

Beach 5 Rugby Rules

Produced for the iRB, and adapted for the Milwaukee Rugby Club's Beach Rugby Tournament:

STANDARD SET OF VARIATIONS APPROPRIATE FOR BEACH RUGBY

The 'Laws of the Game' apply to Beach Rugby produced for the iRB for 15 a side adult Rugby subject to the following variations:

LAW 1 - THE GROUND

1. SURFACE OF THE PLAYING ENCLOSURESurface: The surface is loose sand, and will be level.

REQUIRED DIMENSIONS FOR THE PLAYING ENCLOSUREDimensions:

- The field-of-play does not exceed 50 meters in length, and 35 meters in width.
- Each in-goal does not exceed 5 meters in length, and 35 meters in width.

LINES ON THE PLAYING ENCLOSURE SOLID LINES:

- The dead ball lines, and touch-in-goal lines, both of which are outside the in-goal areas
The goal lines, which are within the in-goal areas, but outside the field-of-play
The halfway line, which is parallel to the goal lines
- The touch lines which are outside the field of play. The touch lines are composed of plastic ribbons 10cm in width.

2. DIMENSIONS FOR GOAL POSTS AND CROSS BARS

There are no goal posts involved in Beach Rugby.

LAW 3 - NUMBER OF PLAYERS - THE TEAM

1. MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREAMaximum: Each Team must have no more than five players on the playing area.

PLAYERS NOMINATED AS SUBSTITUTESA Team may nominate up to two replacements/substitutes.

2. SUBSTITUTED PLAYER

If a player is substituted, that player may return, and play in that match at any time. Substitutions may only be made when the ball is dead, and with the permission of the referee.

LAW 4 – PLAYERS' CLOTHING

DEFINITION: Players' clothing is anything players wear.

A player wears a jersey, shorts and underwear, socks and/or soft, pliable footwear.

1. BANNED ITEMS OF CLOTHING

A player must not wear any footwear which has any part that is rigid.

LAW 5 - TIME

1. DURATION OF A MATCH A match lasts no longer than twelve minutes plus time lost, extra time, and any special conditions. A match is divided into two halves each of not more than six minutes playing time. In the Final of a knockout competition, a match lasts no longer than 14 minutes plus time lost, extra time, and any special conditions. A match is divided into two halves, each of not more than 7 minutes playing time.

HALFTIME After halftime the Teams change ends. There is an interval of not more than 3 minutes.

2. **PLAYING EXTRA TIME**(a) A match may last more than 12 minutes (14 minutes for knockout finals) if there is a draw match in a knockout competition.
(b) If a knockout match ends in a draw:
 - A player from a team stands on the halfway line with the ball.
 - A player from the opposition team stands on the goal line.
 - All other players must stand at least 5 meters behind the halfway line.
 - When the referee blows the whistle, the ball carrier will attempt to score a try, and the opposition player will attempt to tackle the ball carrier.
 - If the ball carrier is tackled, or the ball becomes otherwise dead without a try being scored, the attempt has ended, and the referee's whistle will be blown.
 - Each Team has five attempts using different players to score a try, with the Teams alternating their attempts.
 - The Team scoring the most tries wins the match.
 - If the scores remain drawn after the 5 attempts, the Teams alternate their attempts to a score a try using different players in rotation, until one side scores more tries on an equal number of attempts.

LAW 9 - METHOD OF SCORING SCORING POINTS - Value

1. **POINTS VALUES**Try: When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored . . . **5 points**
Penalty Try: If a player would probably have scored a try, but for foul play by an opponent, a penalty try is awarded . . . **5 points**
Conversion Goal: There are no conversion goals in Beach Rugby.
Dropped Goal: There are no dropped goals in Beach Rugby.

LAW 13 - KICKOFF AND RESTART KICKS

1. **WHERE THE KICK-OFF IS TAKEN**The kickoff is taken at the center of the halfway line.

HOW A KICKOFF IS TAKEN(a) At the start of the match and after halftime, a Team kicks off with a tap kick.(b) After a try has been scored, a Team kicks off with a tap kick anywhere on the halfway line.

(c) After a try has been scored by a team, the opposing team have 15 seconds to kickoff from the time they receive the ball. If the Team to kickoff do not do so within 15 seconds, the Team who scored the try will kickoff.

POSITION OF THE OPPOSITION TEAM AT KICK OFF All the opposing team must stand at least five meters from the halfway line.

Penalty: Free kick - five meters from the halfway line, in line with the offence.

2. **KICKS IN GENERAL PLAY**
(a) A player must not kick the ball in general play.

Penalty: Free kick

LAW 19 - LINEOUT

DEFINITION: Scrum after a lineout. Any scrum ordered because of an infringement, or stoppage at the lineout, is five meters from the touch line at the place of the infringement along the line of touch.

1. **FORMING A LINEOUT**
(a) Minimum: At least one player from each team must form the lineout
(b) Maximum: There must be no more than two players from each side who form the lineout.

Penalty: Free kick 5 meters from the touch line along the line-of-touch.

(c) Where the lineout players must stand: The front of the lineout to be not less than 3 meters from the touch line. The back of the lineout is not more than 5 meters from the touch line.

Penalty: Free kick 5 meters from the touch line along the line-of-touch.

BEGINNING AND ENDING A LINEOUT

(a) Lineout ends. The lineout ends when the ball is played by a player in the lineout.

2. OPTIONS AVAILABLE TO PLAYERS NOT IN THE LINEOUT

In general, a player not taking part in a lineout must stay at least 5 meters behind the line-of-touch, or on, or behind that player's goal line if that is nearer, until the lineout ends.

Penalty: Penalty Kick 5 meters from the line of touch, in line with the offence.

LAW 20 - SCRUM

1. FORMING A SCRUM (a) Number of players: Two. A Scrum must have two players from each team. All the players taking part in the scrum must stay bound until it ends.

Penalty: Penalty Kick

2. OFFSIDE AT THE SCRUM

(a) Offside for players not in the scrum: Players who are not in the scrum, and who is not the scrumhalf throwing in the ball, are offside if they remain in front of their offside line. The offside line is a line running through the hindmost foot of those players teammates in the scrum.

Penalty: Penalty kick on the offside line.