

## BEACH RUGBY AUSTRALIA – TOURNAMENT RULES

1. The playing area will have the following measurements:
  - Length - 31 metres plus the in-goal (2 metres each);
  - Breadth - 25 metres.
2. Teams are made up of 5 in-field players and 3 substitute players. Unlimited replacements are admitted and interchangeable at times during the match without any need to call for the Referee's permission, although only during a standstill.

In this event, players may enter the field a single time approx. 1 metre from the enclosure, although they may exit from whatever position. As soon as the Referee becomes aware that a team has more than 5 players on the field, he/she may disallow any action that has taken place in the meantime, unless the opponent team have gained an advantage.

Example 1: a try is scored and the defending team has 6 players on the field = the score stands.  
Example 2: a try is scored and the attacking team has 6 players on the field = the try is disallowed).

3. Only the recognised Captain may approach the Referee to ask for explanations or flag serious infringements, such as the opponents having 6 players on the field.
4. A try is worth one point and there are no goal conversions after a try.
5. The ball used in this game shall be a no. 4 type.
6. Kicking the ball is not allowed.
7. Line-out and scrum are eliminated, and play is reassumed by a free kick.
8. Tackles:
  - 8.1. A tackle occurs when the ball carrier is held by one or more opponents.
  - 8.2. When a player tackles an opponent and they both go to ground:
    - (a) the tackler: must immediately release the tackled player;  
must immediately get up or move away from the tackled player and the ball;  
must get up before playing the ball.
    - (b) the tackled player: must immediately pass the ball;  
must immediately get up or move away from the ball;  
must get up before playing the ball.

**Sanction:** Free kick

**8.3.** When a player tackles an opponent and they both remain on their feet (the referee may call 'tackle'):

(a) The attacker: must pass, or discard, the ball within two seconds indicated by the referee;

**Sanction:** Free kick

(b) The tackler: can attempt to stop the attacker releasing the ball;

(c) Other players: can join the tackle legally to assist the tackler.

**Sanction:** Free kick

**8.4.** The tackled player must pass, including handing off, the ball within **two** seconds. The referee may indicate these two seconds.

**Sanction:** Free kick

**8.5.** Players in opposition to a tackled player must immediately retire to behind the ball and if they are in front of the ball, they must not attempt to play the ball or obstruct opponents.

**Sanction:** Free kick

**9.** After scoring a try, the ball is free-kicked from the middle of the field by the team whom the try was scored against, quickly if the ball has been brought to the in-goal without any forward passes; otherwise, they will have to wait until the opponents have taken their positions.

**10.** The distance from the ball for penalty kicks or kick-off shall be 5 meters. If this distance is not observed, the referee will ascribe a further 5-metre penalty to the player.

**11.** If a match ends in a draw, an additional limitless period will be played under the sudden-death rule, i.e. the first scoring team is the winner.

**12.** A match consists of two halves of 5 minutes each with a 3-minute interval.

**13.** When an attacking player carries the ball into the in-goal or over the goal line, that player has three seconds to score a try.

**Penalty:** A free kick is awarded to the opposing team 5 metres from the goal line.

**14.** When an attacking player scores a try that player must leave the ball at the place where the try has been scored.

**Penalty:** A free kick from the centre of the half-way line is awarded to the opposing team and the offending player will be cautioned and temporarily suspended.

**15. Point Scoring:**

<b>Win</b>	3 points
<b>Draw</b>	2 points
<b>Loss</b>	1 point