

CP Ambulant 7-a-side Rugby

CP Ambulant 7-a-side Rugby is intended to be a simple version of rugby suitable for ambulant CP athletes. The specific classes that can play CPISRA Rugby are set out in the CPISRA Rugby Classification guidelines.

- 1) CP rugby is a running game and is played by classes CPR5, CPR6 and CPR7.
- 2) The game is designed for between 5-7 players
- 3) Object of the game: to score more points than the opposition.
- 4) Points can be scored in various ways. A try will be awarded by carrying the ball over the opposition try-line from in-field to try area. The ball must be seen to have touched the plane of the try-line for a try to be scored. Five points are awarded for a try.
- 5) Points can also be scored for kicking a penalty through the posts, or for a conversion after a try is scored. Two points are awarded for a penalty, and one point for a conversion.
- 6) The ball may be carried any distance and transferred between team-mates by passing. All passes must be backwards or transverse. A pass must leave the hands of the passer before it reaches the receiver.
- 7) A defending player can arrest an attack with a tackle. A tackle can only be made on a player with the ball. A player can only tackle a player between the shoulders and the knees. After the attacking player is halted the defender should step back or away. After being tackled, the attacking player must not pass the ball. A player can only be tackled by one member of the opposition. The player being tackled can't hand off or elbow the tackler.
- 8) When tackled, the player in possession must place the ball on the ground at the exact point of the touch. Play is re-started by stepping over a stationary ball. It can be controlled with a hand or foot. This is known as a ROLLBALL. The ball may not roll more than a metre.
- 9) The player picking up the ball may run with the ball. This player may not score, and a try will not be awarded if this occurs.
- 10) After 6 tackles possession changes. The attacking team begins play with a pass, from the point of the sixth tackle.
- 11) All defending players must retire more than 3 metres in line with the mark of the tackle. The defending team cannot move forward until play restarts, nor interfere with play whilst retreating. A restart occurs the moment the ball is tapped, or

another player touches the ball at the roll ball.

- 12) If the attacking player, when making a quick start, is by an off-side defender, play is allowed to continue. If an attacking side gains no advantage, a penalty will be awarded.
- 13) A turn-over sets an off-side line at that point parallel to the try-lines. All defending players must retire behind that line before taking further part in the game. A defending player who is off-side and interfering with play should be penalised, unless advantage to the non-offending team applies.
- 14) If the ball goes out of play over the touch line, or a player steps onto or over the touch line, a Line Out will be awarded. The line out is awarded to the opponent of the player who last held or touched the ball before it went into touch. A lineout will be formed by a maximum of 2 players from each team plus the thrower. Those forming the line out will be the players closest to the ball/player when it went into touch. When there is doubt, the attacking team takes the throw-in. The next closest player in the team awarded the throw will take the throw. Players not forming part of the line-out, or acting as receiver, must stay at least 8 meters from the line of touch until the line-out is over.
- 15) A line out is only used when the game is being played 7 aside. When less than 7 players, the team who would have been awarded the line out will restart the game with a roll ball 8 meters from the touch line.
- 16) Players cannot interfere with opponents at a line out or assist team mates in jumping.
- 17) A quick throw-in may be taken without waiting for a line out to be formed. For a quick throw-in to be legal, the ball cannot have been touched by any other person (player or non-player) apart from the player taking the throw, or the opponent who may have carried the ball into touch. It can only be taken between the point of the ball leaving the field and the thrower's own goal line.
- 18) A penalty should be taken at the point of the offence indicated by the referee, and may be taken quickly. At a penalty the off-side line is three metres closer to the offender's try-line, and all defenders in front of the off-side line are off-side and should retreat. The penalty taker should tap the ball with his foot or knee, and may walk or pass, and on-side defenders may advance. If off-side defenders interfere with the penalty, then further five metre advances may be imposed. No penalty can be taken closer than five metres from a try-line, by attack or defence.
- 19) A team awarded a penalty can kick for goal if they believe it is within range. The opposition must retreat 8 meters if a team decide to kick for goal. If a team misses a penalty the opposition will regain possession from the place the kick was awarded, and play will restart with a pass.

- 20) A team cannot kick for touch and gain territorial advantage.
- 21) If a team kicks the ball either in open play or from a penalty, and it goes into touch without touching an opposition player a scrum will be awarded to the opposition, the scrum is formed, from the place the original kick was taken from.
- 22) Penalties will be awarded for:
- Illegal pass e.g. handed on or mauled.
 - Interfering with the pass after a tackle.
 - Hand-off by ball carrier.
 - Over-robust tackle.
 - Off-side and interfering with play.
 - Deliberate knock-on downwards – ball hits ground (but knock up – attempted interception, play on unless touched/tackled).
 - After a tackle, if a defending player does not retreat 3 meters.
 - If after a tackle an attacking player tries to pass the ball
 - Interference with a rollball
 - Interference at a line out
- 23) A ball hitting or touching a player and going forward and hitting the ground or another player is a knock-on, resulting in a scrum. Possession should be awarded to the team not responsible for any breakdown. A deliberate knock-down by a defender should be penalised.
- 24) Scrum will be uncontested and formed of three players. The scrum will be formed by the 2 players closest to the ball from each team. The players will link arms and lock together but no downward or forward pressure will be applied. The “scrum half” will be the next closest player to the ball and they will feed the ball to the scrum and then pass out or attack. Off-side line at scrum to be three metres back.
- 25) Scrum will only be used if there are 7 players on each side. A roll ball to the opposition will be used if there are less than 7 players.
- 26) Scrum shall be awarded for the following:
- Forward pass.
 - Dropped ball – knock on.
 - Delayed pass after tackle.
 - Ball passed back, hitting referee
 - Ball kicked into touch
- 27) At the start of a quarter and after a score, play starts with a pass at the centre of the pitch. After a score the re-start is by the team that did not score. All defenders should be 3 metres back from the ball
- 28) A maximum 7 players per team on the pitch at any one time. Three substitutes are allowed during the game. A series of rolling substitutes can be used throughout the

game. Players can only be substituted when the ball is dead, and with the agreement of the referee. If a referee believes a player has suffered a concussion, he can decide to have the player substituted immediately. At least one CPR7 must be on the field at any time.

29) The pitch will be between 35 meters wide and have a length of 70 meters.

30) A game consists of 4 quarters of 15 minutes duration, with a minute interval.

31) Ball size 4, if available.

32) Repeated negative offences could be punished with temporary or permanent exclusion (yellow - 2 minutes duration or red cards).

33) Where these laws seem unclear, or ambiguous, consideration should be given to the analogous situation in the 15-a-side game with due consideration to the abilities and skills of the players. The referee, if present, is the sole judge of fact and law.

PROVISIONAL