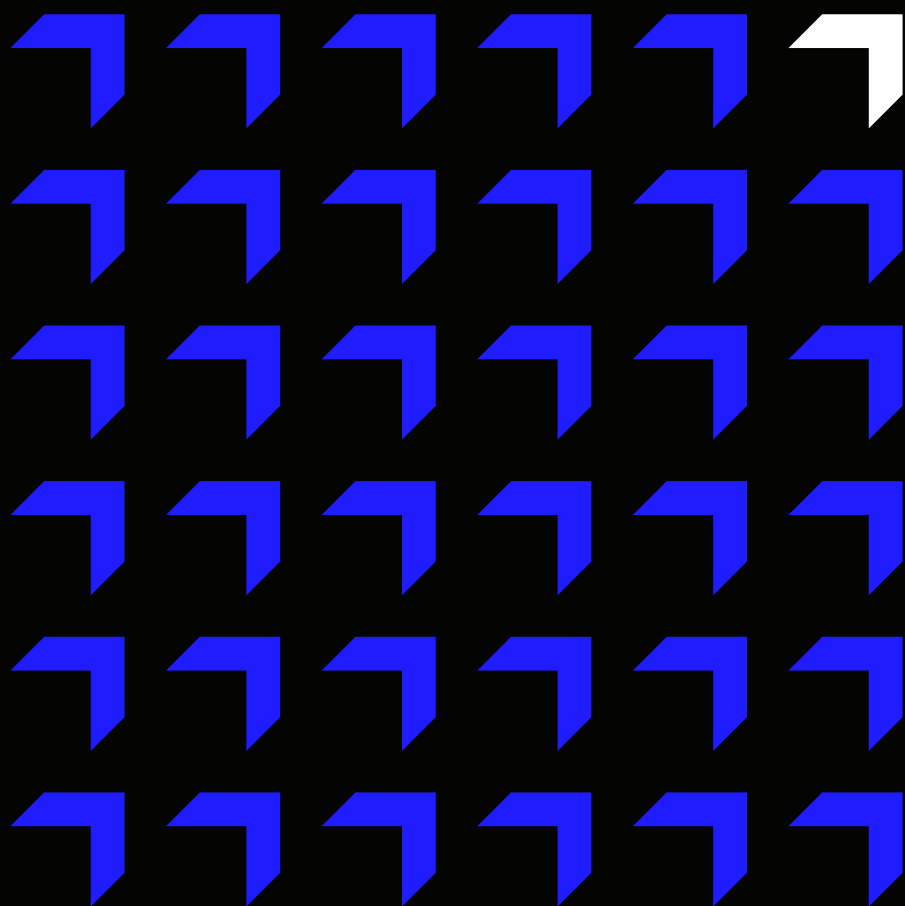


INTERNATIONAL
RUGBY
LEAGUE

PLAYING CONDITIONS

PHYSICAL DISABILITY
RUGBY LEAGUE





**PLAYING
CONDITIONS**

**PHYSICAL
DISABILITY
RUGBY LEAGUE**



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Playing Conditions – Physical Disability Rugby League

Except as varied herein, the International Laws of Rugby League 2021 shall apply.

SECTION 1 - THE PLAYING FIELD

All games shall be played on a field surfaced exclusively with grass. If a grass surface is unavailable or unplayable an artificial surface that meets the IRL specifications for match play on artificial surfaces may be used. The dimensions of the playing field will be as per the regulation field.

SECTION 4 - THE PLAYERS' AND PLAYERS' EQUIPMENT

11-a-side

1. The game shall be played by two teams each consisting of not more than 11 players on the field at any time. A minimum of 8 players must be on the field for a game to proceed/continue. The eleven (11) players on the field on each team will consist of a maximum of three (3) 'A' classification players and a minimum of three (3) 'C' classification players. The number of 'B' classification players will ordinarily be five (5). The following exceptions will apply:
 - a) One or more 'B' classification players may replace one or more 'A' classification players providing that:
 1. no more than three (3) 'A' classification players are on the field at any one time and
 2. no more than eight (8) 'A' plus 'B' classification players are on the field at any one time.
 - b) One or more 'C' classification players may replace one or more 'A' or 'B' classification players proving that:
 1. no more than three (3) 'A' classification players are on the field at any one time and
 2. no more than eight (8) 'A' plus 'B' classification players are on the field at any one time.

Substitutes

2. Each team may nominate a maximum of 6 replacements before the start of the game. Substitutes/interchanges are allowed subject to the above modifications. Teams will have an unlimited number of substitutions throughout the game and these will be managed by an appointed interchange official.

NOTES

11-a-side

Each squad will consist of twenty (20) players with each team permitted seventeen (17) players in a game day squad and eleven (11) players on the field at any one time.

Player Eligibility

Player eligibility will be determined by the International Rugby League Classification Committee and will comprise of only players with a physical disability that meet the minimum criteria. Each player will, based on the impact of their impairment on the key attributes of rugby league, then be classified into:

- Classification A
- Classification B
- Classification C

Section 4. The Players and Players' Equipment (continued)

Players' Equipment

4. A maximum of three (3) will wear red shorts. The eligibility to wear red shorts will be determined by the IRL Classification Committee. Red shorts players will be classified into A, B or C classifications in the same manner as other players. The allocation of these red shorts players on the field will be in accordance with the following points-based system:

'A' classification player will be allocated 3 points, 'B' classification players will be allocated 2 points and 'C' classification players allocated 1 point. The maximum number of points on the field at any time will be 3 points.

The following permutations are possible:

1 x 'A' plus 0 x 'B' plus 0 x 'C'

0 x 'A' plus 1 x 'B' plus 1 x 'C'

0 x 'A' plus 0 x 'B' plus 3 x 'C'

Replacements of red shorts players is permissible providing that there are no more than 3 red shorts players on the field and there are no more than '3 points' of red shorts players on the field at any one time.

Team Coloured shorts: These players attempt to tackle opponents as per the International Laws of Rugby League.

Red shorts: Players wearing red shorts must not be tackled physically. Tackles are affected by touching the player and shall be called as 'tackled' or "touched" at the discretion of the referee. Players wearing red shorts are to "tackle" by touching the opponent. Refer to Section 11.

Any player physically tackling (i.e., more than a 'touch') a player wearing red shorts will be penalised. This will also apply to a player wearing red shorts who physically tackles (i.e. more than a 'touch') another player. Further sanctions may apply at the discretion of the referee.

SECTION 5 - MODE OF PLAY

Mode of Play

3. Once play has started any player who is onside or not out of play can run with the ball, kick it in any direction (only after the fifth tackle) and throw or knock it in any direction other than towards their opponents' dead ball line (see Section 10 – Knock-on and Forward pass).

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Kicking the ball

3. Kicks shall be allowed only after the fifth tackle. The kicker must not be challenged until he/she has crossed the advantage line, run 5 metres or a period of 5 seconds has elapsed. Any illegal challenge by an opponent will be penalised at the point where the breach occurred.

Within 10m of the goal line an attacking kicker will only receive the 5 seconds of protection if the player remains predominantly stationary prior to the kick. i.e. if the player runs then the defenders may immediately tackle the kicker and do not need to wait until the player runs 5m

SECTION 6 - SCORING – TRIES AND GOALS

Drop Goal

1. A drop goal is not allowed and will not score any points.

Try How Scored

3. (f) At the discretion of the referee a try may be awarded where, in the opinion of the referee, a player with fine motor control, limb deficiency or other relevant upper body disability breaks the plane of the goal line providing the player is making a genuine attempt to ground the ball (i.e. the ball does not have to be grounded for a try to be awarded). Such players must be identified to the referee prior to the start of the game and must be approved by the Competition Manager.

SECTION 7 - TIMEKEEPING

Length of game

1. The game shall normally be of fifty minutes.



SECTION 8 - THE KICK OFF AND DROP-OUT

Kick off

1. The kick off is a place kick from the centre of the halfway line. The team which loses the toss for choice of ends kicks off to start the first half of the game and their opponents kick off to start the second half.

The non-kicking team will restart the game with a play the ball when the kicking team finds touch other than on the full. It should be noted that the law applies to goal line and 20 metre restarts. The captain of the non-kicking team has the option to move the position of the play the ball to the 10 or 20 metre mark from touch or centre field.

When points have been scored, the team against which points have been scored shall restart the game with a tap kick from the centre of the half way line. Opposing players must be 10 metres towards their own goal line and the ball is in play as soon as it is tapped.

SECTION 10 - KNOCK-ON AND FORWARD PASS

Deliberate

1. If a player deliberately knocks-on or deliberately releases the ball forward to avoid touch, then play will be restarted by the non-offending team playing the ball (zero tackle) at the point of infringement but not nearer than 20 metres in from the touch line.

Accidental

2. If a player accidentally knocks on, the referee will blow his whistle to stop the game and signal that a knock on has occurred. The player who knocked the ball on will then be given the ball back to restart the game with a play the ball. The knock on will count as one tackle which will be confirmed by the referee. A knock on after the fifth tackle will result in a handover.

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Knock-on over goal-line

Following an attacking kick where the ball travels into the in-goal area, any attacking player has the right to try and compete for the ball to score a try. If the defender makes a genuine attempt for the ball, which is knocked on, this will be deemed a tackle and a goal line drop out will be ordered.

Handover for forward pass

Any forward pass in a passing movement is invariably caused by misjudgement and rarely a deliberate offence. Play is restarted with a handover and the non-offending team have the option of playing the ball 10 or 20 metres from touch or centre field in line where the infringement took place.

SECTION 11 - THE TACKLE AND PLAY-THE-BALL

- Tackle player in possession**
1. (a) Players wearing red shorts must not be tackled in the normal manner. A tackle is affected on a player wearing red shorts by touching, with the hand or arm, the player on the body, arms, or legs. This 'touch' will be observed by the referee who will call 'touched' or 'tackled'. Play will re-start with a play the ball at the location where the player was touched and under the control of the referee. If a player wearing red shorts is 'touched' and subsequently slides over the try line the referee will deem the player to have been tackled where the touch occurred.
 - (b) Similarly, a player wearing red shorts must only 'touch', with the hand or arm, another player in order to affect a tackle. This 'touch' will be observed by the referee who will call 'touched' or 'tackled'. Play will re-start at the location where the player was touched and under the control of the referee.
 - (c) A player wearing red shorts must retire 10m or to the goal line following a touch in order to take part in the next play. The player will not be permitted to make consecutive tackles if the player takes position at marker. If this occurs a penalty will be awarded to the non-offending team.
- Leg Lifted**
2. (e) The ball carrier cannot be lifted. Any lifting will result in a penalty being awarded.
- Surrender**
2. (f) A player in possession is tackled when they go to the ground in possession and surrender their tackle.
- Play with foot**
9. (e) A players' foot does not have to come into contact with the ball. Players are allowed to roll the ball back between their legs in order to bring the ball back into play.

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Stealing ball

9. The ball cannot be stolen from a player in possession at any stage prior to a tackle being completed. If any player steals or attempts to steal the ball from the player in possession, a penalty should be awarded.

Section 11. The Tackle and Play-the-ball (continued)

- Player marking**
10. (c) One opponent may take up the position immediately opposite the tackled player. The marker must allow the ball to clear the play the ball (either by being passed or the acting half back running) before attempting to make a tackle. The marker is not allowed to reach around the play the ball to attempt to tackle.
- Acting halfback**
10. (f) The defensive team are not allowed an acting half back. Only one marker is permitted.
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NOTES

- Acting halfback**
10. (f) Only the attacking team are allowed to have an acting half back. The defensive team can only have one marker who must be immediately and directly in front of the player playing the ball.

SECTION 12 - THE SCRUM

When formed

1. Scrums will not be formed at any time. Any situation that would have normally resulted in a scrum being formed will now be restarted with a play the ball. The play the ball will take place where the infringement occurred but not nearer than 20 metres from touch line or within 10 metres of the goal line.



SECTION 15 - PLAYER'S MISCONDUCT

Definition of misconduct

1. A player is guilty of misconduct if they:
 - (a) Trips, kicks or strikes another player.
 - (b) When effecting or attempting to affect a tackle, makes contact above the armpits.
 - (c) Drops knees first on to an opponent who is on the ground.
 - (d) Uses any dangerous throw when effecting a tackle.
 - (e) Deliberately and continuously breaks the Laws of the Game.
 - (f) Uses offensive or obscene language.
 - (g) Disputes a decision of the referee or touch judge.
 - (h) Re-enters the field of play without permission.
 - (i) Behaves in any way contrary to the true spirit of the game.
 - (j) Deliberately obstructs an opponent who is not in possession.
 - (k) Uses a shoulder charge on an opponent when tackling.
 - (l) Applies any unnecessary pressure or twists including grapples, crushers or performs a "chicken wing" style hold on a player in possession.
 - (m) Forcefully spears at the legs of a player in possession, exposing them to unnecessary risk of injury.
 - (n) Adopts a crotch hold when making or attempting to make a tackle.
 - (o) Lifting the ball carrier.
 - (p) Swing or sling the ball carrier.
 - (q) When in possession, thrust an arm out to contact a defender on the head or neck (hand off).
 - (r) Push an opponent.
 - (s) Drop, fall or dive on to a player who is already on the ground.

SECTION 16 - DUTIES OF REFEREE AND TOUCH JUDGES

Power to dismiss

6. In the event of misconduct by a player, the Referee shall, at their discretion, caution, temporarily suspend for five minutes, or dismiss the offender.



PDRL World Cup 2021

Competition specific additions to the Laws of the game

Spirit of the game

All players are to play within the inclusive spirit of the game.

Red Shorts Players

- Red shorts player are those players who cannot have contact as assessed by the International Rugby League Classification Committee. Those players will therefore be unable to compete for the ball in potential contact situations.
 - Contact with other players when tackling (touching) should be minimal. Players should avoid heavy contact where possible.
 - When tackled (touched) players should return to the position they were touch at. They should not attempt to gain metres after the touch has been completed. If this occurs the referee will ask for the play the ball to be performed correctly on the mark.
 - Players should attempt to play the ball correctly. The ball must not be 'dumped' touch football style. If this occurs the referee will ask for the play the ball to be performed correctly on the mark.
 - The touch that represents the tackle must be obvious to the referee.
 - Players must give themselves up when they feel a touch.
 - Phantom touches (where the player calls 'touched' but clearly misses) is not in the spirit of the game.
- #### **Team Shorts Players**
- Tackled players cannot be driven backwards excessively.
 - Contact with ALL red shorts players should be minimal. Touches which are excessive will be penalised.

Competition specific additions to the Laws of the game (continued)

Deciding Winners

Teams will play each other once in a group format with teams progressing to a final and 3rd Place play off dependent on final group positions. There is no extra period of time to be played in the group format games.

- Two points will be awarded for a win.
- One point will be awarded for a draw.

At the completion of the pool stage, the teams in a pool are ranked based on their cumulative pool points, and identified respectively as winner, runner-up, 3rd, 4th and 5th in the pool.

If at the completion of the pool stage, two or more teams are level on points, then the following criteria shall be used in the following order until one of the teams can be determined as the higher ranked team:

1. The team having the greater points difference shall be placed above a team with a lesser points difference (points difference is calculated by subtracting the match points scored against a team from the match points scored by the team); if the teams are still equal then:
2. The team having the greater points percentage shall be placed above a team with a lesser points percentage (points percentage is calculated by dividing the number of points scored by a team by the number of points it concedes and then multiplying by 100); if the teams are still equal then:
3. The team who has scored the most tries in all the pool matches will be placed above a team who has scored less tries. If the teams are still equal then:
4. The team who has kicked the most goals in all the pool matches will be placed above a team who has kicked less goals. If the teams are still equal then:
5. The team(s) to go through will be decided on the toss of a coin. If three teams are involved, all three teams will toss a coin and the team with the only head or tail will go through (i.e. if two teams have a head and one team has a tail, the team that has a tail will go through). If all three teams have a head or a tail, the process will be repeated until one team has the only head or tail. If or when only two teams are equal, then the toss will be made with the first team alphabetically having the right to call "heads or tails". If that team predicts the coin toss successfully, it shall proceed to the next round and if it fails to predict successfully the other team shall proceed to the next round. If a team fails to send a representative to the coin toss, the OC shall nominate somebody to represent that team at the coin toss.

Competition specific additions to the Laws of the game (continued)

The top two teams will play off in the Final with the teams in third and fourth place participating in the 3rd place play off.

In the 3rd/4th place play off and the Final if the scores are level at the end of full-time then two equal periods of 5 minutes of golden point. If still level at the conclusion of extra time the game will be drawn, and positions shared.

Trophies and Medals

The winners of the Final will be awarded the PDRL World Cup trophy which must be returned to IRL on their request.

All teams will receive medals for their participation.

