

2009 National Wheelchair Rugby League

RULES AND REGULATIONS

(draft as at 15 May 2009)

Wheelchair Rugby Australia (WRA) conducts the National Wheelchair Rugby League (NWRL), which may bear the name of a sponsor from time to time.

WRA exists as a Sports Section of Wheelchair Sports Australia Ltd (WSA). WSA in consultation with WRA provides services such as accounting, administration, entry processing etc. The NWRL is managed by the League's Executive (LE) who maintains regular contact with WRA.

Objectives

- Promote the development of wheelchair rugby for players.
- Provide high quality competition for players of all levels on a regular basis.
- Position the National Wheelchair Rugby League as a high profile sporting competition and enhance the level of community awareness of wheelchair rugby.
- Promote unity and friendship amongst all the players.
- Provide a pathway for players and officials from local competition through to National representation, inclusive of local leagues and team championships.
- Create a positive association for sponsors with elite wheelchair sport along with the recognition of athleticism and sporting excellence.
- Achieve a profile for sponsors as good corporate citizens and major supporters of Paralympic Sports, and specifically wheelchair rugby.



Code of Conduct

Athletes, coaches and officials associated with the NWRL must be aware that they are often the focus of public attention. The NWRL expects that all teams and associated personnel will agree to the following code of conduct and as such each person will be asked to sign the code of conduct as part of the registration process.

General

1. Abide by both the rules and the spirit of all competitions.
2. Conduct myself in a manner that won't discredit me, my team, the NWRL and other teams.
3. At all times when travelling to and from and whilst participating in a sporting or social event, dress in team uniform or other attire appropriate to the occasion.
4. Obey and respect any direction given by an appointee of the NWRL.
5. Refrain from using offensive or abusive language.
6. Refrain from being intoxicated and using any banned drugs or substances.

Players

1. Whilst competing obey and respect any direction given by an official.
2. Applaud all good plays whether they are from my team, or the opposition and enjoy my game.
3. Cooperate with my coach, teammates and opponents. Without them there would be no competition.
4. Never argue with an official. If I disagree, I will have my captain, coach or manager approach the official at the appropriate time.
5. Not engage in physical or verbal abuse of officials, other players or spectators. Deliberately distracting or provoking an opponent is not acceptable or permitted.

Coaches/Managers/Officials

1. Be reasonable in my demands.
2. Teach players to follow the rules and set a good example.
3. Be consistent, objective and courteous when making decisions.
4. Condemn unsporting behaviour.
5. Report incidents in writing to the League Executive by completing the appropriate form within seven (7) days.

Policies

The NWRL follows the following policies and procedures of WSA.

Competition Management

The League Executive administers the NWRL. The League Executive is comprised of the WRA Chair and a WSA representative. The League Executive conducts the business of the NWRL following the Rules and Regulations of the NWRL.

Rationalisation

To ensure accessibility for all teams in the competition, the game related costs of the League tournament weekends are to be rationalised. For the purpose of rationalisation a team is considered as a maximum of eleven (11) people (players and staff). Teams may bring a maximum of nine (9) players to each round. If teams wish to bring more than eleven (11) people they will bear the full cost of the extra people.

Items included in the NWRL rationalisation are:

- Airfares for Australian teams* (to and from team's capital city)
- Ground transport
- Accommodation (three nights per round for away teams)
- Referee game payments
- Court hire for games
- Administration and marketing

* NZ team flights are not included in the rationalisation.

Costs for 1 import player per team (if required) will also be included in rationalisation as follows:

- Flight costs to and from the team's capital city and the rounds
- Ground Transport and Accommodation at the rounds

Accommodation

The host state will book accommodation on behalf of each team, visiting teams are to finalise arrangements with the host state at least 6 weeks prior to the round. Room only invoices are to be sent to WSA for payment.

Flights

Teams are responsible for booking and paying for their own flights. Each Australian travelling team is given an allowance for flights. Flight allowances are set by the League Executive before the start of each season (please see below for flight allowances for 2009). Flight allowances are deducted from team payments.

If a team travels with less than eleven (11) members the cost of the additional flights not used will be split between the NWRL and the team 50:50.

Flight allowances for the 2009 season are as follows:

Round 1 – Adelaide

- From Brisbane: \$498 per person
- From Melbourne: \$330 per person

From Perth: \$712 per person
From Sydney: \$444 per person

Round 2 – Melbourne

From Adelaide: \$330 per person
From Brisbane: \$474 per person
From Perth : \$776 per person
From Sydney: \$366 per person

Finals Round – Brisbane

From Adelaide: \$498 per person
From Melbourne: \$474 per person
From Perth: \$906 per person
From Sydney: \$382 per person

Competition Responsibilities

The League Executive (LE)

- The LE advises states of opportunities to host a round and the preferred date. The state then seeks endorsement from the LE for the date of the round and the appropriateness of facility.
- Reviews the Rules and Regulations on an annual basis
- Prepares the budget and proposed rationalisation for each season.
- Manages and prepares information for the website and other promotions such as the season Program/ Team guide. Collates results, statistics and voting forms from host organisations.
- Prepares each season's entry pack.
- Liases with the WRA Head Referee who coordinates the referee roster. League Executive to approve all assignments to ensure cost effectiveness and development of Australian officials.
- Liases with host organisations to coordinate score tables.
- Arranges perpetual trophies and individual trophies/mementos.
- Receives entry information from teams to compile all related documents.
- Supplies the balls to be used during the season to the Games Commissioner.

Wheelchair Rugby Australia

- Appoints the Games Commissioner each round.
- Arranges the attendance of a classifier at the rounds of the NWRL as needed.

- Organises officials, classification and coaching courses in conjunction with league rounds.

Wheelchair Sports Australia

- Coordinates payments for items included in the rationalisation.
- Undertakes administration of the league.

Host organisation

- Arranges the playing venue. The court hire will be paid by the NWRL from the rationalisation. Access to the stadium and playing court is required at least one hour prior to the first game. Facilities required include:
 - a. Access to a meeting room or other secure area for the game officials,
 - b. Change rooms,
 - c. Storage areas for chairs between games and overnight,
 - d. Access to a photocopier and fax machine,
 - e. Score table equipment – visual timing, visual score board alternate arrow,
 - f. Provides tape to mark the courts,
 - g. At least one wheelchair accessible toilet,
 - h. Access to private area for classification.
- Arranges appropriate accommodation for teams. The minimum requirements are 3 star accommodation and provision of at least one wheelchair accessible room per team.
- Arranges appropriate transport for teams in line with the amount of luggage and wheelchairs specified by teams on their team travel form.
- If officials are required from interstate the host organisation arranges their transport and accommodation at the same accommodation as the visiting teams. This is paid for out of the rationalisation.
- Ensures that teams and officials can arrange their own lunches/refreshments at the playing venue or nearby.
- Arranges tea/coffee and water at no charge for game officials.
- Arranges appropriate medical coverage. The minimum requirement is the attendance of a sports trainer. Additional services such as massage could be provided at the host organisations discretion.
- Arranges the score table officials who will have experience or have received the necessary training.
- Distributes game paperwork to the score table and coaches prior to each game.
- Coordinates pre-game presentation and act as the announcer where required having organised the sound system, warm-up music, CD player and CDs.
- Collects score sheets and copies for the teams from that game.
- Provides originals of all game paperwork (score sheets, game summaries, statistics, referees reports and MVP votes) and report to the Games Commissioner.
- Erects NWRL and its sponsor signs (made available by the League Executive).
- Coordinates presentation ceremony at the conclusion of the Final Round. The League Executive will arrange trophies along with details of confirmed presenters/speakers.
- Assists with promotions/local media opportunities and contacts.

- Host organisations may conduct other activities that promote the League such as post game functions, involvement of sponsors or half-time entertainment at their own cost.
- Teams and host organisations are to provide copies and details of any media coverage to WRA.
- Provides a brief report of the weekend games for use in media releases and email distribution of results to the Games Commissioner.
- Arrives at the venue at least one hour prior to the first game to ensure that all is in readiness for competition.
- Meets teams on arrival at venue and distributes any information.
- Arranges Manager's Meetings as required.
- Meets with game referees 40 minutes prior to the first game and as necessary for all following games. Meet other game officials prior to their first game.
- Ensures courts are ready for play – i.e. court lines accurately marked, courts swept, score table operational (lights, protector, air horn, score board, penalty box). Provide towels for under the score table to be used on the court as required.
- Liases with game officials and delivers payments.

Teams/ Team Manager

- Provides information by published deadlines.
- Nominates a team contact/manager person who will be the one point of contact between the team.
- Arranges own flights, meals and other incidentals.
- Nominates a person for the Judiciary. This person doesn't necessarily have to be from the team but should be available at League tournament weekends.
- Teams are to provide relevant profile information for each player along with the Team Registration list together with a photo of each individual to be used for promotional purposes.
- Teams and host organisations are to provide copies and details of any media coverage to WRA.

Competition Guidelines

Rules

The rules and interpretations for the NWRL will be the current IWRF Rules with the variations as outlined in this document.

Competition Structure

1. The competition is open to all teams from Australia and New Zealand subject to guidelines or standards, which the LE issues from time to time.
2. The playing composition of the NWRL shall consist of the previous years re-nominating teams plus other team(s) as accepted by the LE.
3. Three weekends will be conducted with each team playing up to 6 games each weekend. This will be reviewed periodically.
4. Semi-finals and medal play-offs will be conducted as part of the Final Round

Season draw

1. The LE will finalise dates and circulate this information to teams and host organisations at least 3 months prior to the commencement of the season and earlier if possible.
2. The LE will produce the draft draw following the NWRL Rules and Regulations. The draft draw will be distributed to WRA as early as possible but no later than 6 weeks prior to the commencement of the season.

Competition Dates

1. The competition is played April to September subject to National team commitments.

Matches

1. Teams must have at least half an hours break between games.
2. Teams playing the last game each day will not be scheduled to play the first game the following morning where possible.
3. Teams playing at home will be scheduled to play the last game of each round to give away teams the chance to depart earlier.

Points Table

Win/loss records will determine seeding for semi-finals. If two teams tie at the end of the season then those team's head to head records will determine the higher seeding. In the event of a three-way tie the goal differential between the three teams tied will determine the seeding.

Forfeits

1. Unless extenuating circumstances are accepted by the opposing team and referees, or an appeal is made and allowed by the Judiciary. A team shall lose the game by forfeit if:
 - It refuses to play after being instructed to do so by the referee
 - Its actions prevent the game from being played
 - Fifteen (15) minutes after the scheduled starting time, the team is not present or is not able to field four (4) players ready to play.
2. A team claiming a forfeit must do so on the score sheet.
3. A score of 20-0 is awarded to the team who received the forfeit and 0-20 to the forfeiting team.

Defaults

1. A team shall lose a game by default if, during the game, the number of players of that team on the court is less than two (2).
2. If the team to which the game is awarded is ahead, the score at the time of the stoppage shall stand. If the team to which the game is awarded is not ahead, the score shall be recorded as 20-0 in its favour.
3. The defaulting team shall receive the points for a loss.

Teams and Players

Registration of Teams

1. All prospective teams must submit a team nomination and agreement along with a registration fee of \$1000 to WRA by the due date prior to the start of each season.
2. A Wheelchair Sports Australia Ltd affiliated association must endorse each Australian teams nomination and agreement. The IWRF Member Organisation in New Zealand must endorse each New Zealand teams nomination and agreement.
3. Late entries will only be accepted in extraordinary circumstances and then only with the approval of WRA. A late entry fee may apply.

Registration of Players

1. A team may register up to twelve (12) players.
2. Teams will attract a \$150 fine every week their team registration is late.
3. During the season players may be added to the Team's Registration List by applying to the LE and paying a late registration fee of \$50.00 per player. Novice players, if classified, are exempt from the late registration fee.
4. All players in Australian teams must be a financial member of a Wheelchair Sports Australia Ltd affiliated association. All players in New Zealand teams must belong to their IWRF member organisation.
5. A team may only play one imported player per season. Imported players must play in their team's first round to qualify for the finals series. An import player is any interstate or overseas player that does not reside in that state. A player that is NOT an Australian citizen or resident is regarded as an import even if they reside in the state for the period of the league season. Any Australian player that moves to another state for the period of the league season is NOT regarded as an import.
6. Travelling team numbers are limited to eleven (11) (athletes and staff including) for rationalisation purposes. A maximum of nine (9) players may form part of this eleven. The list of players for each round of the competition must be provided to the LE no later than six (6) weeks prior to each round.
7. The LE reserves the right to refuse entry to a team staff member in order to prevent teams from bringing staff unnecessarily.
8. Costs for numbers above eleven (11) will be borne by the team.

Participation in Games

1. Should a player listed on the score sheet not participate in that game, the player's name must be deleted from the score sheet by that team's coach.
2. To participate in a game means to be legally on the score sheet and to play or be present at the players' bench in playing uniform during the game.
3. Any player that is marked on the score sheet pre game and signed off by the coach may play. It is not the referees' concern to know if the player is eligible to play or not.
4. Nine (9) players can be listed per team per game.

Transfer of Players

1. Players may transfer teams between seasons provided any debts with the original team are paid and the player has a release form signed from previous team. This form should be submitted with the team registration list.

Team Uniforms

1. Each team must possess two complete sets of singlets or one (1) reversible set. One must be a predominantly light colour and the other a predominantly dark colour.
2. Players' numbers must be in the following range: 1-15. Numbers need not be displayed on the front of the singlet however must be visible at all times on the back of the singlet.
3. T-shirts, of a solid colour, may be worn under a player's singlets matching the predominant colour of the singlets and be uniform throughout the team. Text or graphics on the T-shirt must not be visible except for an approved sponsor. Players wearing odd or inconsistent coloured T-shirts will not be permitted to compete in NWRL matches.
4. The home team wears the light colour uniform. However, where opposing teams have uniforms that are similar in colour, the home team is required to change to the alternate set. The first team listed on the score sheet is the home team.
5. Teams may have decided together and in advance as to who wears the light and dark uniform. If there is a dispute go by the above rule.
6. Sponsorship advertising is permitted on player uniforms and spoke guards. All singlet designs must be submitted to the League Executive eight (8) weeks prior to the first round for approval.
7. The NWRL reserves the right to add logos to playing singlets.
8. The NWRL has the rights to front right breast. Teams may use the front left breast for state/team sponsor/association logos, or player numbers.
9. Teams have rights to spoke guards, however the League reserves the right to add a 10cm x 10cm logo on each guard.

Classification

1. The NWRL is conducted under the IWRP Functional Classification System. All players competing in the NWRL must have an IWRP Card or NWRL approved Provisional Classification Card.
2. Teams are responsible for making their own NWRL Provisional Classification Cards which must have the following information: Players name, Players class, Players Number, When and who by the player was classified and a colour passport sized photo of the player and must be laminated.
3. If required, WRA will organise the attendance of a recognised classifier at the first round of the NWRL to classify new players. The cost will be included in the rationalisation.
4. If a player requires classification after the first round it is the team's responsibility to arrange this.
5. A copy of each player's classification card must be submitted with the team registration list. These copies will form a central register that will be available at each tournament weekend.
6. Should a team not bring their classification cards to any round of the League, they may hire the central register for the weekend at a cost of \$100.

Classification Appeals Process

1. If a player wishes to protest their classification, a protest must be lodged by their team coach who must sign the classification protest form.
2. The protest form must be accompanied by a \$100 fee and should be given to the Game Commissioner within 48 hours of the ruling. This money will be returned in the event of a successful protest.

3. The NWRL Classification Commission will assemble a classification protest panel consisting of three classifiers, or if this is not possible a protest panel of two classifiers and the Game Commissioner.
4. An initial observation session may take place without the player's notification.
5. After item 4 has occurred, the athlete and/or team coach or team representatives will then be informed of the observation.
6. On court observations may be necessary. The athlete may then be evaluated in a bench test session, which is conducted by the protest panel.
7. A decision may be made when appropriate. If the protest panel need to vote then a majority decision is necessary. It is an open vote.
8. Any change of class occurring as a result of a protest will take effect at the next match.

Other Changes in Classification

1. Any players class may be changed at any time during the league. Any change of class takes effect immediately. This includes ineligibility.

Maximum Points

1. The maximum on court classification points is 8.0. This is to be reviewed periodically for appropriateness.
2. If a game starts or re starts with a team having more than 8.0 classification points on the floor the coach is charged with a technical foul. Then the line up must be corrected.

Game Officials

Game fees, accommodation and transport arrangements are reviewed and set annually.

The Head Wheelchair Rugby Referee of WRA acts as the NWRL Referees Coordinator.

The NWRL is in favour of the development of game officials and where appropriate will arrange for the conduct of clinics in association with league tournament weekends.

In 2009 the referee game fee is a maximum of \$95 in total for the officiating team. WRA Head Referee \$55, International Referees \$35 (Level 1 \$35, Level 2 \$40), A badge \$30, B Badge \$25, C badge \$20 and Rookie \$15.

Games Commissioner

The Games Commissioner is responsible for the smooth running of the matches and ensuring that NWRL Rules and Regulations are abided by.

1. Provide referees and teams with access to the central classification register.
2. Coordinate Judiciary Hearings that might arise from the games.
3. Provides the game ball.
4. Collects MVP votes from each coach.
5. Provide a brief report (bullet points) to WRA of the weekend including but not limited to:
 - a. Any incidents
 - b. Comments from officials
 - c. Actions requiring follow-up

Referees

1. Referees must be of a standard as recommended for NWRL games by the WRA Head Referee.
2. Where possible, each state is to be given the opportunity to provide referees for the league.
3. The WSA Head Referee makes appointments considering:
 - a. Each game must have two qualified referees.
 - b. Referees appointments are notified no less than two weeks in advance. Referees or teams may not make unauthorised changes to appointments.
 - c. In the interest of referee development it is encouraged that one referee be a senior referee and the other a developing referee.
 - d. The NWRL promotes the use of local referees where appropriate and qualified.
 - e. A travel allowance for referees driving more than 100km is available at c/km for the distance over 100km on the production of a logbook to the League Executive.
3. Where possible the WRA Head Referee will appoint a referees evaluator/coach to observe the referees, give verbal feedback to the officials and will be responsible for the strategic planning and evaluation of rugby officials.

Pre-game Chair and Equipment Check

1. All players are required to be available courtside between 35 and 20 minutes before their first game of each round for the referees to conduct a chair and equipment check.
2. Referees may conduct a chair and equipment check of a player(s) in the last 20 minutes pre game if that player(s) was not available 35 minutes pre game.
3. During the checking process referees must be given access to check cushions and player seating heights if they request to do so.
4. Two (2) large wheels at the back maximum diameter 70cm and must be fitted with spoke guards.
5. Anti-tip devices attached to the rear of the chair are compulsory but must not project past the rear wheels and may be one or two wheels.
6. The Game Commissioner will hold the central register of classification cards.

Pre-game Timing

1. Referees are to arrive at the venue at least one (1) hour prior to the commencement of the first rostered game and fulfil the following duties at the nominated times prior to the commencement of the game:
 - 40 minutes Meet the Game Commissioner.
 - 35 minutes Commence chair and equipment.
 - 20 minutes Be ready on court.
 - 12 minutes Meet captains and coaches. Coach to sign off on score sheet.
 - 10 minutes Confirm with score table that all is in readiness
Indicate first four players.

Score Table

1. Score Table officials must be of a standard as recommended by the WRA Head Referee for NWRL games.
2. Each game must have two qualified table officials and one penalty box official trained prior to the round.

Division Two

1. Division two games are designed for developing players who may not get a lot of court time in the NWRL when playing in their state team.
2. One division two game will be scheduled each day of every round at a time determined by the host organisation.
3. If sufficient time is available a fully timed game will be played otherwise a game of 10 minute quarters with a running clock will be scheduled.
4. Each team is eligible to nominate up to two players per round for division two. The host organisation must be advised of these two players no later than two weeks prior to the round.
5. The host state may nominate additional players to ensure sufficient numbers.
6. Only registered NWRL players are eligible to play in division two games.
7. Players who have represented the National Team at Paralympic Games, World Championships or Zone Championships or who are currently in the National Squad are not eligible to play in division two.
8. Division two games may be cancelled due to insufficient numbers at the discretion of the Games Commissioner and host organisation.

NWRL Awards

The NWRL Awards will be reviewed on an annual basis and dependant of the number of teams entered and the classification spread of all players contesting the league. We will endeavour to provide the following awards:

Champion Team

The champion team will receive the perpetual trophy and a small trophy as a keepsake. Each member of the champion team will receive a medal

2nd and 3rd Place (awarding of 3rd place trophies dependant on number of teams)

Each member of the 2nd and 3rd placed teams will receive a medal.

Most Valuable Player

- The most valuable player will receive the perpetual trophy and a small trophy/memento.
- The most valuable player is decided by a voting system by the coaches throughout the round robin series. The votes are 1, 2 or 3 for each game; the MVP receives 3 votes. The League Executive tallies the three sets of votes and the player with the most points at the end of the round robin series is the most valuable player.
- In the event of a tie the involved players will be ranked as follows to break the tie:
 - The player who has played the least minor round games

- If the players have played the same number of games the award is split.
- The most valuable player is not eligible to be in the All Star Four.

Best New Talent (will be dependant on players – may be replaced with Most Improved)

- The player voted as the best new talent will receive the perpetual trophy and a small trophy/memento.
- The player who is the best new talent is decided by a voting system. Each team will be asked to vote at each round over the season. They nominate their selections each round and the player receiving most votes across the season will be determined as the winner.

All Star Four (points must not exceed 8)

- All Star Four is determined by a voting system. Each team will be asked to vote at each round over the season. They nominate their selections each round and the players receiving most votes across the season are determined as the winners.
- Should a tie occur, the finals round Games Commissioner, National Head Coach and Head Referee will determine winners.

Best Referee

- The Best Referee is determined by a voting system. Each team will be asked to vote at each round over the season. They nominate their selections each round and the referee receiving most votes across the season are determined as the winner.

Presentations

All trophies will be presented immediately following the playing of the last game. The presenters will represent the League's sponsors, NWRL and the host organisation.

Game Review

1. A review or complaint of the games official(s) may be lodged within 60 minutes of the completion of the game in question. This review should be in writing and signed off by the coach of the team lodging the review. This signed document shall be given to the League Commissioner unless they are an official involved with the game in question. In that case it shall be given to the Head Official. A second more detailed review can be submitted to the WSA office before the following Friday.
2. Any player may lodge the review, but it must be signed off by the coach of that team. No costs will be incurred by lodging a review.
3. A panel consisting of NWRL League Commissioner, Head Official, and League Executive will rule as to whether the review is valid or not. If one of the three before mentioned is an official in question, they shall be replaced by an appointed member from AAWD, WSA Board or the WRA Committee.
4. If the review is valid it will be utilised in the official's ranking and their future game assignments. The Head Official will be responsible for taking appropriate actions to alleviate future incidents. The Head Official may use past incidents as examples of officiating to assist with teaching and development of all officials. This process is designed to increase the officials' skills and accountability while providing a higher level of officiating for the NWRL.
5. It should be noted that this process has replaced the protest procedure due to the inability to replay games with time constraints and flight schedules. The aim is to ensure that all officials officiate at the same high standard and that they are accountable for providing a fair game to all competitors.

Judiciary

The Judiciary is made up of a nominated representative by each team, the Game Commissioner and a representative of the host organisation. The Game Commissioner shall be the Chairperson of the Judiciary and is responsible for the procedure and the conduct of any Judiciary meetings.

A quorum of not less than three (3) members will be necessary to convene the Judiciary.

Judicial Proceedings

1. Where a player or team official at a NWRL competition has been cited by a referee or authorised official, he/she will be subject to the judicial proceedings as defined below.
2. A suspended player, a player against whom a charge has been made and a member or two delegates from the team concerned in regard to a dispute, protest or charge shall have the right to:
 - Appear before the judiciary
 - Call others to give evidence on their behalf
 - Question any person giving evidence
3. Failure to attend or to apply for a postponement of a Judiciary hearing, the cited player, spectator or team shall abide by the findings of the Judiciary.
4. Any player suspended will not be permitted to participate in any match in that competition until the Judiciary has heard the case, and any team playing a suspended player shall be deemed to have forfeited any competition match in which such player takes part.
5. Should the Judiciary, due to lack of a quorum, fail to convene, the suspended player shall be permitted to resume playing until the Judiciary is convened.
6. The Chairperson shall read and explain to all parties to the hearing, in each other's presence, the full text of the charge(s), protest or appeal to be considered.
7. The Judiciary, shall hear the parties at the hearing in each others presence, in the following order -
 - a. Those supporting a charge or protest, to give evidence, to call witnesses, to be queried by those defending a charge or protest and to be questioned by the Judiciary and followed by -
 - b. Those defending a charge or protest, to give evidence, to call witnesses, to be queried by those supporting, and to be questioned by the Judiciary followed by -
 - c. Those supporting a charge or protest, to answer evidence given under and whom the Judiciary may again question.
8. All parties to the hearing shall then retire while the Judiciary committee considers it's finding although the Judiciary may recall any or all of the parties, individually or, together, to amplify or to clarify a matter of evidence.
9. The Judiciary shall then -
 - In the case of a charged player found guilty of a charge determine a penalty
 - In the case of a charged team member found guilty of a charge determine a penalty
10. The Judiciary shall record its finding, made by majority vote and then inform all the parties concerned of its decision.
11. Penalties by way of suspension or suspended sentence shall be until a certain date and any suspension may extend into a subsequent season before termination if necessary.

Appeal Procedure

1. Any application for leave to appeal against a finding of the Judiciary shall be made **ONLY** on the grounds of new evidence, which was not reasonably available at the time of the hearing.
2. Application on the prescribed form and accompanied by a deposit of \$100.00 shall be lodged with the Game Commissioner within 60 minutes of the relevant announcement by the Judiciary.
3. Leave to appeal against a decision shall be given only to the person against whom the finding has been made.
4. If the appeal fails, the appeal fee may not be returned.

Supporters

We understand the importance of support for teams when they are travelling away from home and will always encourage supporters' attendance at rounds of the league. We, and the host states will accommodate arrangements for supporters whenever possible; however if it is not possible for supporters to stay or be transported with the teams, they may have to make their own arrangements. The league may charge a small administration fee to cover any additional expenses incurred to facilitate arrangements for supporters (eg if an extra vehicle is required to transport them etc).

All costs for supporters (eg accommodation, meals, transport etc) must be paid up front and in full to Wheelchair Sports Australia. Bookings will not be made for supporters until payment is received.

Please also note, supporters will not be permitted in the team area during games.

Supporters also include personal carers who are not official members of team staff.

Sponsorship

The League Executive and Wheelchair Rugby Australia are governed by the Wheelchair Sports Australia Rules and Regulations relating to sponsorship and may negotiate sponsorships for the league.

NWRL sponsorships will be negotiated, mindful of KNOWN team sponsors and we will endeavour not to negotiate with sponsors that may conflict with existing team sponsor arrangements.

Teams have the right to negotiate team sponsors, however teams must confer with Wheelchair Sports Australia prior to completing sponsorship negotiations. Teams should not negotiate sponsorship arrangements with companies in direct competition with league sponsors. Registering potential team sponsors with WSA prior to entering negotiations will help ensure that conflicts do not arise between NWRL and team Sponsors.

Prior to undertaking any promotional activities relating to the League, all teams are to seek approval from WSA in order to ensure that league sponsors are appropriately recognised.

General

All matters not covered by the NWRL Rules and Regulations, the IWRF Rules, or the Memorandum and Articles of Association of Wheelchair Sports Australia Ltd. shall be determined by the League Executive.

Appendices

Game Review Form

Game review lodged by or on behalf of

Form to be presented to the Game Commissioner (unless they are an official involved with the game in question in which case the form should be presented to the Head Official).

Grounds for requesting a review

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NB: Form to be signed off by the coach of the team

Signature Date Time

Print Name..... Contact Phone No.....

OFFICIAL USE ONLY

Time at which game finished	Time at which review was requested with Game Commissioner

Decision.....

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Action required: Yes No

If yes, details of action required:

.....

Chairperson Date Time

NWRL Administrator notified Date Time.....

Appeal Form

Appeal lodged by or on behalf of

According to the rules of this competition, all appeals presented to the game commissioner must include a deposit of AUD \$100. If the appeal fails, the appeal fee may not be returned.

Grounds for lodging appeal

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Signature Date Time

OFFICIAL USE ONLY

Time at which game finished	Time at which appeal was lodged with Game Commissioner
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Decision.....
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The fee will be: Returned Not Returned

Chairperson Date Time

Appellant notified Date Time

NWRL Administrator notified Date Time.....

NWRL Incident/Injury Report Form

Incidents are to be reported within seven (7) days of the incident.

INCIDENT DETAILS: Game		V	
DESCRIPTION OF INCIDENT			
DATE INCIDENT OCCURRED			
TIME INCIDENT OCCURRED			
ACTUAL LOCATION			
ACTION TAKEN			
NAME OF PERSON COMPLETING THIS REPORT:			
POSITION:			
ADDRESS:			
PHONE:			

Please forward to:

NWRL

PO Box 4083

Homebush South, NSW 2140

Classification Protest Form

Details of person submitting form – (Coach or Team Manager)

Name:	_____
Team:	_____
Position:	_____
Signature:	_____
Date and Time:	_____
Name of Protested Player:	_____
Team:	_____
Classification:	_____

According to the rules of this competition, all protests presented to the Game Commissioner must include a deposit of AUD \$100. If the protest/appeal fails, the appeal fee may not be returned.

OFFICIAL USE ONLY

Time of classification	Time at which protest/appeal was lodged with Game Commissioner

Decision.....

The fee will be: Returned Not Returned

Chairperson Date Time

Appellant notified Date Time

NWRL Administrator notified Date Time.....