



Beach Fives Rugby Introductory Laws of the Game

DRAFT LAWS FOR DISCUSSION

Beach Rugby Fives Laws Introduction

Beach Rugby – Introduction to the Laws © IRB

The introduction to the Laws of Beach Rugby provides beginners and spectators with enough to start playing the game and understanding the Laws associated with Beach Rugby.

For those who wish to develop into serious players of the game or wish to officiate it is recommended that they read the full set of Beach Rugby Laws of the Game © IRB.

The Ground

The field of play of play is 31 metres in length and 25 metres in width. If in-goal areas are used each in-goal area is 3 metres in length and 25 metres in length. A tolerance of plus or minus 1 metre is permitted on all dimensions. Match Organisers may vary the dimensions according to the requirements of the competition.

The Ball

The ball must be size 4

Number of Players – The Team

Each team must have no more than 5 players on the playing area.

A team may nominate up to seven substitutes. A team may substitute any number of players during a match providing they do so when the ball is dead.

Players' Clothing

A player wears a jersey which must be tear resistant. A player wears shorts.

Time

A match is divided into two halves each of not more than five minutes playing time with up to a three minute half time.

A match may last more than ten minutes if the Match Organiser has authorised the playing of extra time in a drawn match.

Match Officials

Every match is under the control of **Match Officials** who consist of the **Referee** and two **Assistant Referees**. Additional persons, as authorised by the match organisers may include the referee and/or reserve assistant referee.

The referee organises the toss or an appropriate way of determining who kicks off and in which direction. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

Mode of Play

A match is started by a kick off. After the kick off, any player who is onside may take the ball and run with it. Any player may throw it. Any player may give the ball to another player. Any player may tackle, hold or push an opponent holding the ball. Any player may fall on the ball. Any player may ground the ball in in-goal. Whatever a player does must be in accordance with the laws of the game. A player may not kick the ball. **Penalty: Free Kick**

Method of Scoring

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When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored. **Value: 1 point.**

Knock on or Throw Forward

A knock on occurs when a player loses possession of the ball and it goes forward. A throw forward occurs when a player throws or passes the ball forward. **Penalty: Free Kick to the non-offending team.**

Kick-Off and Restart Kicks

A team kicks off with a free kick which must be taken at or behind the centre of the half-way. The Match Organiser may permit a kick off using a punt kick which must not be contested. If the punt kick off does not travel, five metres, goes directly on or over the dead ball line, or goes directly into touch in goal, or there are players in-front of the kicker a **Free Kick is awarded to the non-offending team at the centre of halfway.**

After a score the opponents of the team who scored restart play with a **Free Kick** at the centre of the half-way. If a punt restart kick is used the team that scored kick off.

Tackle

When a player tackles an opponent and they both go to ground, the tackler must immediately release the tackled player. **Penalty: Free Kick**

When a player tackles a player and both players are on their feet with the ball carrier held and there is no further forward movement a tackle has taken place. The tackler must not attempt to pull the ball from the ball carriers hands and must not prevent the ball carrier from playing the ball. **Penalty: Free Kick**

No player may prevent the tackled player from passing the ball. **Penalty: Free Kick**

The tackled player must pass the ball within two seconds. **Penalty: Free Kick**

In –Touch

When the ball is in touch the referee awards a **Free Kick** to the team who did not carry or put the ball into touch at the place where the ball went into touch.

Free Kicks

Free kicks are awarded to the non-offending team for infringements by their opponents.

When a Free Kick is awarded the opposing team must immediately run towards their own goal line until they are at least 5 metres away from the mark for the free kick. **Penalty: Free Kick five metres from the mark of the original Free Kick**