



Wheelchair Rugby Youth Tournament Rules

The third National wheelchair rugby youth tournament will take place on 25th November 2017 in Stoke Mandeville Stadium.

Each team organiser and coach must be aware that due diligence must be undertaken with risk assessments, appropriate coach practices, collection of appropriate data and implementation of safeguarding protocols.

Team Criteria

The team has **5** players on court at all times.

Eligible ages:

- Minimum: 10 years old on the 1st September 2017
- Maximum: Under 16 on the 1st September 2017

Eligible players: Any child with physical, intellectual or learning impairments and their family and friends without an impairment.

Teams can have a maximum of two young people without any impairment in their squad. The two young people without any impairment cannot be on court at the same time.

It is suggested (yet not essential) that squads contain a minimum of 1 young disabled person with a physical impairment.

Squads can include both male and female players.

Minimum squad size: 6 players

Maximum squad size: 10 players

*Please note chairs will be provided by GBWR for a maximum of 8 players per squad



Detailed Rule Guidance

Competition Court: A basketball sized court (It is recommended that the game is introduced to beginners on a badminton sized court).

Matches: A match consists of 2 periods, each lasting 8 minutes. There is 2 minute interval between halves.

Starting the Game:

The team that is first on the game schedule will start the game with possession. The game will start with an inbound from the half way line. They will be scoring towards the end furthest away from their bench.

Restarting the Game:

Teams will change the direction they are scoring at half time so that both teams are inbounding from the end lines furthest away from their teams bench. The team that did not start the match with possession will start the second period with an inbound from the half way line.

Scoring a try: A **TRY** is scored when a player who is in possession of the ball crosses the opposing team's end line with 2 of the 4 front wheels on his or her chair and is between the cones.

Inbounding the ball:

To start the game after a **TRY**, stoppage in play or after the ball goes out, a player will sit outside of the side or end lines. The referee will give the ball to the player and blow their whistle to signal the start of play. The player must inbound the ball to one of their own players within 10 seconds. The player may enter the court only after they have released the ball. If the referee judges an error then there will be a change in possession of the ball. The defending team must stay at least one metre away from the in bouncer and let him or her on to the court.

10 second rule: A player may not be in continuous possession of the ball for more than 10 seconds without bouncing or passing the ball. If a player breaks this rule, the opposing team is awarded an inbound from the nearest side line.

40 second rule: The team in possession of the ball have 40 seconds to score a try. The 40 seconds starts when the first player touches the ball after an inbound. If a team break this rule, the opposing team is awarded an inbound from the nearest side line and the clock is reset to 40 seconds. If a team loses possession during play the opposing team is given a new 40 seconds.

Ball out of play:

The ball has gone out of play if it makes contact with the ground beyond the boundaries of the court or a player in possession leaves the court (when not scoring). If this happens on a side line, the opposing is awarded an inbound from the point at which the ball left the court. **If this happens on an end line, the opposing team is awarded an inbound 2 metres away from the end line on the nearest side line.**



Players crossing the end line and side lines

A player may not cross his or her own end line while in possession of the ball. If a player does this the opposing team is awarded an inbound from the nearest side line.

A player without possession of the ball may not cross either teams end line if the referee judges that he or she has gained an advantage by doing this (e.g. going off court to go around a player or obstructing a try-scoring opportunity) If a player does this while his or her team is in possession of the ball, the opposing team is awarded an inbound from the nearest side line. If a player does this while his or her team is not in possession of the ball, the referee will decide whether to sin bin the offending player or to award a penalty **TRY**.

A player without possession of the ball may not cross a side line if the referee judges that he or she has gained an advantage by doing this this (e.g. going off court to go around a player) If a player does this while his or her team is in possession of the ball, the opposing team is awarded an inbound from the nearest side line. If a player does this while his or her team is not in possession of the ball, the referee will decide whether to sin bin the offending player or to award a penalty **TRY**.

A player with possession of the ball may not cross a side line. If the player does, the ball is deemed 'out of play' and the opposing team is awarded an inbound from the nearest side line.

Stoppages:

The game clock is only stopped if the referee considers it necessary e.g. for injuries or an equipment. Any time wasting will be penalised with a penalty **TRY**. The game is restarted with the offending team in bounding from their end line.

Equipment timeouts:

A player may require the opportunity to make a repair or adjustment to their wheelchair or personal equipment. The player should request an equipment time out from the referee and stay where they are on court. Staff should only enter the field of play to assist the player when the referee calls them on. Teams are encouraged to make this happen as quickly as possible to help with the flow of play. However, in the interest of safety and where extra time may be required then a substitution should be requested through the referee.

Substitutions

There is no limit on the number of substitutions that each team may make.

To make a substitution the team coach must make a request to the table officials, who will then inform the referee. The coach should make this request from a position right beside the bench. Substitutions may be made during any stoppage in play, but only when the referee has indicated that they may take place.



Safety Criteria

Fallen player: If a player falls on the ground the referee will stop the game immediately, all other players should stop moving their chairs. If a team was about to score when the referee stopped the game they will be awarded the **TRY**.

If a player falls onto the floor please wait for the referee to stop the game and to signal for staff to come onto the court.

- If the player can walk, team staff should assist them to take off their straps and to get out of the chair.
- If they are unable to walk, **ONLY** staff that have been trained to do so should upright the player and the chair. Please do not lift a child from another team. GBWR staff will lift the child if the team do not have any staff that can do so.

Body contact: No bodily contact between a player and another player's chair or body.

A player may not make contact with another player's chair or body using any part of his or her own body. If a player does this while his or her team is in possession of the ball, the opposing team is awarded an inbound from the nearest side line. If a player does this while his or her team is not in possession of the ball, the referee will decide whether to sin bin the offending player or to award a penalty **TRY**.

Rugby chair contact: A player may not make contact between his or her chair and another player's chair if that contact is behind the other's player's spindles and the referee judges it to be dangerous. If a player does this while his or her team is in possession of the ball, the opposing team is awarded an inbound from the nearest side line. If a player does this while his or her team is not in possession of the ball, the referee will decide whether to sin bin the offending player or to award a penalty **TRY**.

Reaching and swiping for ball : A player may not swipe or take the ball off an opponent's lap. If a player does this the referee will decide whether to sin bin the offending player or to award a penalty **TRY**.

Shared possession

If the referee judges that 2 players from opposing teams are sharing possession of the ball (e.g. the ball is in the air and they catch it at the same time), the game will be stopped. The team that was last in possession of the ball will restart the game with an inbound from the nearest side line.

Respect

If an official or a GBWR member of staff feels that a young person's behaviour is unacceptable we will insist that the player is substituted off for the rest of the game. While we appreciate that some of the young people may have behavioural issues we cannot accept a lack of respect of team mates, opposition, officials or staff. We would hope that teams will be able to manage their own players and we will not need to intervene.



Summary - Key differences to current IWRP rules

Running clock

No 12 second to get out of own half

No over and back

No key

Cones placed one metre from corner of the court

No swiping or taking the ball off an opponents lap

No possession arrow (referee determines possession)

Trys instead of goals

Substitutions allowed after try

No tip off

No time outs