



# PUSH & POWER WHEELCHAIR RUGBY LEAGUE REFEREES COURSE

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PRESENTATION BY

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REFEREE COURSE

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# » PUSH & POWER WHEELCHAIR RUGBY LEAGUE REFEREEING

## LAW VARIATIONS FROM THE INTERNATIONAL LAWS

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### **1. The Playing Field**

One standard Basketball Court

- » Goal posts: 2 uprights placed 1m apart (no crossbar)
- » 4 x corner posts
- » Markers to define sidelines, half way and quarter way lines

### **3. The Ball**

A small rubber ball that easily fits in a player's hand

### **4. Players & Players Equipment**

7 Players per side: Combination of Manual and Powerdrive Wheelchairs

- » Maximum 3 Manual Wheelchairs per team on the field at any one time
- » Maximum 3 Powerdrive Wheelchairs per team on the field at any one time
- » Maximum 2 Abled-Bods per team



## 5. Mode of Play

### Player in Possession

- » A player is said to be in possession when the ball has touched any part of their chair or body or when the ball rolls underneath their chair.
- » A player in possession can 'pass' the ball to another player by calling out that player's number. That player in turn claims possession by calling 'got it' immediately.

### Kicking in General Play

- » One player from the attacking team may carry the ball on any tackle and call 'Kick' as they throw the ball forward.



## 6. Scoring Tries & Goals

- » **Try:** is scored by the player in possession placing getting at least one or both wheels of their chair on or over the opposing team's try line without having been tackled or going into touch.
  - This does not include parts of the chair extending past the wheels
- » **Drop Goals:** Are not taken in Push & Power Wheelchair Rugby League
- » **Goal Kicks:** Either Penalty Goals or Conversions may be taken by the nominated player rolling or throwing the ball through the uprights

## 7. Time keeping

- » 2 x 20 min halves, max 10 min half time break
- » Sin Bin: 5 min



## 8. Kick-off/Drop-out/Re-start

- » **Kick off:** Ball is rolled or thrown from the centre of halfway and needs to travel past the quarter way line
  - Attacking team can come no closer than 1m to the ball until it has passed the quarter way line
  - Should the ball travel dead in-goal, the re-start will be via an optional re-start at the centre of the quarter way line
- » **Drop Out:** Taken by rolling or throwing the ball forward from the centre of the goal line or quarter way line (following a penalty kick travelling dead in goal)

## 9. Touch/ Touch In-goal

- » As for International Rules but the player's chair/wheels also must remain inside the playing field.
- » 40/20 Rule applies as for the International Rules but using the quarter way lines to replace both the 40m and 20m lines



## 10. Knock-on and Forward Pass

- » **Knock on:** After having their number called, a player fails to call 'got it' immediately or if two players from the same team call 'got it' for the same 'pass'.
- » **Forward Pass:** Where the receiving player is not behind or in line with the passing player

## 11. Tackle and Play the Ball

- » **Tackling:** Player in possession touched on any part of their body or chair by an opponent or their chair.
  - Players can effect a tackle with either their feet or hands in addition to their chair but cannot use both their feet and hands within the same game.
- » **Marker:** One marker is permitted, no more than 30cm from the player in possession
- » **Play the Ball:** After the player in possession returns to the mark, the referee will call 'Play' and the player in possession then has 3 seconds to play the ball by passing it to another player.
  - Defenders must be back 4m from the play the ball in order to be 'on side' and may not move up until the ball has been passed



## 13. Penalty Kick

- » For positions of awarding penalties replace 10m with 4m other than offences in-goal where the quarter way line is used
- » When awarded a penalty a team may choose to:
  - Kick for goal
  - Kick for touch
  - Take a tap: taken as for a play the ball

## 15. Misconduct

- » Playing/Passing the ball before the referee calls 'Play'
- » Ramming/rough play
- » Substituting players at a time-out called by the opposition or the referee





## 16. Referees/Match Officials

### » Sin Bin & Send-off

- It is common practise in Push & Power Wheelchair RL to issue one (1) warning before using the Sin Bin and only to use the Send Off for repeated breaches and serious offences.
- Any player sent off will receive an automatic one (1) game suspension and if recommended by the referee will be required to attend a Tribunal hearing for disciplinary action.



# THANK YOU

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