

Wheelchair Rugby 5's – Rules Document

May 2021



Wheelchair Rugby 5's

Overview

To support individual nations abilities to promote and develop a new discipline, amendments to the International Federation's existing rules are being used. The aim is that it will help with the transfer of skills for administrators, athletes and coaches, reducing the need to create new techniques and resources.

Rule Amendments for Wheelchair Rugby 5's

The following rule amendments (from the Paralympic version of the sport) are applicable for Wheelchair Rugby 5's:

- Teams will consist of five players on court and maximum squad of 12. It is recommended that all players, coaches and team staff are registered with the National Organisation.
- A team can field a maximum of 10 points on court at any one time. Points are allocated using the classification system designed for Wheelchair Rugby 5's.
- Wheelchair Rugby 5's will be played over two periods of 12 minutes with a 2 minute break at halftime.
- The games clock will continue running for the entire period of the game except during the final 2 minutes of each half. During this period the clock will stop for any and all in play stoppages.
- Teams get 2 x 30 sec timeouts per game; timeouts can be called during a stoppage or by a player during live play.
- The referee can stop the clock for long periods of inaction, such as for an injury.
- Contact before the whistle is NOT allowed.
- Teams can have up to 4 players in the bin before the need to substitute more players on court.
- No 0.5 reduction for athletes over 45 or for female athletes.
- Substitutions can be made on a backcourt inbound i.e. after a try has been scored.

Otherwise, all rules will be the same as for the Paralympic version of the game, which can be found on the IWRF website. If you wish to read a copy of the IWRF Rules, please use the link below.

IWRF web page: http://www.iwrf.com/?page=rules_and_documents&cat=474

With grateful thanks GBWR who developed the rules.