavailable to play on the day of the game within 48 hours of the posted start time.

(b) **Dishonourable Forfeit:**

A dishonourable forfeit shall be declared when:

- (i) Available players to make up the minimum numbers required for a team are in attendance at the venue at the posted start time and refuse to participate in the game for no suitable reason.
- (ii) A Club Manager is aware that the minimum number of players required to form a team will be unavailable to play and this information **has not** been passed onto an official of NSW Push And Power Sports Inc. at least 48 hours prior to the posted start time.

Note: The Manager of the Club whose team has dishonourably forfeited a game will be required to give a written explanation as to why the team forfeited the game within seven (7) days.

(c) **Honourable forfeit penalty:**

The two (2) competition ladder points for the game in question shall be given to the opposing team. There will be no other penalty imposed.

(d) **Dishonourable forfeit penalties:**

If, after an investigation by the Board Of Management of NSW Push And Power Sports Inc., a Dishonourable Forfeit is declared, the following penalties shall be handed out to the team in question:

(i) The team shall have their competition ladder points deducted, at the discretion of the Board Of Management of NSW Push And Power Sports Inc., up to a maximum of 50%. The severity of the penalty shall be based on the overall inconvenience caused to the team forfeited against.

(ii) The team shall have the average of their “for” points up to the round in question added to the “for points” of the team that was forfeited against.

(iii) The team shall have the average of their “against” points up to the round in question added to their “against” points tally.

(e) Any game that is forfeited, may still be played using volunteers from other Clubs to make up teams, but this will not change the provisions of clauses (c) & (d) of this rule.

(2) **Repeated forfeiture of games:**

If a team repeatedly forfeits games and cannot satisfactorily explain the reasons to the Board Of Management, NSW Push And Power Sports Inc., the team shall be expelled from the competition and forfeit claims to any awards to team members arising from player performance during the competition.

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21. The Referee:

- (a) A referee shall be appointed to officiate at each game. Their authority and the exercise of the powers granted to them by the rules of the game shall commence as soon as they enter the building where the playing field is situated and shall cease as soon as they leave the building.
- (b) The referee shall have complete authority whilst the game is in progress. Any protests to the Referee can only go through the Team Captains. The referee can also order non-playing persons away from the playing areas if they are being disruptive or trying to influence the touch judges or referees.
- (c) During the match, their powers of penalising shall extend to offences committed when play has been temporarily suspended and when the ball is out of play. Their decision on points of fact connected with the game shall be final, as far as the result of the game is concerned.
- (d) Wherever possible, referees should be independent and have no relationship to any game players nor be associated with either of the teams playing in the games they are controlling.
- (e) The referee shall:-
 - (i) Enforce the rules;
 - (ii) Refrain from penalising in cases where they are satisfied that, by doing so, they would be giving an advantage to the offending team;
 - (iii) Keep a record of incidents that occur before, during or after the game;
 - (iv) Act as timekeeper/score person in the event that either of these officials are not present;
 - (v) Have discretionary powers to stop the game for any infringement of the rules and to suspend or terminate the game whenever it is deemed necessary;
 - (vi) Submit a detailed report of any incidents during games to the Board of NSW Push And Power Sports Inc. within 24 hours of the end of games;

- (vii) From the time they enter the court, caution any player guilty of misconduct or ungentlemanly behaviour and, if they persist, suspend them from further participation in the game;
- (viii) Allow no person other than the players, the lines persons or medical persons to enter the court without their permission;
- (ix) Stop the game immediately, if a player is injured or falls from their wheelchair or a wheelchair tips over;
- (x) Send off the court any player who, in their opinion, is guilty of violent conduct, serious foul play or the use of foul or abusive language;
- (xi) Signal for “Time Out” when required;
- (xii) Be responsible for the start play or restarting play after all stoppages;

22. Touch Judges:

- (a) Two (2) Touch Judges may be appointed to run lines and they will assist the referee in all aspects of the game.
- (b) Touch Judges will be issued with a flag which will be used to indicate:
 - (i) Any breach of the rules;
 - (ii) The location of a tackle by indicating the point a player was tackled;
 - (iii) Team being awarded a penalty
- (c) Touch Judges will stand on the line of touch, in line with ‘the mark’ and indicate the line of the mark by raising their flag or arm if they do not have a flag.
- (d) Touch Judges shall ensure that spectators and other persons at the venue do not enter the court or interfere with the free run of play along the lines of the court.

- (e) Preferably, each team will nominate a person to act as a Touch Judge to run at least one of the lines during the match they are playing in. If no Touch Judges are available for a standard match, no decision made by the referee may be questioned.
- (f) Touch Judges **must** be used during Preliminary Final, Semi Final, Grand Final and Representative games and no such match may be started until the Touch Judges are in place.

23. Timekeepers & Score Persons:

- (a) A Timekeeper and Score person, as nominated by the managers of the teams to play in the game, shall be situated outside the court of play, on the halfway line.
- (b) The Timekeepers will ensure the duration of a normal match does not exceed 20 minutes per half plus a 10 minute rest break between halves.
- (c) The Timekeeper will be responsible for ensuring that any 5 minute extra time period played in a tied Preliminary Final, Semi Final, Grand Final or State Of Origin game is strictly adhered to.
- (d) Timekeepers must:
 - (i) Be equipped with suitable timekeeping equipment and test this equipment prior to the start of the game;
 - (ii) Ensure that timekeeping equipment is set to 20 minutes prior to the start of the 1st half of the match and reset to 20 minutes prior to the start of the 2nd half of the match;
 - (iii) Reset the timing equipment to the requested time when extra time is required to complete a drawn match;

- (iv) Indicate the start/end of the 1st and 2nd halves of the match, the end of the match and the end of any periods of extra time by use of an acoustic signal distinct from the one used by the referee;
 - (v) Keep a check on any 5 minute punishment period after a player has been sent off;
 - (vi) Stop the game clock if a “Time Out” is called by a Team Coach or Captain, take note of the time on a second timekeeping device, sound the required audible alerts and restart the game clock at the conclusion of the time out (30 seconds). The Referees permission is not required to restart the game clock in this case.
 - (vii) Stop the game clock if a “Time Out” is called by the Referee. There is no time limit and the clock is to be restarted only when the Referee calls “Time On” or restarts play.
- (e) If a Timekeeper instigates a time out without the referee calling for it or interferes with the duration of a match, they are to be removed from their duties immediately.
 - (f) The Score Person shall, in consultation with team managers, ensure that the score sheets have been compiled correctly prior to the start of the match.
 - (g) The Score Person shall indicate on the score sheet the number of tries and goals scored next to the names of the players who scored the tries or the goals during the game and make a note of the player who scored the first points in the match.

- (h) At the conclusion of the game, the Score Person shall tally the number of tries and goals scored by each side, enter the final tally on the score sheet and ensure that all required names and signatures have been entered on the sheet.
- (i) If no Timekeeper or Score Person is available, the referee shall be responsible for keeping note of the time and score; however player statistics shall not be recorded.
- (j) The official score shall be that which is tallied on the score sheet as opposed to what is displayed on the scoreboard.

24. Club Managers:

Club Managers will be responsible for:

- (a) Advising NSW Push And Power Sports Inc. of the makeup of the teams in their Club, including chair types, prior to the start of the Rugby League Season;
- (b) Ensuring that all players in their Club are financial or life members of NSW Push And Power Sports Inc. and that the required Club registration fees are paid in full.
- (c) Nominating persons to act as Timekeepers/Score Persons for the matches their Club will be contesting;
- (d) Ensuring that their teams have the required number of players to meet the criteria of Rule 3 (a), (b), (c), (d), (e), (f) and Rule 20 (e) prior to the start of the games;
- (e) Ensuring that the Club teams are at the venue and prepared to start play at least 15 minutes prior to the posted start time of the game with close attention paid to the following:
 - (i) Game score sheets fully compiled;
 - (ii) Players in uniforms/bibs as required;
 - (iii) Chairs in game ready condition;

- (iv) Players on the field fall within the Player Classification parameters (**See Rule 26**);
- (v) Nominated Score Person/Timekeeper is prepared.
- (f) Advising NSW Push And Power Sports Inc. at least 48 hours in advance of their game, of their intention to forfeit in accordance with Rule 20 (a) (iii).

25. Players Council:

- (a) Prior to the start of competition, the Players Council shall be formed consisting of two (2) players from each club with one (1) First Grade and one (1) Reserve Grade player.
- (b) The duties of the Players Council will be to:
 - (i) Review the Rules Of Wheelchair Rugby League and formulate amendments when required;
 - (ii) Discuss issues arising during the Rugby League season;
 - (iii) Act as a disciplinary tribunal to mediate disputes and;
 - (iv) Present recommendations on the above to the Board.
 - (v) The Players Council will also be responsible for nominating players for the State Of Origin series.
- (c) The Secretary or President of NSW Push And Power Sports Inc. shall attend Council meetings and act as chairperson, take the minutes of the meeting and take recommendations made by the Players Council to the Board.
- (d) The Players Council will meet at least two (2) weeks prior to a Board meeting.



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES

SECTION 5 – PROCEDURES

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26. Player Classification:

- (a) Player Classification will be used to determine the makeup of teams.
- (b) A First Grade Player will be determined based on the following criteria:
 - (i) adequate experience;
 - (ii) full understanding of the rules of the game;
 - (iii) is not deterred by rough play or heavy contact;
 - (iv) displays a high level of skill.
- (c) A Reserve Grade Player will be determined based on the following criteria:
 - (i) lacks adequate experience;
 - (ii) struggles to understand the rules of the game;
 - (iii) is intimidated by rough play or heavy contact;
 - (iv) displays a generally lower level of skill.
- (f) Only one (1) 10 Point player (**see Definitions**) will be permitted in each Club. This player may only be used in a Clubs First Grade team.
- (g) Each Club may nominate any Reserve Grade players they feel play at a sufficiently high skill level to play in First Grade games in preparation for players to move into the First Grade during the following season.
- (h) Reserve Grade players nominated to play in First Grade matches may be used to make up numbers when the Clubs First Grade team is short of players.
- (i) Reserve Grade players nominated to play in a First Grade game may also play in their own grades game.

27. Player Registration:

- (a) Only financial or life members of NSW Push And Power Sports Inc. will be permitted to register to play in the Rugby League competition.
- (b) Registration to play in the Rugby League competition must be on the approved Rugby League Registration form or a photocopy of same, be signed by the member registering and be accompanied by an Application For Membership and registration fee.
- (c) Player Registration fees for the next sports season will be determined by the Board Of Management prior to the NSW Push And Power Sports Inc. Annual General Meeting (AGM) and will be announced at this meeting.
- (d) A player must play in the type of chair they registered to play in. The only exception to this rule will be if the player has a degenerative disability that will require them to transfer to a different type of chair during the season. They will then be permitted to play in the new chair only.
- (e) Players must first seek approval from a Club Manager before nominating a Club they wish to register for.
- (f) Transfer of a player's registration between Clubs may occur under the provisions of **Rule 29 – Player Registration Transfer**.

28. Club Registration:

- (a) Club Registration to play in the Rugby League competition must be on the approved Rugby League Club Registration form or a photocopy of same, be correctly compiled and accompanied by the required Club Registration Fee.
- (b) Club Registration fees for the next sports season will be determined by the Board Of Management prior to the NSW Push And Power Sports Inc. Annual General Meeting (AGM) and be announced at this meeting.

- (c) The total number of Clubs allowed to register to play in the Rugby League competition shall be determined on an annual basis by the Board Of Management and will be based on the numbers of registered players from the previous season.
- (d) A Club must register and fund two (2) teams in the NSW Push And Power Sports Inc. Rugby League competition – a First Grade team and a Reserve Grade team.
- (e) Preference will be given to Clubs that receive funding from ARL/NRL Clubs and Club Registration will be on a “first come, first served” basis.

29. Player Registration Transfer:

Players wishing to transfer to another Club team after the start of the Rugby League season may do so as long as the following conditions are met:

- (a) A transfer can only be made within the first three (3) rounds of the Rugby League season.
- (b) The player requesting a transfer must first seek permission and approval ***in writing*** from their Club Manager to transfer to another team ***before*** making any commitment to the new team. Unless a member of the NSW Push And Power Sports Inc. Board of Management is a Club Manager, the Board Of Management will not be drawn into a player registration transfer dispute.
- (c) Both Club Managers must agree to the transfer and both Clubs will be required to pay an administration fee that will be decided by the Board Of Management to NSW Push And Power Sports Inc.
- (d) The player requesting the transfer must complete an Application For Transfer form to de-register from their current Club and complete a new Player Registration form to officially register with their new Club prior to the first game to be played after the transfer has been approved. Both Club Managers must also provide a new team listing to the Board of NSW Push And Power Sports Inc.

- (e) The requested transfer must not contravene the conditions set out in Rule 3, clauses (a), (b) and (c) of the “Push And Power Wheelchair Rugby League” rules regarding the number of players allowed on a team.
- (f) A transfer that is requested as a result of a team attempting **player poaching (See Definitions)** will not be approved by the Board Of Management of NSW Push And Power Sports Inc.
- (g) At the completion of the transfer, the transferred player must still fulfil the obligations as set out in Rule 3, clause (i) regarding eligibility to play in the finals series matches with their new team.
- (h) If a transfer, as outlined in this policy, has not been agreed to by all parties and a Club fields a player who has been denied a transfer, any games played during the season using this player will be declared a forfeit with the opposing Club team being awarded the game ladder points.



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES

SECTION 6 – CODE OF CONDUCT

1. Introduction:

The purpose of this Code of Conduct is to provide all participants involved in Push And Power Wheelchair Rugby League with some simple rules concerning the standards of behaviour that are expected. It is strongly recommend that everyone connected with Push And Power Wheelchair Rugby League adopts these rules so that players, coaches, officials, parents and spectators can attend matches secure in the knowledge that it will be a safe and enjoyable sporting experience.

2. General Principles:

Participants in the game of Push And Power Wheelchair Rugby League include players, parents, spectators, coaches, referees and officials.

Every participant should:

- Discourage all instances of unsportsmanlike behaviour, foul or illegal play, or acts of violence, both on and off the field.
- Respect the rights, dignity and worth of every person regardless of their gender, ability/disability, sexual orientation, cultural background or religion.
- Condemn the use of recreational and performance enhancing drugs and doping practices; their use endangers the health of players and is contrary to the concept of fair play.

NOTE: Medication required that is prescribed by your Doctor and needed by you because of your disability is permitted.

3. Code Of Conduct for Players:

- Be a good sport. Respect all good play whether from your team or the opposition and shake hands with and thank the opposition players and officials after the game – win, lose or draw.
- Participate for your own enjoyment and benefit.

- Always respect the referee's decision.
- Never become involved in acts of foul play.
- Honour both the spirit and letter of the competition rules and live up to the highest ideals of ethics and sportsmanship; avoid gamesmanship and respect the traditions of the game.
- Never engage in disrespectful conduct of any sort including profanity, sledging, obscene gestures, offensive remarks, trash-talking, taunting or other actions that are demeaning to other players, officials or supporters.
- Care for and respect the facilities and equipment made available to you during training and competition.
- Safeguard your health; don't use any illegal or unhealthy substances.
- Recognize that many officials, coaches and referees are volunteers who give up their time to provide their services. Treat them with the utmost respect.
- Do not bet or otherwise financially speculate, directly or indirectly, on the outcome or any other aspect of a Wheelchair Rugby League match or competition in which you are involved.

4. Code Of Conduct for Coaches:

- Actively discourage foul play and/or unsportsmanlike behaviour by players.
- Seek to maximise the participation and enjoyment for all players regardless of ability; avoid the tendency to over-use a talented player; treat all players as equals, regardless of their talent.
- Show concern and caution towards all sick and injured players. Follow the advice of a physician and/or sports trainer to the letter when determining when an injured player is ready to recommence training or playing.

- Teach players that an honest effort and competing to the best of their ability is as important as victory.
- Maintain appropriate, professional relationships with players at all times.
- Maintain a thorough knowledge of the rules of the game and keep abreast of current coaching methods; maintain or improve your current accreditation level.
- Always consider the health, safety and welfare of the players.
- Teach young players to realise that there is a big gap between their play and the professional game; do not coach them as if they are professionals.
- Ensure that your coaching reflects the level of the competition being played; do not be a “winner-at-all-costs” coach.
- As coach, conduct yourself at all times in a manner, and in all situations, that shows leadership, respect for the game of Wheelchair Rugby League and respect for all those that are involved in the game – the players, officials, the fans, the parents, the referees and the media.

5. Code Of Conduct for Referees/Touch Judges and Other Officials

- Be impartial! Also, be consistent, objective and courteous.
- Place the safety and welfare of the players above all else; be alert to minimise dangerous physical play, fair or foul.
- Accept responsibility for all actions taken.
- Avoid any form of verbal contact with coaches, team officials, parents and spectators during play.
- Avoid any situation which may lead to a conflict of interest, both on and off the field.

- Maintain an appropriate level of fitness for the standard of game at which you are officiating.
- Condemn all and every instance of unsportsmanlike, foul or unfair play.
- Set a good example by the way you dress, speak and act towards players, coaches, officials, parents and spectators.
- Show concern and caution towards sick and injured players.
- Officiate to the age and/or experience of the players.

6. Code Of Conduct for Spectators/Parents:

- Condemn all violent or illegal acts, whether they are by players, coaches, officials, parents or spectators.
- Respect the referee's decisions – don't complain or argue about calls or decisions during or after a game.
- Behave! Unsportsmanlike language, harassment or aggressive behaviour will not be tolerated.
- Encourage players to play by the rules and to respect opposition players and officials.
- Never ridicule or scorn a player for making a mistake – respect their efforts.
- Understand that sport is part of a total life experience, and the benefits of involvement go far beyond the final score of a game.
- Participate in positive cheering that encourages the players in the team you are supporting; do not engage in any cheering that taunts or intimidates opponents, their fans or officials.
- Remember that players participate in Wheelchair Rugby League for their own enjoyment, not yours!

- At all times, follow the directions of the Ground Manager and/or other match day staff.
- Never arrive at a Wheelchair Rugby League game under the influence of alcohol, never bring alcohol to a Wheelchair Rugby League game and only drink alcohol, if it is available, in a responsible manner in the designated licensed area.

7. Code Of Conduct – Penalties:

1. No person(s) attending a match shall:
 - a. Use offensive or obscene language to any player, coach, referee, touch judge, official or other spectator;
 - b. Enter the Field of Play during the course of a match without the prior approval of the Ground Manager appointed by the home club and/or league;
 - c. Dispute the decision of a referee or touch judge either during or after a match;
 - d. Assault or act with aggression to any person/s;
 - e. Behave in a way contrary to this Code Of Conduct and/or the spirit of the game;
 - f. Behave in a way which disturbs the enjoyment of the match by any other person/s, or brings discredit to the home club and/or league;
 - g. Act in such a way as to exhibit racial intolerance, by language or other conduct, to any other person/s;
 - h. Refuse to accept the reasonable direction of the Ground Manager, official of the home club and/or league, or official of the team/club which that person/s is supporting.
2. Any person/s contravening Rule 1 may be reported by the Ground Manager to the Team Manager or other official of the team which that person/s is supporting. Where a team does not have a Team Manager present, a request or direction from the Ground Manager to any official of the team or the team's club shall be regarded as a direction to the Team Manager for the purposes of this Code.
3. The Ground Manager and/or Team Manager must advise the offending person/s of the relevant breach of the Code. The Ground Manager must note the details of their report to the Team Manager on the reverse of the team sheet.

4. In the event that the inappropriate conduct continues, the Ground Manager and/or Team Manager may request the offender/s to immediately leave the ground. This should also be noted on the team sheet.
5. In the event the person/s refuses to obey the direction of the Ground Manager and/or Team Manager, the Ground Manager may direct the referee to terminate the match. In the event that the match is so terminated, the club's and/or league's committee may, at its absolute discretion award the competition points to the non-offending team, or declare that neither side shall be awarded competition points for that match.
6. Clubs which do not exercise control over their players, parents/carers of players, coaches, officials or spectators may be called upon by the league to accept responsibility for their actions and the following penalties may apply (in addition to penalties which may be imposed by the league's judiciary):
 - **First Offence**
A fine not exceeding \$500, and/or loss of competition points, and/or suspension of the player from playing, and/or suspension of the offender/s from attending future matches.
 - **Second Offence**
Suspension of the player, and/or team and/or club from the competition on a temporary basis.
 - **Third Offence**
Suspension of the player and/or team and/or club either for the remainder of the season, or permanently.