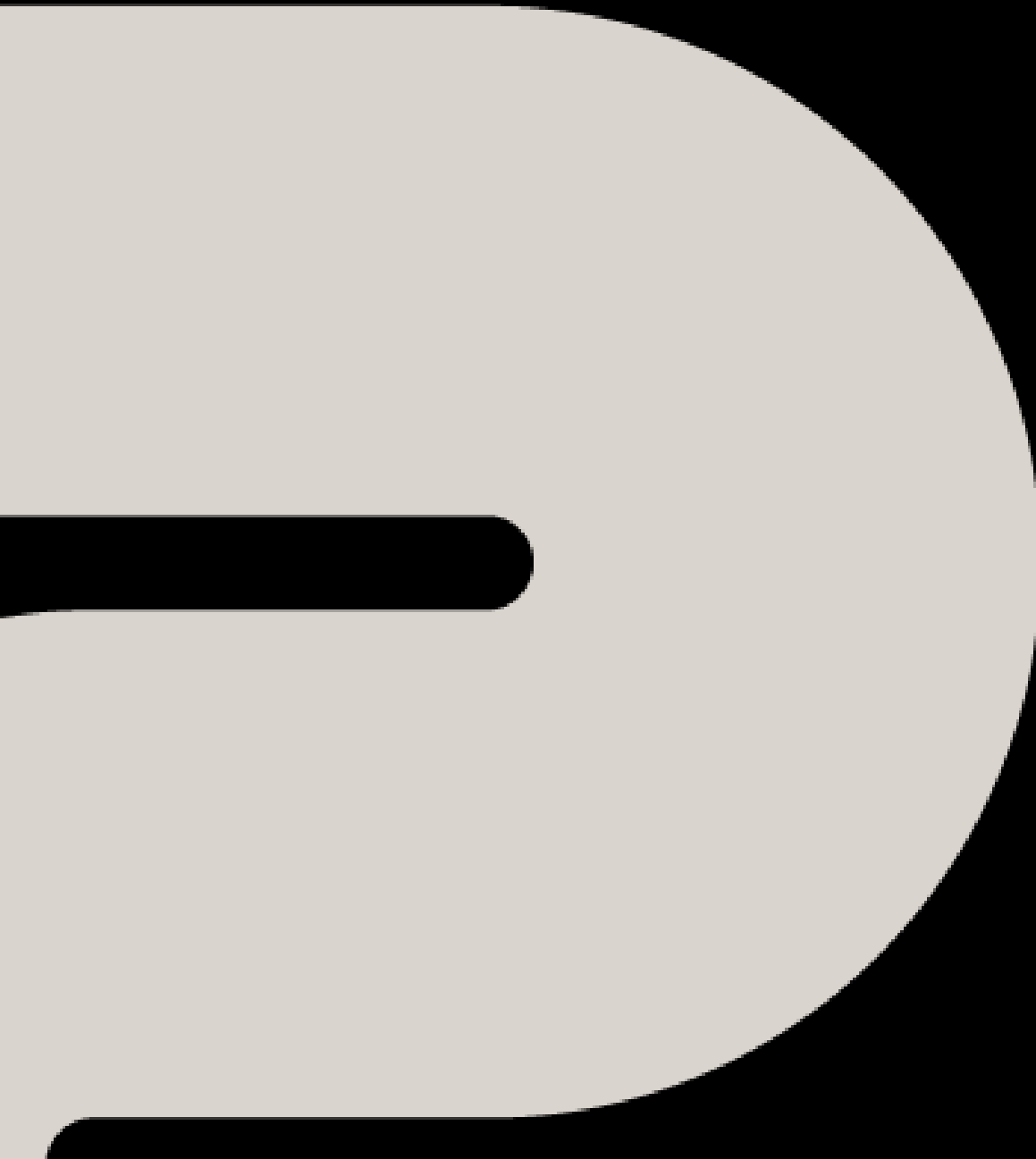


February 2013

WWR Instruction Manual

Table Officials



worldwheelchair.rugby

WWR Instruction Manual Table Officials

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this document was started but it was difficult to swap the formatting over from the previous file "IWRF_Table_Officials_Manual_-_2013.docx"

Some of the information may not be in the correct order. Suggest the Technical Working Group review the document first to make sure it reads correctly

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PART I: PLAYING TIME

A) Regular Time:

The game is played in 4 periods. Each period is 8 minutes. There is a 2-minute break after period one and three. There is a 5-minute break after period two (half time).

B) Overtime:

An overtime period is 3 minutes.

Between the regular time and the overtime is a 2-minute break.

If additional overtime periods are required, there is a 2-minute break after each overtime period. Each overtime period starts with a tip-off.

PART II: TIME-OUTS (Art. 57)

Each team has 4 (30 sec) time-outs and 2 (60sec) time-outs, for a total of six during regular time.

A 30-sec time-out may be requested anytime during regulation play by a player or a coach. A player's request may be granted during a live ball (see art. 60 for additional conditions); but a coach request can only be granted during a dead ball situation (also see art. 60 for additional conditions). Time-outs that are not used during regular time carry on to overtime play. In addition, one extra 30-sec time-out is added to each overtime period.

A 60-sec time-out may only be requested by a coach. The coach makes his request to the table official, who then notifies the referees at the next stoppage of play. A request for a time-out can also be cancelled before it is granted.

Note: If a request is made during a dead ball period, the time-out can be granted during this same dead ball period. However, the referee must be informed of the request before the ball is given to the inbound player for a throw-in. For this reason, the timekeeper must be very alert and quick to react during any dead ball period.

The table officials time the time-outs.

During the timing of the 30-sec time out, a signal is given after 20 seconds AND after 30 secs. Recording of this time-out starts when the referee reports it to the table officials.

During the timing of the 60-sec time out, a signal is given after 50 seconds AND after 60 secs. Recording of this time-out starts immediately when the referee indicates that a 60-sec time-out is awarded.

REFEREE'S TIME-OUT (Art. 58)

A referee may stop the play any time to attend to and resolve any situation. The referees' timeout can be as long as necessary.

EQUIPMENT TIME-OUT (Art. 59)

If any part of a player's wheelchair or equipment malfunctions, become damaged, or requires some adjustment, he may request a stoppage in play.

An equipment time-out is 1 minute. The timing for this type of time-out starts when the referee signals that the request is granted. A signal is given after 50 seconds AND after 60 seconds.

If more time is needed the team needs to take a time-out or make a substitution.

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- c) An Equipment time-out does not apply to fallen players (Art. 60), and period, the team, and the player or coach who requested it.
- d) Monitor the total classification point value of all players on the court for each team, and ensure that no team exceeds the maximum value.
- e) Record the order in which players enter the court after substitutions.
- f) Operate the scoreboard when it is not integrated with the game clock.
- g) Operate the alternate possession arrow when it is not integrated with the game clock.
- h) Inform the referee of any irregularities. This should be done at the first stoppage in play following the irregularity.

PART III: TABLE OFFICIALS

A) SCOREKEEPER

The duties of the scorekeeper are:

- a) Verify that required information is properly inscribed on the score sheet prior to the start of the game.
 - b) Record all goals on the score sheet in chronological order.
- Record all time-outs on the score sheet, including the