



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES

Effective as of January 01, 2017

TABLE OF CONTENTS

Section 1 – Definitions:

A comprehensive glossary of terms used throughout this document	3
--	----------

Section 2 – General Conditions:

Guidelines for running Push And Power Wheelchair Rugby League	9
--	----------

Section 3: Playing the game:

The rules of the Push And Power Wheelchair Rugby League game	21
---	-----------

Section 4 – Game and Club Officials:

The duties and responsibilities of game and club officials	35
---	-----------

Section 5 – Procedures:

Administrative procedures for clubs, teams and players	45
---	-----------

Section 6 – Code Of Conduct:

The expectations of all persons attending or playing in Push And Power Rugby League	49
--	-----------



PUSH AND POWER

RUGBY LEAGUE RULES

SECTION 1 – DEFINITIONS

All Stars:	A team formed to play in an additional end of season game against the Grand Final winning team. (Rule 10 – All Stars Game).
Changeover:	Possession of the ball is given to the opposing team.
Club:	A single entity comprising of two teams – one First Grade team and one Reserve Grade team.
Club Manager:	The person nominated by a Club to handle all matters relating to the organisation of their Club and the first point of contact for the Push And Power Board from within their Club.
Club System:	A system where there are enough players to form two (2) teams into a graded competition.
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.

Judiciary:	A three (3) member panel consisting of persons independent of NSW Push And Power Rugby League Inc. who mediate ongoing breaches of the Rules or Code Of Conduct.
Kick:	A statement used before a Kick Through .
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:	A player fails to call 'got it' when their number has been called or if two or more players call 'got it' or 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.
Obstructing:	When a player in possession puts one of their own players between themselves and an opposing player to hinder an attempted tackle.
Off Side:	<p><u>From the Kick Off</u></p> <p>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>

From The Kick Through

When any player from the attacking team is in front of the person kicking through and touches the ball before 'the kicker' is in front of the ball, they are deemed off side.

Play the Ball:	Passing the ball after a tackle to restart play.
Player Poaching:	An attempt by a Team/Club to obtain the services of opposing Team/Club players during the Rugby League season.
Playing Roster:	The number of players in a Club to play as part of their teams in the Club System or the number of players on a Team in the Team System .
Selector:	A nominated person who will be responsible for making up the teams for the competition.
Tackled:	Being touched by a defending player using only their chair, hands or feet.
Tap or Tap Kick:	The Tap or Tap Kick is only is only used to restart play after a penalty has been awarded or during a quarter line tap.
Team:	An entity comprised of seven (7) Manual and Powerdrive players contesting Push And Power Rugby League games.
Team Manager:	Person nominated by a Team to handle all matters relating to the organisation of their Team and the first point of contact to the Push And Power Board of Management.
Team Selection:	The process where teams are formed from a pool of available players.
Team System:	A system where there are only enough players to create a single team competition.

- Time Out:** A period of time where a game may be halted to allow player substitutions, team strategising or for Referees to deal with issues that may arise 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.

THIS PAGE DELIBERATELY LEFT BLANK



PUSH AND POWER

RUGBY LEAGUE RULES

SECTION 2 – GENERAL CONDITIONS

CONTENTS

Rule 1 – The Rules Document	11
Rule 2 – Clubs	11
Rule 3 – Teams	12
Rule 4 – Player & Wheelchair Safety	14
Rule 5 – Player Substitutions	16
Rule 6 – Equipment Used	16
Rule 7 – General Season Structure	17
Rule 8 – Finals Series Structure	17
Rule 9 – State Of Origin Series Structure	18
Rule 10 – All Stars Game	19
Rule 11 – Social Media	19

1. The Rules Document:

- (a) The rules contained in this document will apply to the sport of **“Push And Power Rugby League”** only;
- (b) Where **“Push And Power 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 Rugby League Inc. either through the recommendations of the **Players Council** or through necessity as the need arises.

2. Clubs:

If the Rugby League competition uses the **“Club System”**, the following provisions will apply:

- (a) A Club will consist of two (2) teams that will form a First Grade competition and a Reserve Grade competition.
- (b) Clubs may only consist of a maximum of fourteen (14) players made up of no more than eight (8) Powerdrive and six (6) pushchair players. This will be the Clubs **“Playing Roster”** (see **Definitions**).
- (c) Each **Club** will 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) A **Club** formed by the use of players who have not been chosen as part of any other **Club** with no management structure will be given exceptions outlined at Rule 2 (i).
- (e) A **Club** may nominate Reserve Grade players they feel play at a sufficiently high skill level to play in First Grade games in preparation for those players to move into the First Grade during the following season.
- (f) Reserve Grade players cannot be used to make up numbers in the **Clubs** First Grade teams playing roster.

- (g) Reserve Grade players nominated to play in a First Grade game must also play in their own grades game.
- (h) Reserve Grade players are not permitted to play as part of a Clubs First Grade teams during the Finals series or State Of Origin games.
- (i) If a **Clubs** First and Reserve Grade teams are formed as a result of the conditions outlined at Rule 2 (d), these teams may use First Grade players in their Reserve Grade games.

Any First Grade players that are used in a Reserve Grade game **MUST** play in their First Grade game as well.

If any First Grade players are used in Reserve Grade games, all Reserve Grade players in attendance must get optimal game time on the field.

If the full Reserve Grade playing roster is available, First Grade Players cannot be used in Reserve Grade games.

3. **Teams:**

The Board will determine which system of competition will be played based upon the number of players registering for the competition, however if either the “**Club System**” or the “**Team System**” is used, the following will apply when forming teams:

- (a) Teams will be formed by a **Selector (see Definitions)** and players will be placed in teams based on their previous experience. New players to the game will be placed in a team where more experienced players can mentor them.
- (b) Teams may only consist of a maximum of seven (7) players made up of no more than four (4) Powerdrive and three (3) pushchair players. This will be the **Playing Roster (see Definitions)**.
- (c) The **maximum** number of players *on the field* at any time per side is six (6) made up of Powerdrive and pushchairs with the number of pushchairs not to exceed two (2). A team using more than two (2) pushchairs during a game will be

subject to a penalty (**see Rule 19 – The Penalty**).

- (d) The minimum number of players required to make up a team is four (4) and it is to be made up of two (2) power drive chair players and two (2) pushchair players.
- (e) Each player will have their 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.
- (f) If one team has less than the minimum number of players required to make up a team as set out in rule 3(d), available five (5) minutes after the posted start time of the game, a forfeit will be declared with the opposing team being awarded the game points.
- (g) If both teams are unable to provide the minimum number of players as set out in rule 3(d), the game will be declared null and void with neither team being awarded game points.
- (h) No team may field only Manual or Powerdrive wheelchair players. Doing so will result in a forfeit.

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 clauses (f) & (g).

- (i) All players on a team must be given a minimum of ten (10) consecutive minutes on the field during the game. A team breaching this rule will NOT be able to use their top player in the following weeks game. Repeated breach of this rule will result in disciplinary action at the Boards discretion.
- (j) To be eligible to play in the Rugby League finals, players:
 - (i) Must be a financial or life member of NSW Push And Power Rugby League Inc. for 50% of the season;
 - (ii) Must play in 50% plus 1 games during the season as a member of their registered Club/Team;

- (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 (j) for the following reasons:

- (a) Prolonged absence due to ill health; (proof may be required).
- (b) Absence due to participation in State, National or International representative sports. The player must have been a registered member of their Club/Team from the first round of the competition and have played in at least 40% of games during the season;
- (c) At the discretion of the Board Of Management, NSW Push And Power Rugby League Inc. on a case by case basis.

4. Player & Wheelchair Safety:

- (a) Players are required to wear sturdy footwear at all times. 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 allowed 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 must not 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. Any chair that has sharp surfaces that have not been suitably padded will not be allowed on the field.
- (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 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 not fitted with guards are to be kept in a serviceable condition at all times. Wheelchairs with damaged spokes will not be permitted into any game 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 or bullbar of an opposing player in a frontal collision;
 - (iii) must be able to be removed quickly in case of an emergency.
- (m) Tackling in a reverse direction is prohibited and will not be acknowledged. Repeated breaches will result in a Penalty.

- (n) Players returning from an absence due to a major medical condition must provide a Doctors clearance before they may return to play. A major medical condition includes but is not limited to hospitalised illness or major surgery.

5. Player Substitutions:

- (a) Substitutions may only be made during a stoppage of play or a **Time Out. (See Rule 22 – 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 (b) & (c);
 - (iii) Manual Chair for Manual Chair;
 - (iv) Manual Chair for Electric Chair when such a substitution does not contravene rule 3 (b) & (c).

6. Equipment Used:

- (a) A rubber ball that easily fits in a players hand 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 more than 2 metres in height with an opening of no more than 1metre 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 30cm x 30cm attached to the ends.
- (d) Four (4) corner posts constructed from lightweight materials no more than 2 metres in height used to define the in goal area and location of the dead ball line.
- (e) Six (6) small cones placed on the sidelines on the quarter and halfway lines to define them.

7. General Season Structure:

- (a) A standard **Club System** season will consist of a minimum of twelve (12) rounds (in the case of only four (4) **Clubs** registering teams) or a minimum of fifteen (15) rounds (in the case of five (5) **Clubs** registering teams).
- (b) In the **Club System**, there will be two (2) Reserve Grade and two (2) First Grade games played each week.
- (c) A standard **Team System** season will consist of a minimum of Fourteen (14) rounds in the case of eight (8) teams registering to play.
- (d) In both the **Club System** and the **Team System**, at the end of the season, there will be a three (3) week “Finals” series consisting of Preliminary, Semi and Grand Final rounds. **(See Rule 8)**
- (e) A three (3) week “State Of Origin” series may be played during a standard season. **(See Rule 9).**
- (f) At the conclusion of the competition, an additional “All Stars” game may be played where the winner of the Grand Final will play a team made up of players from other teams in the competition. **(See Rule 10)**
- (g) Changes to the season structure may be made at the discretion of the Board should circumstances warrant it.

8. Finals Series Structure:

- (a) The Finals series for both a **Club System** and a **Team System** competition will be in the form of a three (3) week competition consisting of the Preliminary Finals round, a Semi Finals round and a Grand Final round.
- (b) The **Preliminary Finals** will be played as follows:
 - (i) Teams finishing 1st and 2nd on the competition ladder at the end of the season will play against each other. The winner will automatically progress to the **Grand Final** round. The loser will progress

to the **Semi Final** round.

- (ii) Teams finishing 3rd and 4th on the competition ladder at the end of the season will play against each other. The loser will be eliminated from the Finals series. The winner will progress to the **Semi Final Round**.
- (iii) In the case of a five (5) **Club** competition, the team(s) that finish 5th on the competition ladder at the end of the season will be automatically eliminated from the Finals Series.
- (c) The **Semi Final** will be played by the teams that progressed through the preliminary finals as outlined in clause (b) and the winner of this game shall then progress to the Grand Final rounds. The losers of these games will be eliminated from the Finals series.
- (d) The **Grand Final** 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 23 – Extra Time** will come into play.

9. State Of Origin Series:

If played, the State Of Origin series will be structured as follows:

- (a) It will be in the form of a three (3) game competition played as close to the dates of the NRL State Of Origin series as possible.
- (b) Two teams, to be called NSW and Queensland respectively, will be formed using players from the current Players Roster and the makeup of the teams must adhere to the provisions of **Rule 3(b)**.
- (c) The games will be played in the same way as a standard game and subject to the provisions outlined in these rules.

- (d) The winner of the series will be the team that wins two (2) out of the three (3) games played.
- (e) If any State Of Origin game ends in a draw, the provisions of **Rule 23 – Extra Time** will come into play.

10. All Stars Game:

After the Grand Final, one additional game may be played under the following provisions:

- (a) The team that wins the Grand Final will play against a Team made up of players from the other teams in the competition.
- (b) The makeup of the All Stars team must adhere to the provisions of Rule 3 (b).
- (c) The game will be played in the same way as a standard game and subject to the provisions outlined in these rules.
- (d) If the All Stars game ends in a draw, the provisions of **Rule 23 – Extra Time** will come into play.

11. Social Media:

11.1 All players and officials should be conscious of the responsible use of social media and the ramifications that can arise from the inappropriate use of social media devices/apps (including but not limited to):

- (a) Instagram – e.g.: inappropriate imagery that could damage the reputation of the organisation or its individual members;
- (b) Facebook – e.g.: inappropriate comments on incidents during games, slander of players and game officials etc.;
- (c) Twitter – e.g.: inappropriate comments on incidents during games, slander of other players and game officials etc.;
- (d) Dating apps – e.g.: presenting yourself as a representative of the organisation, a team or impersonating a member of the organisation for gain.

11.2 Players or members found to be in breach of this rule shall be dealt with under the current Code Of Conduct.

11.3 Continuous breaches of the Social Media Policy will result in the member being referred to the Judiciary for disciplinary action.



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES.

SECTION 3 – PLAYING THE GAME

CONTENTS

Rule 12 – The Kick Off	23
Rule 13 – Play In Motion	23
Rule 14 – Play The Ball, Tapping & Marking	24
Rule 15 – The Kick Through	24
Rule 16 – 40/20 Kick	25
Rule 17 – Scoring	26
Rule 18 – The Changeover	27
Rule 19 – The Penalty	27
Rule 20 – Sin Binning & Sending Off	28
Rule 21 – On Report	29
Rule 22 – Time Out	30
Rule 23 – Extra Time	31
Rule 24 – Game Forfeiture	31

12. 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 19 – 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.

13. 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 19 – 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. However, anyone may use their chair to tackle.

14. 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.

15. 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) If the ball is kicked downwards it must not come into contact with the footplates before it hits the ground.

- (c) The ball **must** travel at least 2 metres in a forward direction before being regathered.
- (d) If a Kick Through is performed inside the attacking quarter, the ball must bounce on the floor prior to being regathered by the kicker. Any other player may gather the ball on the full.
- (e) If a Kick Through is performed outside of the attacking quarter, the ball does not have to bounce on the floor before it is regathered by the kicker or any other player.
- (f) Any player may catch the ball and for both manual and Powerdrive chair players, the ball will be considered regathered if it hits the chair or lands in the players lap.
- (g) 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.
- (h) 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.
- (i) If the ball goes dead in goal, as in 14 (g) & 14 (h) then the players must wait for the referee to be at the quarter line before the tap to restart play can be taken.
- (j) If the defending team gains possession from a kick through, the first tackle made shall be counted as the first of six.
- (k) If, after a Kick Through has been completed, 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.

16. 40/20 Kick:

A 40/20 kick must be accurate and long. For a successful 40/20 kick:

- (a) The kicker must be behind his sides quarter line when he kicks the ball;

- (b) The ball must first hit the ground in the field of play;
- (c) The ball must then go over the sideline of the field of play past the defending teams quarter line without touching another player.
- (d) Play will restart by way of a “tap” in line with where the kick found touch by the attacking team.

17. 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 (e.g. bulbar or footplates), 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 a distance no closer than the quarter 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 to be attempted after a try has been scored.

18. 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 or after the fifth tackle has been called;
 - The ball is kicked into touch before or after 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.

19. The Penalty:

- (a) The following situations will result in a penalty:
- Deliberate 'obstructing';
 - Passing the ball forward ('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.
- (c) A quarter line drop-out is taken by the defending team if the ball goes dead in their in-goal area from any kind of penalty kick by their opponents.

20. Sin Binning & Sending Off:

- (a) Ramming, rough play, physical and/or verbal abuse of other players or game officials will result in a player either being sent from the field for a period not exceeding five (5) minutes (**sin bin**) or the opposition team being awarded a penalty after one (1) warning from the Referee.
- (b) If an incident of ramming or rough play results in the injury of another player or damage to another players wheelchair that prevents them from continuing to play in the match, the offending player will be sent off for the remainder of the game and receive a one (1) game suspension.
- (c) A player who has been sin binned cannot be replaced during that time with any other player and the team will play under strength until the sin binned player is able to return to the field.
- (d) Consistent breaches of the rules by any player may result in them being sent off for the remainder of the game.
- (e) A player who is sent off cannot be replaced by any other player and the team will complete the match under strength.
- (f) A player who has been sinned binned or sent off will be automatically placed **On Report** and will abide by the provisions set out in **Rule 21 – On Report**.

21. On Report

1. During a game, players that are involved in dangerous play that results in that player being sin binned or sent off will be automatically placed on report by the Referee.
2. To place a player on report:
 - (a) The Referee will blow their whistle to halt the game and indicate that a player is to be cited by raising their arms above their head and forming a cross (X). This will also indicate the calling of a Referee Time Out.
 - (b) The Referee will explain to the player the reason(s) they have been cited and what action will be taken as per **Rule 20 – Sin Binning And Sending Off**.
 - (c) The referee will advise the Score Person that the player is On Report and this will be marked on the score sheet next to the cited players name.
 - (d) The Referee will submit a written report to the Board of Management on the incident that has seen a player placed On Report within three (3) days.
 - (e) A player who is placed on report as a result of being sin binned or sent off during games 4 or more times within the season will be suspended from playing for a period determined by the Referee and the Board of Management after assessing the seriousness of the incidents the player has been involved in.
 - (f) On returning from a suspension arising out of being placed On Report, if the player continues to engage in dangerous play resulting in being sin binned or sent off they will be required to attend the Judiciary to explain why they should be allowed to continue to play in the competition.

22. Time Out:

- (a) A Time Out may be called by a Team Coach, Team Captain or the Referee only. No other player or official may call for a Time Out.
- (b) A Time Out may only be called during the following stoppages of play:
 - (i) A change of possession;
 - (ii) The ball has gone out of play;
 - (iii) Prior to a kick off after a try has been scored and the goal kick has been taken.
- (c) Time Outs called by a Team Coach or Captain will be of 30 second duration and limited to three (3) per half of games.
- (d) 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.
- (e) At the conclusion of a time out called by a Team Coach or Team Captain, the game clock will be restarted without delay. The Referee does not have to authorise a re-start.
- (f) If a Time Out has been called to make a player substitution, only the team that has requested the Time Out may substitute players. The opposing players are to remain in position until the conclusion of the time out. Should the opposing team substitute any players during this time, they will have a penalty awarded against them (**See Rule 19 – The Penalty**).
- (g) The Referee 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) Other times at the Referees discretion.

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

- (h) 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.
- (i) A Time Out called by the Referee may not be used to make player substitutions. Teams who do so will have a penalty awarded against them (**See Rule 19 – The Penalty**) and the substitute player(s) will leave the field for five (5) minutes.
- (j) At the conclusion of a Time Out called by the referee, the referee will call “Time On”, restart play and the game clock will be restarted by the Timekeeper.

23. **Extra Time:**

Should the scores in a Preliminary Final, Semi Final, Grand Final, State Of Origin or All Stars game be level at the completion 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.

24. **Game Forfeiture:**

1. A game may be declared forfeit in the following ways:
 - (a) An **Honourable Forfeit** shall be declared when:
 - (i) Any less than four (4) members of a team, made up of the required combination of players as set out in rule 3(d), are available five (5) minutes after the posted start time of the game and;
 - (ii) A Club/Team Manager has advised NSW Push And Power Rugby League 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) 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/Team Manager is aware that the minimum number of players required to form a team will be unavailable to play and **has not** been informed an official of NSW Push And Power Rugby League Inc. at least 48 hours prior to the posted start time.
 - (iii) A team Captain declares a forfeit despite the minimum number of players being available and willing to play.

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 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 Rugby League Inc., a Dishonourable Forfeit is declared:

- (i) The forfeiting team shall have competition ladder points deducted up to a maximum of 50% at the discretion of the NSW Push And Power Rugby League Inc Board Of Management. The severity of the penalty shall be based on the inconvenience

caused to the team forfeited against.

- (ii) The forfeiting team shall have the average of their “for” points up to the round in question added to the “for points” of the team forfeited against.
 - (iii) The forfeiting 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 **Teams**, but this will not change the provisions of Rule 22.1 (c) & (d).

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 Rugby League 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.

THIS PAGE DELIBERATELY LEFT BLANK



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES.

SECTION 4 – GAME & CLUB OFFICIALS

CONTENTS

Rule 25 – The Referee	37
Rule 26 – Touch Judges	38
Rule 27 – Timekeepers & Score Persons	39
Rule 28 – Club/Team Managers	41
Rule 29 – The Judiciary	42

25. 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 Rugby League 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 of play or the restarting of play after all stoppages;
- (xiii) Indicate to the Score Person the number of the player who has scored a try or kicked a goal;
- (xiv) Note on the score sheet at the end of the match their nomination(s) for Player of the Match.

26. 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 to indicate:
 - (i) Any breach of the game rules;
 - (ii) The location of a tackle by indicating the point a player was tackled;
 - (iii) A 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.

- (d) Touch Judges shall ensure that spectators and other persons at the venue do not enter the field of play or interfere with the free run of play along the lines of the court.
- (e) 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.

27. 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.
- (b) Timekeepers will ensure the duration of a match does not exceed 20 minutes per half plus a 10 minute half time break.
- (c) The Timekeeper will be responsible for ensuring that any extra time period played in a tied Preliminary Final, Semi Final, Grand Final or State Of Origin game is 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;
- (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 an audible alert and restart the game clock at the conclusion of the **Time Out**.
NOTE: The Referees permission is not required to restart the game clock in this case.
- (vii) Stop the game clock if a **Time Out** or **On Report** is called by the Referee. There is no time limit and the clock is to be re-started 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 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 which Team scored the first points in the match.
- (h) If required, the Score Person will indicate on the score sheet any player that the Referee has placed On Report including a brief explanation of the incident and the time it occurred.

- (i) At the conclusion of the game, the Score Person shall tally the number of tries and goals scored by each side and enter the final tally on the score sheet.
- (j) At the conclusion of the game, the Score Person will ensure that the nominations for Player of the Match from both team Captains and the Referee are noted on the score sheet.
- (k) 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.
- (l) The official score shall be that which is tallied on the score sheet as opposed to what is displayed on the scoreboard.

28. Club/Team Managers:

Club/Team Managers will be responsible for:

- (a) Ensuring that all players are financial or life members of NSW Push And Power Rugby League Inc. and that the required Club/Team registration fees are paid in full.
- (b) Nominating persons to act as Timekeepers/Score Persons for the matches their teams will be contesting;
- (c) 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 22 (e)** prior to the start of the games;
- (d) Ensuring that the 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 correctly compiled;
 - (ii) Players in uniforms and/or bibs as required;
 - (iii) Chairs in game ready condition;

- (iv) Nominated Score Person/Timekeeper is prepared.
- (e) Advising NSW Push And Power Rugby League Inc. at least 48 hours in advance of their game, of their intention to forfeit in accordance with Rule 20.1 (a) (ii).

29. The Judiciary:

- (a) Players who have been disciplined for breaches of the game rules or the Code Of Conduct and continue to do so will be brought in front of a Judiciary consisting of three (3) persons independent from the NSW Push And Power Rugby League Inc. Board Of Management, teams or other game officials.
- (b) The duties of the Judiciary will be to:
 - (i) Mediate ongoing breaches of game rules or the Code Of Conduct;
 - (ii) Examine all evidence relating to these breaches; and
 - (iii) Present decisions on the above to the Board.
- (c) The Judiciary will only be required to meet if a disciplined player continues to act against the objectives of NSW Push And Power Rugby League Inc., game rules or the Code Of Conduct after being disciplined for any breach of the above.
- (d) The Judiciary finds that a player has continued to act against the objectives of NSW Push And Power Rugby League Inc., it will have the power to increase any penalty already imposed against that player.
- (e) Decisions made by the Judiciary will be final and binding

on the parties involved, however a disciplined player may elect to have his case heard by the NRL Judiciary at their own expense.

- (f) The Secretary or President of NSW Push And Power Rugby League Inc. shall attend any Judiciary meeting to act as an observer and convey the decisions made by the Judiciary to the Board.

THIS PAGE DELIBERATELY LEFT BLANK



PUSH AND POWER

WHEELCHAIR RUGBY LEAGUE RULES

SECTION 5 – PROCEDURES

CONTENTS

Rule 30 – Player Registration	47
Rule 31 – Club Registration	47

30. **Player Registration:**

- (a) Only financial or life members of NSW Push And Power Rugby League Inc. can play in the Rugby League competition.
- (b) Players may register online or via completed “**Application for Membership / Player Registration Form**”.
- (c) Player Registration fees for the next sports season will be determined by the Board Of Management prior to the NSW Push And Power Rugby League 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.

31. **Club Registration:**

In the **Club System**, the following procedure will be used to register a Club:

- (a) A Club must complete a “**Club Registration Form**” for each Grade.
- (b) Club Registration must be on the approved Club Registration form or a photocopy and be accompanied by the required Club Registration Fee.
- (c) Club Registration fees for the next sports season will be determined by the Board Of Management prior to the NSW Push And Power Rugby League Inc. Annual General Meeting (AGM) and will be announced at this meeting.
- (d) 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.
- (e) A Club must register and fund two (2) teams – a First Grade team and a Reserve Grade team

THIS PAGE DELIBERATELY LEFT BLANK



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.

THIS PAGE DELIBERATELY LEFT BLANK

