



Marine Corps Trials WheelChair Rugby Exhibition

Wheelchair Rugby

Wheelchair Rugby is a mixed team sport for male and female athletes. A unique sport created by athletes with a disability, it combines elements of rugby, basketball and handball. Players compete in teams of four to carry the ball across the opposing team's goal line.

Objective

Score the most goals by carrying, dribbling, or passing the ball toward the opponent's end. Contact between wheelchairs is allowed and players frequently collide as they attempt to stop their opponents and take control of the ball. Players gain points by touching the goal line with two wheels while in possession of the ball. The team with the most points wins the game.

Players must meet minimum disability criteria and be classifiable under the sport classification rules.

Wheelchair Rugby Equipment

1. Official wheelchair rugby molten ball (Reference 1)
2. Manual Wheelchairs (reference 2)
 - a. Offensive chairs (designed for speed and mobility). Contain a front bumper to prevent other wheelchairs from hooking it. These chairs are used by players with more function.
 - b. Defensive chairs contain bumpers set up to hook and hold other players. These wheelchairs are most often used by players with less function. These chairs are used by players with less function.
 - c. four cones. Mark the end of the goal lines
 - d. Game Clock or basketball court clock system.

Breakdown of Game Times

Timings. The time, in minutes, allowed for each Game will be:

Description	Pool Games (time in mins)	Semis & Finals (time in mins)
Warm up	4	5 (on finals court)
Sports Presentation	1	5
1 st Half (running clock)	8	15
Half time	2	3
2 nd Half (running clock)	8	15

SUB-TOTAL	23	43
Team Changeover	7	9
<i>Medal Presentation</i>	N/A	5
TOTAL	30	57

Rugby Match Overview

1. One match consists of four eight-minute quarters and the team scoring the greatest number of goals wins.
2. Players per team
 - a. Squad size: 14 players, 10 players per match.
 - For the preliminary rounds, nations will be limited to a squad size of 14 with a team size of a maximum of 10 athletes for each match (prelims and finals). For each individual preliminary pool match each team must submit a team sheet with their 10 athletes for that particular match.
 - A team sheet (regardless of whether any changes have been made or not) must be submitted to officials, no less than 30 minutes before tip-off for every preliminary pool match.
 - For an athlete to be eligible for the semi and final matches they must have played in at least one preliminary match.

Squad Size

1. A nation can select a maximum of 10 athletes to take through to semi's and finals. This will be the same 10 athletes for the semi's and finals - The names and classifications of these 10 athletes will be submitted immediately following the conclusion of the preliminary rounds.
2. There must always be four players per team in play
 - A legal team – there must always be four players per team in play. The maximum number of points on the court at any one time is 8
 - Maximum Players' = 1 point
 - Moderate Players' = 2 points
 - Open Players' = 3 points
3. For the preliminary rounds, teams will be limited to a squad size of 14 with a team size of a maximum of 10 athletes for each match (prelims and finals). For each individual preliminary pool match each team must submit a team sheet with their 10 athletes for that particular match.

4. A team sheet (regardless of whether any changes have been made or not) must be submitted to officials, no less than 30 minutes before tip-off for every preliminary pool match.
5. For an athlete to be eligible for the semi and final matches they must have played in at least one preliminary match.
6. A nation can select a maximum of 10 athletes to take through to semi's and finals. This will be the same 10 athletes for the semi's and finals - The names and classifications of these 10 athletes will be submitted immediately following the conclusion of the preliminary rounds.

Rugby Rules and Exceptions

1. Each prelim game will have 8-minute halves and each semi/ final will have 15 minute halves, timed using a running clock (N.B. the wording of "stoppage in play" should not necessarily be considered as a stoppage to the Game Clock). Most stoppages in play WILL NOT result in the Game Clock being stopped. However, some exceptions may have to be applied (see Game Clock stoppages).

a. There will be no coach or player timeouts (Article 57 & 83).

b. Substitutions can take place as per normal rules, however the Game Clock will not be stopped. Teams will need to be fully prepared to enable efficient substitutions.

c. Equipment timeouts (Article 59) will need to take place and the Game Clock in general will not be stopped. Teams will ONLY be allowed to substitute the player involved in a genuine equipment time out. The referee has the ultimate say in whether this time out is valid or not. A technical foul can be applied if an equipment timeout is taken without a valid reason.

Comment: Teams will be requested to ensure equipment problems are handled as effectively as possible and where required off the court to ensure the game can continue as quickly as possible.

d. There will be no extra time played at the end of the two halves. See the "tie- breaking rule

40 SECOND CLOCK (ARTICLE 53): FORTY SECOND CLOCK OPERATIONS

2. The 40 second clock will operate as normal and will be stopped and started as per normal rules.

3. The scoring table will be provided with a timing device or devices to time the 40- second scoring period. The 40-second device will have a distinct sound that is different from the game clock. N.B. The reset to 15 seconds will not be applicable as no timeouts are being allowed.

GAME CLOCK STOPPAGES (INT. RULES ARTICLE 15): GAME CLOCK

4. The schedule has been developed to provide as much game play as possible for one day. It

also aims to provide a competitive format culminating with a series of finals. To achieve this a running Game Clock will operate throughout to maintain timings. This is crucial as each session will be individually ticketed and spectators will need to vacate the venue within strict times.

5. It is of course recognised that there could be situations where the clock may have to be stopped. This can only be done through the direction of the following individuals:

- a. Player who is considered to be injured.
- b. Technology / equipment technical faults.
- c. Situations external to the FOP i.e. an electrical supply failure.

6. In all cases the Game Clock should be endeavored to start quickly from the time that was left on the clock. The Sport Competition Manager will manage any general delay in the finish of the game within each session.

OVERTIME PERIOD - (REF ARTICLE 111. DECIDING THE GAME)

7. If a team is ahead in the score at the end of the second period, the game shall be ended and the team that has the greatest number of points shall be declared the winner. Should a draw occur in a Game at the final whistle, then the winner will be determined in the order presented below. As soon as one of these procedures is found to resolve the draw, the subsequent procedures are not to be used:

- a. The team with the least disqualifying / flagrant fouls in the Game.
- b. The team with the least disqualifying / flagrant fouls in the Event.
- c. The team with the least overall sin bin offences in the Game.
- d. The team with the least overall sin bin offences in the Event.
- e. Decision based on the advice of the Technical Adviser and Senior Referee of the game concerned.
- f. The toss of a coin.

Note: Further consultation with the event management **will** be required regards clock stoppages.

CLASSIFICATION (INCLUDING ARTICLE 35)

8. Athlete categorisation will be implemented in accordance with the standards and processes outlined by the Invictus Games Organising Committee. Wheelchair rugby standard classification will not be applicable.

9. The monitoring of categorisation cards by Technical Officials will therefore vary to international standards.

Note: Consultation with the Technical Delegate will be required to ensure that categorisation of players allowed on court during game play.

GENERAL RULE ALTERATIONS OR COMMENTS

10. The following is intended to provide some guidance regard specific rules:

a. Article 33, 36 and 40. Scheduling, rosters, team and bench allocation will be confirmed by the event management in advance.

b. Section 11 and 12 Fouls. 1 min sanction as standard off a running clock.

c. Article 103. Equipment technical foul - see chair check procedure.

d. Article 104. Excessive points technical foul - this will not be applied. The team will be requested to remedy any errors as rapidly as possible at an appropriate point.

11. Article 107. Serving penalties – (ref Paragraph 3) a player may leave the penalty area for the half-time period. He must return to the penalty area prior to the second-half starting.

12. Article 113. Forfeit of game – standard with exception of point (e.). The TD will determine the situation.

COMPETITION REGULATIONS AND OTHER AREAS NOT COVERED BY INT. RULES

13. General. This event falls outside of an internationally sanctioned event, therefore, the competition regulations in its majority are not applicable. The following are highlighted to support the technical officials and teams in ensuring a successful event.

Note: The Technical Delegate has the authority to overrule any section within the Competition Regulations.

14. Decision Review (i.e. in-game review). This rule will not be applicable.

15. Protests and Appeals. In the interest of good sportsmanship it is hoped that any issue will be raised with the competition management and resolved accordingly. If the issue is regarding a

sport specific technical issue then the Technical Delegate's decision is final (see "Protests) in the General Information Section of these rules.

16. Chair Check Procedure. The chairs will have received a visual check by the referees who will be focusing on ensuring they are not damaged and/or do not present a safety risk. Only the referee or TD can determine whether a chair is suitable for a player to continue playing in. If a coach has a concern regards an aspect of the chair then they are requested to raise this before play commences or during a game ONLY if it presents a risk to injury. This is to try and ensure that the flow of play is maintained against the running clock.

17. Tie-breaking Rules (ref 2.5 Tie Breaking, Comp. Regs.). Section 2.5.1 is not applicable. If a tie occurs at the end of the pool stages then standard tie-breaking procedures can be applied - reference Competition Regulations Section - 2.5.2 Preliminary round.

GAME SUSPENSIONS

18. Disqualifying Foul. Any player who receives a Disqualifying Foul from a game during competition will be suspended from the next game in that competition.

19. Flagrant Foul. Any player who receives two Flagrant Fouls during an IWRF sanctioned competition will be suspended from the next game in that competition following the game in which the second Flagrant Foul was received. Following a suspension for receiving two Flagrant Fouls, a player will be considered to have no Flagrant Fouls in the tournament.

20. Teams are scheduled to play within two pools; the teams will be named in Pool A and Pool B respectively, with the remaining teams being drawn randomly across Pool A and Pool B. Each team will play each other once in the pools. The 1st and 2nd place teams from each pool will progress to the semis and finals.

21. Games will consist of two 8-minute running clock halves during pool play and two 15-minute running clock halves during semifinals and finals.

22. Once all pools games have been played teams will be seeded for the semi finals – with the 1st and 2nd placed teams from each Pool progressing through.

23. The two semi final matches will be played with a crossover format (i.e. the 1st placed team in Pool A will play the 2nd placed team in Pool B and vice versa).

24. The winners of the semi-finals will progress to the Gold Medal game and the losers of the semifinal will progress to the Bronze Medal Game.

25. To score an athlete must cross the opposing team's goal line in firm control of the ball. Two wheels must cross the goalline for a score to count.

26. Athletes must dribble or pass the ball every 10 seconds with failure to do so resulting in the referee handing possession of the ball to the opposing team.

27. Contact between wheelchairs is permitted and forms an integral part of the game. However, hitting an opponent's chair behind the rear wheel results in a penalty, as does making physical contact with an opponent.

28. Players may lose possession of the ball, serve a one-minute penalty or be disqualified depending on the extent of the foul committed.

Rugby Categories

Maximum (1 point)	<p>This category includes players with the following or more significant physical/ functional impairments:</p> <ul style="list-style-type: none"> • Two or more limbs significantly impaired • Significant upper limb impairment (including paralysis or amputation) • Decreased ability to control core stability due to lower limb impairments of the following nature: <ul style="list-style-type: none"> i. Bilateral above knee amputation ii. Single hemipelvectomy with single above knee amputation • Trunk impairment leading to severe balance impairment (including spinal cord injury T12 and above)
Moderate (2 points)	<p>This category includes players with one of the following physical/ functional impairments:</p> <ul style="list-style-type: none"> • One limb significantly impaired • Moderate upper limb impairment, including amputation at the mid-hand, loss of fingers • Minimal or no core stability/trunk impairment, to include: <ul style="list-style-type: none"> i. Single below knee/ through knee amputation ii. Bilateral below knee/ through knee amputation • Measurable loss of strength in a joint (knee, hip, elbow or shoulder) 55% or greater when compared to opposing limb. • Measurable loss of flexibility in a joint a (knee, hip, elbow or shoulder) 55% or greater when compared to opposing limb. • Measurable loss of mobility in a limb and/or joint 55% or greater when compared to opposing limb. • Combination of loss of strength and/or flexibility (range of motion) in a joint (knee, hip, elbow or shoulder) combine loss of 70% or greater when compared to opposing limb. • Significant balance issues (e.g. player must walk with assistive devices)
Open (3 points)	<p>This category is for players with minor or non-permanent physical disabilities and other illnesses (e.g. PTSD, TBI, minor orthopedic injuries) including but not exclusively:</p> <ul style="list-style-type: none"> • No loss of motor control.

	<ul style="list-style-type: none">• Minor or no balance issues.• Minor measurable loss of strength/ flexibility/ mobility in a limb/ joint
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