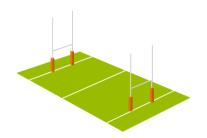
## MIXED ABILITY Laws



Mixed Ability rugby is 15 a-side rugby union played abiding by World Rugby Laws for the game with a greater emphasis on rugby's core values (Spirit of Rugby) and the inclusion of all participants.

**IMART** is a tournament for Mixed Ability clubs playing rugby according to governing Laws of World Rugby. A set of rules for the Tournament can be found below. In order to ensure the inclusion of players of all abilities as well as the genuine representation of their local communities, **IMART** does not envisage the participation of elite or national selections.









Rolling substitutions



All players should get match time

Full sized pitch



Any player can take a penalty kick at goal from the penalty mark.



**Uncontested scrums** 



Any player can attempt a conversion opposite where the try is scored.



All players can score a try

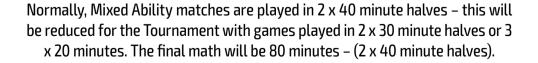


There is no quota for disabled / able bodied players, but games are to be played in the Spirit of Mixed Ability Rugby and should be fully inclusive but competitive on the scoreboard.



Mixed Ability rugby is a contact game. Contact is managed by the referee with players using their experience and common sense to identify what level of contact is required when making a tackle. Representatives from both sides can have a pre-match talk with match officials if requested by any party.







In the case of players with special needs who need additional support from an experienced player, this should be a member of the team already on the pitch and not added as an extra player.

**Disclaimer:** all IMART participants should be aware that there is an element of risk attached to playing a contact sport. The organisers cannot rule out the risk of injury to any player regardless of identification systems or pre-match discussions. Is responsibility of individual teams to ensure that their players who have Learning Disabilities fully understand the risks inherent.



