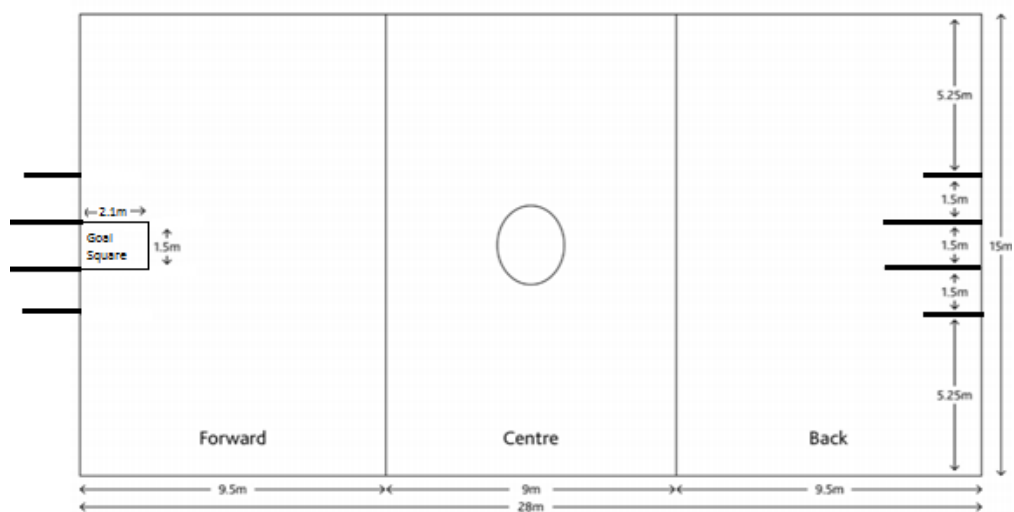


Rules of Victorian Wheelchair Football League

The VWFL will conduct all football competitions under the rules outlined in 'The Laws of Australian Football' unless otherwise stated throughout this handbook. The Laws of Australian Football are available here - <http://www.afl.com.au/laws>.

1. Playing field

Games will be played on a basketball court, as per the specs in the below diagram.



2. Playing numbers

Where possible, a game should be played 5 players v 5 players, which is the maximum numbers of players on the court at one time.

The minimum to constitute a game is 3 v 3. Teams unable to meet these numbers will result in a forfeit.

Regardless how many players each team has on match day, each team is required to play with equal numbers against one another, irrespective of players skill ability. Eg. 4 v 4. 5 v 5. Team captains should meet prior to the start of the game to discuss their player numbers. There are no restrictions to how many players can be on the bench.

Should team captains be unable to agree on starting numbers, the umpire will determine the starting number.

3. Football Requirements

It is the responsibility of AFL Victoria to provide a game ball for all games. The appropriate ball for the VWFL is a Synthetic Sherrin – Size 5.

4. Length of Games

All matches shall consist of four (4), 10 minute quarters with **NO TIME ON**. The timekeeper will start the clock as per the umpire's instructions.

5. Intervals

$\frac{1}{4}$ time = 2 minutes

$\frac{1}{2}$ time = 5 minutes

$\frac{3}{4}$ time = 2 minutes

6. Zones

There are designated zones (forward, centre and defence) which dictate where assigned players can play. All games are to play 5 v 5 if numbers allow it, however refer to adjustments below if numbers are less:

5 v 5

- 2 x Forwards. Can only move in the Forward or Centre zones
 - Only the designated forwards can score
- 2 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones

4 v 4

- 1 x Forwards. Can only move in the Forward or Centre zones
 - Designated forward and centre can score
- 2 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones
 - Designated forward and centre can score

3 v 3

- 1 x Forwards. Can only move in the Forward or Centre zones
 - Designated forward and centre can score
- 1 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones
 - Designated forward and centre can score

7. Identifying players

To identify which players are a forward, centre or defender, each player will wear a coloured arm band, on each arm, to assist in distinguishing between the different playing positions.

Additional Rules

8. Disposal

- a. A handpass is equivalent to a kick, and a single handed underarm throw is equivalent to a handpass in AFL Wheelchair. The players arm when throwing the ball must remain under shoulder height for the disposal to be legal. There is no kicking in AFL Wheelchair.
- b. A double handed chest pass is classed as an illegal disposal.

9. Ball Up

- a. At a centre ball up, both centre players must contest the ruck. Each team is permitted to have one additional team member in the centre zone. Should a team have more than one additional team member in the centre zone, a free kick will be awarded against the offending team.
- b. If a player falls out of the chair during play, the umpire will immediately suspend play if there is any chance of danger to the fallen player. If not, the umpire will withhold their whistles until the particular play in progress has been completed. If a player falls out of the chair to gain possession of the ball or by falling keeps opponents from gaining possession of the ball, the ball is awarded to the opposing team.

10. Too Far

- a. A player may stay in possession of the ball for a maximum of 3 pushes/change of direction of the wheelchair, or covered 10 meters before bouncing the ball.
- b. Players have the option of bouncing the ball the traditional way or by touching the ball on top of the wheel of their wheelchair.

11. Holding the Ball

- a. Tackling is prohibited. The equivalent to a tackle is a touch with one hand. A player has two seconds or one push to warrant prior opportunity, before holding the ball can be awarded.

12. Holding

- a. A player must not hold, with any part of their chair (by force) or body that will impede any player moving in any direction.

13. Ball Transition

- a. The football can be passed from the defensive zone into the forward zone, without a player taking position of the football in the centre zone.
- b. Scoring can only take place within the forward third, by the designated forwards.

14. Shepherding

- a. A player can shepherd the ball carrier, where contact can be made with the defending player. However, the shepherding player must not bring the defending player to a complete stop otherwise it will be classed as 'holding'. The shepherding player must also not hold the chair of the defending player, as this too will be classed as 'holding'.
- b. Should the shepherding player shepherd in a reckless manner, a free kick will be awarded.

15. Wheelchair Obstruction

- a. A player must keep one bottom check in contact with the wheelchair always.
- b. Both feet are to be on the footplate of the wheelchair always.

16. Out of Bounds

- a. For the ball to be deemed out of bounds, the ball must completely cross the line. A player's wheelchair being out of bounds will not characterise the ball being out of bounds. Should the player manage to keep the ball in the field of play, even though their wheelchair is out of bounds, this will be deemed 'play on'.

- b. Should the ball be handpassed over the boundary line on the full or hit over during a ruck contest, the umpire will award a free kick against the offending team.
- c. Should the umpire be unable to decide who the ball came off last, the umpire will move two (2) metres in from the boundary line and throw the ball up.

17. Marking

- a. A mark is to be paid to a player who marks the ball from a handpass provided that handpass has travelled at least three (3) metres and has not been touched in transit.

18. 5 Metre Penalty

- a. A 5-metre penalty may be applied on top of a free kick at the umpire's discretion.

19. Playing on from a behind

- a. Following the score of a point, the player has the option to handpass to themselves within their defensive goal square to signal to the umpire they have played.

20. In Danger

- a. A player second to the contest, has a duty of care to protect the hands and head of the player first to the contest. Should any player second to the contest fail to approach the contest with safety, a free kick will be awarded against.

21. Mercy Rule

- a. Should a team reach a margin of 50 points, the Mercy Rule is activated. Meaning, if the leading team scores a point, the trailing team will take possession from the edge of the defensive zone.
- b. If the leading team scores a goal, the trailing team will take possession of the ball in the centre circle, not requiring a ball up to restart play.
- c. If the trailing team brings the margin back under 50 points, the Mercy Rule is deactivated, and play will revert to normal.

22. Substitutions

- a. Substitutions can take place at any stage during the course of the match.