



The Rules of Wheelchair Hurling

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Introduction

This booklet contains an official copy of the playing rules of Wheelchair Hurling. Its aim is to ensure that all players, spectators and commentators, read and learn the rules and definitions of the terms used in the rules. When spectators are fully conversant with the rules, they will have a better understanding and appreciation of refereeing decisions. It is important that coaches ensure that all players have a copy of this booklet and that they study it carefully. This will improve their understanding of the game and help them to accept the decisions of the officials, without dissent.

A thorough knowledge of the rules enables players and teams to become more efficient and successful, and to get greater satisfaction from playing. It is important to remember that the definitions of terms are an integral part of the playing rules. When these definitions are clearly understood by all concerned, we can expect a much higher consistency in decision making by match officials, because each term has only one possible meaning. This booklet emphasises the importance which the Association places on promoting a better understanding of our games, which are part of our national culture, by presenting the playing rules in a way which is easy to read, remember and apply.



A. Playing Rules of Wheelchair Hurling

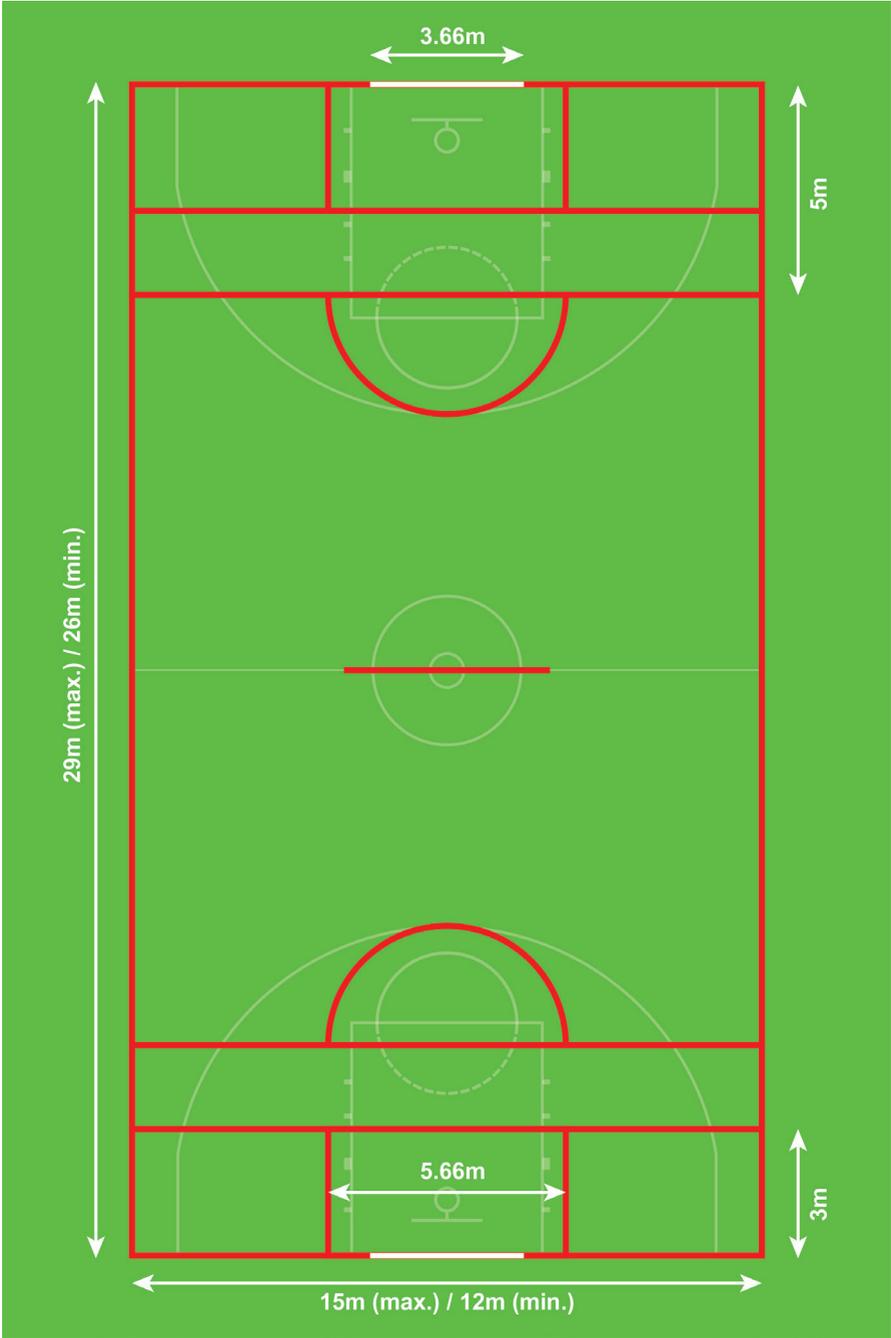
Dimensions

1.0 Specification

- 1.1 Playing Area: Basketball Court at 29m (max.)/26m (min.) x 15m (max.)/12m (min.)
- 1.2 Goal: 3.66m x 1.83m (12' x 6')
- 1.3 Goal Keeping Area: Width (+1m either side of Goal posts) to Goal mouth (+3m from Goal/End line)
- 1.4 The Penalty spot is to be same distance from the Goals in all venues - 5m from the Goal line.

2.0 Playing Area

- 2.1 A full-sized Basketball Court is preferred
- 2.2 If there are no Walls surrounding the Playing Area and a Team plays the Sliotar over the Sideline, any Opponent to where the Sliotar crosses the Line, takes the Sideline Puck.
- 2.3 If there are no Walls surrounding the Playing Area and a Team plays the Sliotar over their own Endline, any Opponent may take the Free from the Centre line where the Sliotar crossed the Endline.
- 2.4 If there are Walls surrounding the Playing Area, Teams may use them to play the ball off.



3.0 Playing Zones

- 3.1 There are three Zones on the Playing Area – Attacking Half/ Defensive Half/Goal Keeper’s Area.
- 3.2 All Players must remain in Zones they are assigned
- 3.3 Midfielders can enter both Attacking/Defensive Zones.
- 3.4 Players are allowed to travel through the Goal Keeper’s Area “to the Sliotar”, but cannot play the Sliotar in the Zone or obstruct the Goal Keeper.
- 3.5 The only Player permitted to play the Sliotar in the Goal Keeper’s Area, is the Goal Keeper.

4.0 Equipment

- 4.1 Sports chairs must have strapping for both the waist and ankles.
- 4.2 Outfield Players cannot use a Rugby Sports chair.
- 4.3 Well secured Portable Goalposts are to be used. Goals are to be same size in all venues.
- 4.4 All Players must wear a Helmet with Full Facial Protection.
- 4.5 Modified (Rubber Bas) Hurleys must be used.
- 4.6 Three First Touch (Size 1) Sliotar – one placed behind each Goal and one in Play

5.0 Teams

- 5.1 All players participating, must have a Physical Disability.
- 5.2 Six versus six on the court at one time only
- 5.3 Each Team must have 1 Goal Keeper, 2 Defenders, 1 Midfielder and 2 Attackers.
- 5.4 Teams have unlimited Substitutions.

6.0 Goal Keepers

- 6.1 Only Goal Keepers can use their hands to catch the Sliotar.
- 6.2 Goal Keepers may play the caught Sliotar away with a Hand Pass.
- 6.3 The Sliotar may go above shoulder height when Hand Passed by the Goal Keeper.
- 6.4 All Puck Outs are to be taken from the ground (except as at 6.2).
- 6.5 Goal Keepers cannot play the Sliotar outside their Zones.
- 6.6 Goal Keepers cannot Score directly from a Puck Out but can score from general Play.



B. Play

7.0 Play commences with a Throw-In between the two Midfielders, in the Centre of the Court.

- 7.1 Throw-Ins will be used to start the game; at the beginning of each period; for stoppages where the Sliotar is unplayable; or, if the Ball is damaged.
- 7.2 For a Throw-in, the bas of the Hurley must be on the ground and perpendicular to the line of Centre, Wheels parallel to the line of Centre and the Sliotar rolled along the ground between the two contesting players.
- 7.3 At Throw-ins, Hurleys must stay below shoulder level when initiating the strike at the Sliotar, with a similar follow-through permitted (to shoulder level).

8.0 High Sliotar.

- 8.1 The Sliotar can go above shoulder height (of the Referee) when played from the ground from a Free, a Puck Out or a Sideline Puck or rebounds off a Sportschair, Goal or Wall.
- 8.2 The Sliotar can be flicked or stopped with the Hurl above shoulder height (of the Referee).
- 8.3 A Free will be awarded against a Player who plays at the Sliotar with the Hurley above head height in a forceful downward motion and makes contact with another Player.
- 8.4 A Sliotar may be blocked by the hand but not caught in the hand.

9.0 Frees and Penalty Infringements

- 9.1 All Frees are to be taken from the ground and the Sliotar must be stationery.
- 9.2 Any player may take a free puck or sideline puck . However, the team taking the puck cannot have more than three players in either the attacking or defending zones.
- 9.3 A Sliotar may be passed by 'flicking it' from a Free, a Puck Out or a Sideline Puck.
- 9.4 A Player can only play the Sliotar in the air, twice.
- 9.5 When a Player Fouls the Sliotar e.g catches the Sliotar, a Free will be awarded against that Player.
- 9.6 When a Free is awarded, the Sliotar must be given back to the Player taking the Free. Any delay will incur a 5m advantage.
- 9.7 Players are not permitted to Kick the Sliotar, but if the Sliotar strikes the Leg or Foot of a Player; or the Wheel of the Wheelchair, this does not constitute a Foul.
- 9.8 Where doubt arises over possession of a Sliotar trapped under a Wheelchair, a Throw-In will take place between the two opposing Players nearest the Sliotar.
- 9.9 Opposing Players wheelchairs are to be 2m from a Player taking a Free, Sideline Puck and Puck Out. Frees should be no closer than 5m from the opposing Endline.

- 9.10** If a Player intentionally Blocks the path of an Opposition Player, or takes out an Opposition Player or interferes with an Opponent's Wheelchair i.e., Spoking, will be shown a Yellow card. Penalty. (a). Player: Timed Out for Three Minutes. (b). Team (i) Free Puck awarded against the offending team. (ii) Can bring on a replacement player.
- 9.11** Deliberate offences e.g, Frontal Challenge will be shown a Red card. Penalty. (a). Player: Debarment from playing for the remainder of the Game and from playing the subsequent Game, in the same competition. (b). Team: (i) Free Puck awarded against the offending team. (ii) Cannot bring on a replacement player for the remainder of the Game but can replace the offending player for the following Game.
- 9.12** A player who interferes with another player's helmet will be shown a Red Card. Penalty. (a). Player: Debarment from playing for the remainder of the Game and from playing in the two subsequent Games, in the same competition. (b). Team: (i) Free Puck awarded against the offending team. (ii) Cannot bring on a replacement player for the remainder of the Game but can replace the offending player for the following two Games.

9.13 A player striking or attempting to strike an Opponent, Team-Mate or Official will be shown a Red Card. Penalty. (a). Player: Debarment from playing for the remainder of the Game and from playing in the subsequent two matches, in the same competition. (b). Team: (i) Free Puck awarded against the offending team. (ii) Cannot bring on a replacement player for the remainder of the Game but can replace the offending player for the following two Games.

9.14 Hearings and Appeals.
As per Official Guide – Part 2.

9.15 Time wasting. A Player, who is deemed by the Referee to be time wasting, will have their free puck, sideline puck or puck out, cancelled. A throw-in will be awarded where the original foul occurred except for a cancelled puck out, where the throw-in will be taken on the penalty spot.

10.0 Match Officials (Referee, Score Keepers)

10.1 The referee shall have full charge of, and be responsible for, the proper conduct of the game. His or her duties and jurisdiction shall extend to all points of the game. No player shall dispute the accuracy of the referee's judgement and decision on play. After the toss, only the team manager so identified by the captain to the score keeper, or the captain, will have power to approach the referee.

10.2 If, in the event that no Wheelchair Hurling Rule exists but a Rule exists in the GAA Rules of Hurling, then that Rule, shall apply.

B. Play

- 10.3** The score keepers shall keep the time and score.
- 10.4** All substitutes must be recorded with the score keepers before entry onto the Playing Area.

11.0 Time Duration

- 11.1** Playing time total: 30 Minutes = 2 Periods of 9 Minutes (with Two 2 Minute Intervals) and a Third Period of 8 Minutes.
- 11.2** Any additional time will be at the discretion of the Referee

12.0 Scoring System

- 12.1** Three points are awarded when the Sliotar fully crosses over the Endline and passes under the crossbar.
- 12.2** One point will be awarded when the Sliotar fully passes the over the crossbar from a side line cut, only.
- 12.3** The score at the end of the second period, shall be the final score of the Game.

13.0 Playing Rule Modifications

- 13.1** Changes to Rules can only take place, bi-annually.
- 13.2** The National Committee may amend the Rules at their discretion.

Notes





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