



## Beach Fives Rugby – Laws of the Game

DRAFT LAWS

Beach Fives Rugby – Laws of The Game © IRB

Law Number	Law	Commentary
<b>1</b>	<b>The Ground</b>	
<b>1.1</b>	<b>Surface of the playing enclosure</b>	
<b>(a)</b>	The surface must be safe at all times	
<b>(b)</b>	The surface must be composed of sand	
<b>1.2</b>	<b>Dimensions</b>	
<b>1.2</b>	The field of play is 31 metres in length and 25 metres in width. If there are in-goal areas, 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.	
<b>1.3</b>	<b>Lines on the playing enclosure</b>	
<b>1.3</b>	The lines on the playing enclosure are made of tape, rope, string or inflatable surrounds and include: <ul style="list-style-type: none"> <li>• The dead ball lines and touch-in-goal lines which are outside the field of play (where in-goal areas apply).</li> <li>• The goal lines which are within the in-goal areas but outside the field of play.</li> <li>• The touch lines which are outside the field of play.</li> </ul>	
<b>1.4</b>	<b>Objections to the ground</b>	
<b>1.4 (a)</b>	If either team has objections about the ground the captain must tell the referee before the match starts.	
<b>1.4 (b)</b>	The referee will attempt to resolve the issues but must not start a match if any part of the ground is considered to be dangerous.	

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<b>Law 2</b>	<b>The Ball</b>	
2.1	The ball must conform to IRB Law 2	
2.2	The ball must be size 4	
<b>Law 3</b>	<b>Number of Players – The Team</b>	
3.1	<b>Maximum:</b> each team must have no more than 5 players on the playing area.	
3.2	<b>More than the permitted numbers:</b> at any time before or during a match a team captain may make an objection to the referee about the number of players in the opponent's team. As soon as the referee knows that a team has too many players, the referee must order the captain of that team to reduce the number appropriately. If a score by the team with more the permitted players on the playing area occurs that score is disallowed. <b>Penalty:</b> Free Kick at the place where the game would restart.	
3.3	<b>Players nominated as substitutes:</b> 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. The substitute player must enter the playing area at the half way line. A player leaving the playing area may do so from any place.	
3.4	<b>Sent off for foul play:</b> A player sent off for foul play must not be replaced or substituted.	

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3.5	<b>Injured Player:</b> If the referee decides – with or without the advice of a doctor or other medically qualified persons – that a player is so injured that the player should stop playing, the referee may order that player to leave the playing area. The referee may also order an injured player to leave the field in order to be medically examined.	
3.6	<b>Blood Injury:</b> A player who has an open or bleeding wound must leave the playing area. The player must not return until the bleeding is controlled and the wound has been covered.	
<b>Law 4</b>	<b>Players' Clothing</b>	
4.1	A player wears a jersey which must be tear resistant. A player wears shorts. A player may wear socks.	
4.2	<b>Additional items of clothing:</b> a player may wear additional items of clothing as permitted by IRB Law 4 and IRB Regulation 12 except shin pads.	
4.3	<b>Banned Items of Clothing</b>	
4.3 (a)	A player must not wear any item that is banned in accordance with IRB Law 4 or Regulation 12.	
4.3. (b)	A player must not wear footwear. Match Organisers may approve the use of some forms of footwear providing that footwear does not have studs.	
4.4	The referee has power to decide at any time, before or during the match, that part of a player's clothing is dangerous or illegal. If the referee decides that clothing is dangerous or illegal the referee must order the player to remove it. The player must not take part in the match until the items of clothing are removed.	

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<b>Law 5</b>	<b>Time</b>	
5.1	<b>Duration of the match:</b> A match lasts no longer than ten minutes plus time lost, extra time and any special conditions. A match is divided into two halves each of not more than five minutes playing time.	
5.2	<b>Half Time:</b> After half time the teams change ends. There is an interval of not more than 3 minutes. During the interval the teams, the referee and the assistant referees remain in the playing enclosure.	
5.3	The referee keeps the time but may delegate the duty to either or both the assistant referees and/or the official time-keeper.	
5.4	<p><b>Time Lost: Injury.</b> The referee may stop play for not more than one minute so that an injured player can be treated, or for any other permitted delay.</p> <p>The referee may allow play to continue while a medically trained person treats an injured player at the touchline.</p> <p>If a player is seriously injured and needs to be removed from the field of play, the referee has the discretion to allow the necessary time to have the injured player removed from the field-of-play.</p>	
5.5	<b>Making Up Lost Time:</b> Any playing time lost is made up in the same half of the match.	
5.6	<b>Playing Extra Time:</b> A match may last more than ten minutes if the Match Organiser has authorised the playing of extra time in a drawn match.	

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5.7	<b>Referees Right to End a Match:</b> The referee has the power to end the match at any time, if the referee believes that play should not continue because it would be dangerous.	
5.8	<b>When Time Expires:</b> If time expires and free kick is then awarded, the referee allows play to continue until the next time the ball becomes dead.	
<b>6</b>	<b>Match Officials</b>	
6.1	Every match is under the control of <b>Match Officials</b> who consist of the <b>Referee</b> and two <b>Assistant Referees</b> . Additional persons, as authorised by the match organisers may include the referee and/or reserve assistant referee	
6.2	<b>Toss.</b> 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.	
6.3	All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at a kick off. The Captain is the only player who can make a comment to the referee. <b>Penalty:</b> Free Kick at the place of infringement or where play would next commence.	

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6.4	The referee may consult with assistant referees in regard to matters relating to their duties, the Law relating to foul play, or timekeeping.	
6.5	If a player is injured and continuation of play would be dangerous, the referee must blow the whistle immediately.	
6.6	If the referee stops play because a player has been injured, and there has been no infringement and the ball has not been made dead, play restarts with a <b>Free Kick</b> to the team last in possession of the ball. If neither team was in possession, the attacking team is awarded the <b>Free Kick</b> .	
<b>Law 7</b>	<b>Mode of Play</b>	
	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. <b>Penalty: Free Kick</b>	

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<b>Law 8</b>	<b>Advantage</b>	
8.1	The Law of advantage takes precedence over most other Laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements by their opponents. When the result of an infringement by one team is that their opposing team may gain an advantage, the referee does not whistle immediately for the infringement.	
<b>Law 9</b>	<b>Method of Scoring</b>	
9.1	<b>Try.</b> When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored. Value: 1 point.	
9.2	<b>Penalty Try.</b> If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded between the goal posts. Value: 1 point	
<b>Law 10</b>	<b>Foul Play</b>	
10.1	<b>Foul play</b> is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the Game. It includes obstruction, unfair play, repeated infringements, dangerous play, handing off a player above the shoulders and misconduct which is prejudicial to the game. Id definitions are required – refer to IRB Laws of the Game – Law 10 <b>Penalty: Free Kick at the place of infringement</b>	

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10.2 (a)	Any player who infringes any part of the Foul Play law must be admonished, or cautioned and temporarily suspended for a period of two minutes playing time, or sent-off.	
10.2 (b)	A player who has been cautioned and temporarily suspended who then commits a second cautionable offence within the Foul Play law must be sent-off.	
<b>Law 11</b>	<b>Offside</b>	
11.1	In general play a player is offside if the player is in front of a team mate who is carrying the ball, or in front of a team mate who last played the ball. Offside means that a player is temporarily out of the game. Such players are liable to be penalized if they take part in the game.	
11.2	When a player knocks-on and an offside team mate next plays the ball, the offside player is liable to penalty if playing the ball prevented an opponent from gaining an advantage. <b>Penalty: Free Kick</b>	
<b>12</b>	<b>Knock on and Throw Forward</b>	
12.1	A knock on occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it. <b>Penalty: Free Kick to the non-offending team</b>	

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Law Number	Law	Commentary
12.2	A throw forward occurs when a player throws or passes the ball forward. <b>Penalty: Free Kick to the non-offending team</b>	
12.3	<b>Intentional knock or throw forward.</b> A player must not intentionally knock the ball forward with hand or arm, nor throw forward. <b>Penalty: Free Kick. A penalty try must be awarded if the offence prevents a try that would probably otherwise have been scored.</b>	
<b>Law 13</b>	<b>Kick Off and Restart Kicks</b>	
13.1	The kickoff occurs at the start of the match and the restart of the match after half time. Restart kicks occur after a score or a touch down.	
13.2	A team kicks off with a Free Kick which must be taken at or behind the centre of the half-way. The Match Organisers may permit the use of a punt kick to kickoff, If a punt kickoff is used the kicking team must not cross the half-way line until the ball is in the possession of one of the opponents.	
13.3	If the ball is kicked off by the wrong type of kick, or from the incorrect place a <b>Free Kick</b> is awarded to the no-offending team at the centre of half-way. <b>Penalty: Free Kick</b>	

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Law Number	Law	Commentary
13.4	After a score the opponents of the team who scored restart play with a <b>Free Kick</b> at the centre of the half-way. The Match Organisers may permit the use of a punt kick to restart play. If a punt restart kick is used the team that scored takes the restart kick. If a punt restart kick is used the kicking team must not cross the half-way line until the ball is in the possession of one of the opponents.	
13.5	After a score, the player scoring the try must leave the ball at the place where the try has been scored (unless a punt restart kick is to be used). A player from the opposing team may collect the ball and take a restart kick immediately from the centre of the half-way line. <b>Penalty : Free Kick from the centre of the half-way line</b>	
13.6	All the kicker's team must be behind the ball when it is kicked. <b>Penalty: Free Kick</b>	
13.7	If the a punt kickoff or restart punt kick is used and the ball does not travel five metres towards the opponent's goal line the opposing team are awarded a <b>Free Kick</b> at the centre of halfway.	
13.8	The ball must land in the field of play. If it is kicked directly into touch, touch in-goal or over the dead ball line the opposing team is awarded a <b>Free Kick</b> at the centre of half-way.	
13.9	If the ball is kicked into the in-goal or over the goal line without having touched or been touched by a player, the opposing team has two choices, to ground the ball, or to play on.	
13.10	If the opposing team grounds the ball that team is awarded a <b>Free Kick</b> at the centre of half-way.	

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<b>Law 14</b>	<b>Ball on the Ground - No Tackle</b>	
14.1	This situation occurs when the ball is available on the ground and a player goes to ground to gather the ball.	
14.2	The player must immediately do one of three things, get up with the ball, or pass the ball, or release the ball. <b>Penalty: Free Kick</b>	
<b>Law 15</b>	<b>Tackle</b>	
15.1	A tackle occurs when the ball carrier is held by one or more opponents and is brought to ground. A tackle also occurs when a ball carrier whilst still standing is held by an opponent and there is no further forward movement. The referee may indicate that a tackle has taken place by calling "tackle".	
15.2	When a player tackles an opponent and they both go to ground, the tackler must immediately release the tackled player. <b>Penalty: Free Kick</b>	
15.3	When a player tackles a player and both players are on their feet with the ball carrier held, 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. <b>Penalty: Free Kick</b>	
	No player may prevent the tackled player from passing the ball. <b>Penalty: Free Kick</b>	
15.4	The tackled player must pass the ball within two seconds. The referee may indicate the two seconds. <b>Penalty: Free Kick</b>	

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15.5	If a tackled player's momentum carries the player into the in-goal, the player can score a try or make a touch down	
15.6	If players are tackled near the goal line, these players may immediately reach out and ground the ball on or over the goal line to score a try or make a touch down	
<b>Law 16</b>	<b>Rucks</b>	
	Rucks do not exist in Beach Rugby	
<b>Law 17</b>	<b>Mauls</b>	
	Mauls do not exist in Beach Rugby	
<b>Law 18</b>	<b>Mark</b>	
	The Mark does not exist in Beach Rugby	
<b>Law 19</b>	<b>Touch and Lineout</b>	
	There are no Lineouts in Beach rugby	
19.1	The ball is in touch when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.	
19.2	The ball is in touch when a player is carrying it and the ball carrier (or the ball) touches the touchline or the ground beyond the touchline.	
19.3	The place where the ball carrier (or the ball) touched or crossed the touchline is where it went into touch.	
19.4	When the ball is in touch the referee awards a <b>Free Kick</b> to the team who did not carry or put the ball into touch at the place where the ball went into touch.	

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<b>Law 20</b>	<b>Scrum</b>	
	There are no scrums in Beach Rugby	
<b>Law 21</b>	<b>Free Kicks</b>	
<b>2.1</b>	Free kicks are awarded to the non-offending team for infringements by their opponents	
<b>2.2</b>	The kicker must take a free kick at the mark or anywhere behind it on a line through the mark. If the place for a free kick is within 5 metres of the opponents' goal line, the mark for the kick is 5 metres from the goal line, opposite the place of infringement. <b>Penalty:</b> Any infringement by the kicker's team results in a Free Kick awarded to the opposition	
<b>21.3</b>	When a free kick is awarded for an infringement in in-goal, the mark for the kick is in the field of play, 5 metres from the goal line, <b>Penalty:</b> Any infringement by the kicker's team results in a Free Kick awarded to the opposing team.	
<b>21.4</b>	Any player may take a free kick awarded for an infringement with tap kick. The ball may be kicked with any part of the lower leg from knee to the foot, excluding the knee and the heel. <b>Penalty:</b> Free Kick	
<b>21.5</b>	<b>A clear kick.</b> The kicker must kick the ball a visible distance. If the kicker is holding it, it must clearly leave the hands. If it is on the ground, it must clearly leave the mark. <b>Penalty:</b> Free Kick	

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21.6	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, or until they have reached their goal line if that is nearer the mark. If the free kick is in a defending teams in-goal area, the opposing team must immediately run towards their own goal line until they are at least 5 metres away from the mark and not nearer than 5 metres from the goal line.	
	<b>Penalty:</b> Any infringement by the opposing team results in a second free kick, 5 metres in front of the mark for the first kick. This mark must not be within 5 metres of the goal line. If the referee awards a free kick, the second free kick is not taken before the referee has made the mark indicating the place of the penalty	
21.7	Even if the free kick is taken and the kicker's team is playing the ball, opposing players must keep running until they have retired the necessary distance. They must not take part in the game until they have done so.	
21.8	If the free kick is taken so quickly that opponents have no opportunity to retire, they will not be penalised for this. However, they must continue to retire or until a team mate who was 5 metres from the mark has run in front of them, before they take part in the game.	

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21.9	The opposing team must not do anything to delay the free kick or obstruct the kicker. They must not intentionally take, throw or kick the ball out of reach of the kicker or the kicker's team mates.	
<b>Law 22</b>	<b>In-Goal</b>	
22.1	A player grounds the ball by holding the ball and touching the ground with it, in in-goal. 'Holding' means holding in the hand or hands, or in the arm or arms. No downward pressure is required.	
22.2	A player grounds the ball when it is on the ground in the in-goal and the player presses down on it with a hand or hands, arm or arms, or the front of the player's body from waist to neck inclusive.	
22.3	When an attacking player who is onside is first to ground the ball in the opponents' in-goal, the player scores a try. This applies whether an attacking or a defending player is responsible for the ball being in the in-goal.	
22.4	The goal line is part of the in-goal. If an attacking player is first to ground the ball on the opponents' goal line, a try is scored.	
22.5	If an attacking player with the ball is tackled short of the goal line but the player's momentum carries the player in a continuous movement along the ground into the opponents in-goal, and the player is first to ground the ball, a try is scored.	
22.6	If a player is tackled near to the opponents' goal line so that this player can immediately reach out and ground the ball on or over the goal line, a try is scored.	

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22.7	In this situation, defending players who are on their feet may legally prevent the try by pulling the ball from the tackled player's hands or arms, but must not kick the ball.	
22.9	A penalty try is awarded if a try would probably have been scored but for foul play by the defending team. A penalty try is awarded if a try would probably have been scored in a better position but for foul play by the defending team.	
22.10	When defending players are first to ground the ball in their in-goal, it results in a touch down.	
22.11	When an attacking player carries the ball into in-goal or over the goal line that player has three seconds to score a try. <b>Penalty:</b> Free Kick is awarded to the defending team 5 metres from the goal line.	
22.12	When an attacking player scores a try that player must leave the ball at the place where the try has been scored. <b>Penalty:</b> Free Kick at the centre of the half-way line and the player must be cautioned and temporarily suspended.	
22.13	When an attacking player carries the ball into the opponents' in-goal and it becomes dead there, either because it went into touch-in-goal or on or over the dead ball line, a <b>Free Kick</b> is awarded to the defending team 5 metres from the goal line.	
22.14	If an attacking player knocks-on or throws-forward in the field of play and the ball goes into the opponents' in-goal and it is made dead there, a <b>Free Kick</b> is awarded where the knock on or throw forward happened.	

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22.15	If a defending player threw or took the ball into the in-goal, and a defending player grounded it, and there has been no infringement, play is restarted by a <b>Free Kick</b> 5 metres from the goal line in line with where the ball has been touched down.	
22.16	When a defending player carries the ball into their own in-goal and it becomes dead there, either because it went into touch-in-goal or on or over the dead ball line, a <b>Free Kick</b> is awarded to the attacking team 5 metres from the goal line.	

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22.15	If an attacking player commits an infringement in in-goal, play is restarted with a <b>Free Kick</b> to the defending team 5 metres from the goal line in line with the place of infringement.	
22.16	When a player commits any other foul play in the in-goal while the ball is out of play, the penalty kick is awarded at the place where the game would otherwise have re-started. <b>Penalty: Free Kick.</b>	