

WHEELCHAIR TAG RUGBY: Rules 2004

A: The Object of the Game

- Two teams of three players must score points through **Try's**, **Drop Goals** and **Conversions** whilst following the rules of game.
- The team with the most points wins (*see Scoring*)

B: The Teams.

- There must be two teams each with two Electrics and one Manual.
- Only one player can throw **Drop Goals**, **Penalties** and **Conversions**. This must be a strong player.
- Different colour shirts, vests or arm bands are needed to distinguish the teams.
- Two to three substitutes are required per team.
- Unlimited substitutions are allowed like in ice hockey.
- When a player is in defensive position they are called a **Back**
- When a player is an attacking position they are called a **Forward**

C: The Rugby ball

- The ball must be a medium sized **Rugby Ball** inflated until hard.

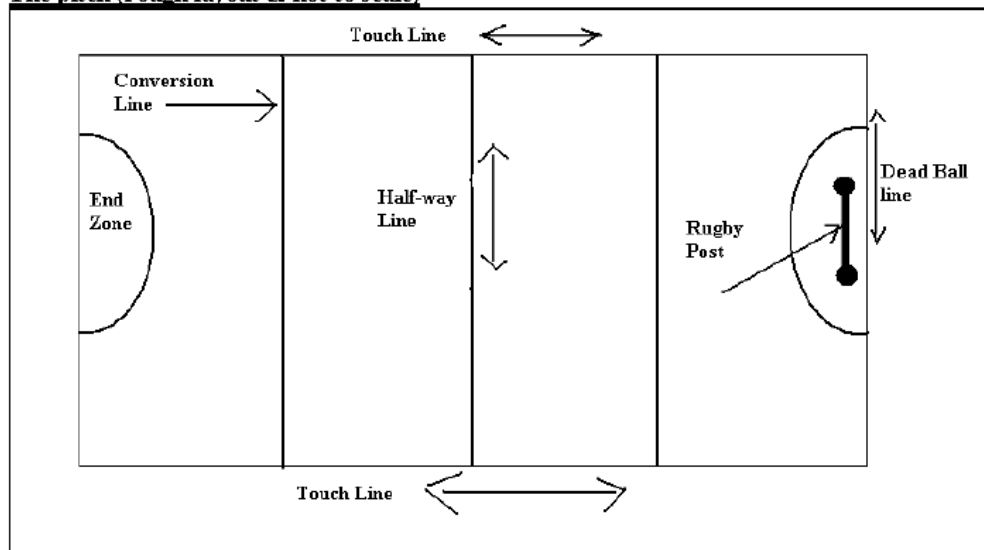
D: The Field of Play

- A very small basketball court or similar indoor or outside is required.
- The number of players per team can be increased depending on the amount of space available.
- The pitch can be marked out with cones etc where the necessary lines are missing.

The following will be needed:

- 1. End zones**- One at each end of the pitch. These can be squares or semi-circles. They can be marked out with cones.
- 2. Touch lines**- The lines around the perimeter of the pitch.
- 3. Conversion lines** - The quarter lines.
- 4. Rugby Posts**- inflatable from Early Learning Centre £10. These are positioned in the middle of the **End Zone**. Caution must be taken when approaching them with a wheelchair at speed.

The pitch (rough layout & not to scale)



E: Ending and starting play:

1. Match Length

- Matches last for around 40 minutes in total.
- A match is divided into two twenty minute periods.
- Between these two periods there will be a five minute interval.

2. Swapping ends of the pitch.

- The two teams will swap ends of the pitch at the **start** of the **Second Period** of **Normal Time** and at the start of the **First** and **Second Periods** of **Extra Time**.

3. Starting the game

a) Kick Off- Start of Normal Time Period 1

- The team's park on the Conversion lines facing each other.
- A coin is then tossed to decide who has the ball first.
- The Referee decides to start play by blowing a whistle.
- The players start moving.

b) Kick Off- Start of Period 2 of Normal Time If team A for example Kick's Off the First Period of Normal Time with the ball then team B will Kick Off with the ball in the Second Period of Normal Time.

c) Kick Off- Start of Period 1 of Extra time

- If team B for example has Kicked Off with the ball in the Second Period of Normal Time then team A will Kick Off with the ball in the First Period of Extra Time.

d) Kick Off- Start of Period 2 of Extra time If team A has **Kicked Off** the First Period of Extra Time with the ball and there is a Second Period of Extra time team B will **Kick Off** with the ball.

e) Kick Off- After a goal (Drop goal, Try/Conversion and Penalty) **has been scored.**

- After Team A scores a goal team B will **Kick-Off** with the ball and vice versa.
- This does not apply if the goal is scored outside the time limit for a period causing play to end.

f) After a Touchdown (Taking the ball over your own Try line)

- After team A does a **Touchdown** team B will **Kick-off** with the ball and vice versa.
- This does not apply if the **Touchdown** occurs outside the time limit for a period causing play to end.

4. Ending the game

- The whistle must be blown at the end of each period of play whether in normal or extra time.
- If the ball is still in possession at the end of a period the **Referee** cannot signal the end of play until a **Pass** fails, someone does a **Touchdown** by taking the ball into their own **End-zone**, a **Penalty** or **Drop goal** fails or is successful, or when a **Try** is scored and the **Conversion** which follows is attempted.
- In Extra time play ends when a **Golden Try** has been scored.

5. Stopping play

- The whistle must be blown or the **Referee** must shout “Stop!”

6. Restarting play

- The whistle must be blown or the **Referee** must shout “Play on!”
- If a player goes off the pitch into **Touch** to collect the ball they must be allowed to re-enter the **Field of play** before play can continue.

7. Extra time

1.

- If score is equal at the end of the second period another **Kick Off** occurs.
- This followed by two five minute- **Golden Try** periods where the first to score a **Try** for three points wins. This is then followed by a **Golden Conversion** worth two points.

2.

- If score still is equal a **Conversion shoot-out** occurs where ten **Conversions** must be taken from one of the **Conversion** lines each worth one point.
- Team A goes first followed by Team B for example. A coin is tossed to decide who throws first.
- The team which scores the most **Conversions** out of ten wins
- If score is still equal after each team has thrown ten **Conversions Sudden Death** period occurs where **Conversions** taken until a team misses and loses.

F: Basics of the Game

1. Tackling (Tagging)

- A **Tackle** is when you touch a player's body or when you drive into the **Ball carrier's** chair.
- After two **Tackles** you get the ball.
- Each time you make contact you have to shout "**Tag**"
- The same method has to be used for both **Tackles** players cannot mix and match.
- If hands are used, after the first **Tackle** a player must remove their hands from the **ball carrier's** body before **Tackling** them again otherwise the second **tackle** is disallowed.
- If an electric wheelchair is turned off play must be stopped.
- If a motionless player is passed the ball you cannot **Tackle** them before they move their chair.

2. Passing

- A **Pass** is successful if the ball hits a player's body or their chair without hitting the ground first.
- If a **Pass** fails a **Turnover** occurs and the opposition is given the ball and play continues.
- If someone cannot move their hands they must shout **PASS** when next to a member of their team.
- No one can **Tackle** them after they have said this.

3. Scoring:

Try:

- Crossing over the line of the opposition's **End zone** with the ball.
- 3 Points.
- A **Conversion** occurs after a **Try**.
- If a player goes over their, own line with the ball another **Kick Of** occurs and the opposition gets the ball. This is known as a **Touchdown**.
- In extra time if a **Try** is scored a **Conversion** attempt occurs and the match ends. The team which scores this **Golden Try** wins.

Conversion

- Throwing ball over oppositions cross bar from oppositions **Conversion line**
- 2 Points
- All players must remain behind the thrower
- Only one player can throw **Conversions**. This should be the strongest
- If the ball hits the ground or wall before going over the **Conversion** fails.
- The **Referee** must watch the **Conversion** attempt carefully.
- After a **Conversion** attempt another **Kick Off** occurs no matter if it fails or is successful. This does not occur after a **Golden Conversion** which occurs after a **Golden Try**.

Drop Goal

- Throwing the ball over the opposition's cross-bar during play
- 1 Point.
- Only one player per team can throw **Drop Goals** this should be the strongest.
- If the ball hits the ground or hits a wall before going over the **drop goal** fails

- If a **Drop Goal** attempt **fails** a **Turnover** occurs and play continues **without** a **“Kick-off”**
- If a **Drop Goal** attempt is **successful** an **another** **‘Kick Off’** occurs with the opposition in possession of the ball.

Penalty

- Throwing the ball over the opposition’s cross bar from where a **foul** occurred except when a player has entered the **End-Zone** without the ball or is **Offside** then it is taken from the **Conversion line**
- 4 points.
- Only one player per team can throw **Penalties**. This should be the strongest.
- All players must remain behind the thrower
- If the ball hits the ground or hits a wall before going over the **Penalty** fails
- If a penalty attempt **fails** a **Turnover** occurs and play continues **without** a **Kick Off**
- If a penalty attempt is **successful** the opposition **another** **‘Kick Off’** occurs with the opposition in possession of the ball.

G: When does a turnover occur (When does the ball change sides) ?

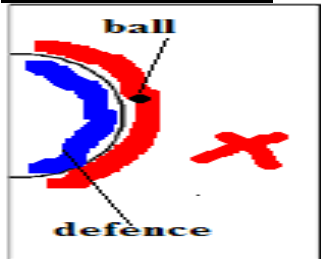
- If the ball is thrown off the pitch- over the **Touchline** into **Touch**
- When the entire of the **Ball carrier’s** chair crosses over the **Touchline**.
- If a player is **Tackled** twice.
- After a set piece (**Try, conversion, drop goal and penalty**)
- If the ball touches the ground before hitting a chair/ player.
- After a **Foul** (see fouls)

H: Offside

- A **Turnover**, from **Team A** to **Team B** occurs directly in front of the line of **Team A’s End zone**.
- This is where it is impossible from Team A to defend without entering the **End-Zone** which is a **Penalty** offence.

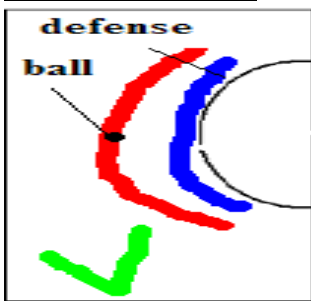
- If a player from Team B attempts to score now they will be declared Offside and have a penalty given against their team.

Attackers Offside



- Team A must be allowed to take up a defensive position between the line of the End-Zone and Team B before a player from Team B attempts to score.

Attackers Onside



I: Fouls

1. Ramming- The act of hitting something with extreme force (Card's and penalties):

- Ramming any area of an electric wheelchair- Yellow card and Penalty
- Ramming the back-half of a manual wheelchairs wheel- Penalty.
- Ramming any other area of a manual wheelchair- Yellow card and Penalty
- Tipping a chair over- Red card and Penalty.

2. Illegal physical contact: (Red and Penalty)

- Punching a player or throwing ball at a players face on purpose
- Grabbing a player/ or their chair to get the ball of them.

3. Illegal manoeuvres : (Penalties)

- Entering the End Zone without the ball "Penalty taken from Conversion line"

- **Tackling** someone without the ball.
- **Obstructing** a player who doesn't have the ball by sitting still in front of them.
- Attempting to score whilst **Offside** (See "Offside")
- **Tackling** a still player who has been passed the ball before they move
- **Tackling** a player who has said "**PASS**" (If a player has hearing problems do not use this rule whilst playing)
- Intentionally leaving the **Field of play** without the ball, without the permission of the **Referee**.

4. Obstructing play (Cards)

- Persistent arguing/ questioning the **Referee's** judgement- **Yellow card**
- Time wasting- **Yellow card**.
- Clearly refusing to release the ball after being tackled- **Yellow Card**
- Repeatedly violating the rules of the game **Red Card**

5. Obstructing set pieces (Cards and Penalties)

- Obstructing a **Conversion** or **Penalty** **Yellow card** and **Penalty**.
- Disrupting the thrower when they are taking a **Conversion** or **Penalty** so they miss **Yellow card** and **Penalty**

The Card system

- **One Yellow**= Warning
- **Two yellows/ one Red**= **Sin Bin** for the duration of the match without substitution.
- If two players on a team are given a **Red Card** their team is disqualified and the opposing team is declared the winner.

J: General Issues:

- Able-bodied players and walkers can play in chairs.
- The Word of the Referee is final do not argue as this will cause the game to break down.
- Respect other players avoid using abusive language especially when there are younger players around.
- You must take full responsibility for your actions if you are hurt. Neither the webmaster of <http://www.geocities.com/treloarsport> or any of their co-workers will take no responsibility for any injuries or harm caused whilst participating in or watching the game.

Notes:

1. For definitions of key words look at the WPTR dictionary.
2. These rules are flexible and can be adapted, simplified or modified.
3. These rules are based on those found on <http://www.RFU.com> and <http://www.IRB.com>
4. Look out for updates to these rules!

Credits

D.S- Player + Co-editor of website.

G.H- Early photographer

T.H - Player

R.P- Player

J.C- Player

A.L- Player

J.G- Wesite + Rules