



NRL BEACH

TACKLE

NRL Beach 5's – Unique Rules

All laws not called out below will remain constant with current Beach 5's rule's

Law 2 – Ball size 4 Rugby League

The game shall be played with an oval air-inflated ball the outer construction casing of which shall be of leather or other material approved by the Australian Rugby League Commission. Nothing shall be used in its construction which might prove dangerous to the players.

Law 3 – Number of players

3.2 The maximum number of players (per team) allowed on the field of play during a match is 5.

If, at any time during a match, a team is reduced to less than 3 players (available to take the field of play) because of injury, sin bin or dismissal, the game shall be abandoned, for safety reasons. The opposing team shall be deemed to have won the match. Points scored by each team, at the time of match abandonment shall be considered points scored for and against each team.

3.5 When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field. Where a player receives attention on-field, the referee is to consider whether such on-field treatment creates an unsafe playing environment for all other participants in the match, including players, match officials and treatment providers.

Players Equipment

- A player shall not wear anything that might create a potential safety risk to other players.
- A player's normal gear shall consist of a numbered jersey of distinctive colour and/or pattern, a pair of shorts. Each team jersey is to consist of separate numbers (that is to say, no two players from the same team can take the field wearing the same number of their jerseys) Socks may be worn by players at the discretion of the match official.
- Protective clothing may be worn provided it does not create a potential safety risk to any other player, match official, or person lawfully entitled to enter the field of play. A player who intends to wear protective clothing, other than a mouthguard or headgear, is to report to the allocated match official prior to commencement of the match. The allocated match official has the sole discretion to determine if the player will be permitted to take the field wearing the protective clothing. An appeal against the allocated match official's decision may be brought to the Tournament Committee. Matches will not be delayed to await the outcome of such appeal.

Dangerous Equipment

The Referee shall order a player to remove any part of his equipment which might be considered dangerous (including, without limitation, non- approved spectacles, visible piercings, etc.) and shall not allow the player to take any further part in the game until the order is obeyed. The player shall retire from the playing field to remove the offending item if the start or re-start of the game would otherwise be delayed.

Match officials

6.1 – The match is to be officiated by an accredited match official

6.5 If play is stopped due to the ball carrier being injured and they are unable to play the ball, the game will restart with a play the ball with any teammate able to play the ball

Law 7 – Mode of Play

- The game will commence with a tap kick
- The defending (non-tapping) team should take up a position 5 metre from the player/team taking the tap kick. The team in possession will have 5 completed tackles. Following the completion of each tackle, the tackled player will bring the ball back into play by getting to their feet, facing the opposing goal line, and tapping and passing the ball to a teammate. The referee will signal the 4th and last tackle Following, the completion of the 5th-tackle, possession will be passed to the other team who will commence play with a play the ball. This will be a zero tackle.

Law 8 – Advantage

The referee is to allow the advantage means allowing play to proceed if it is to the advantage of the team which has not committed an offence or infringement. The referee has sole discretion to determine when the advantage rule is to be applied and when any awarded advantage has expired. The decision to award or expire the advantage rule is absolute and may not be appealed.

Law 10 – Misconduct

A player is guilty of misconduct if a player:

- (a) trips, kicks or strikes another player.
- (b) when affecting or attempting to affect a tackle, makes contact with the head or neck of an opponent intentionally, recklessly or carelessly.
- (c) drops knees first on to an opponent who is on the ground
- (d) uses any dangerous throw when effecting a tackle.
- (e) deliberately and continuously breaks the Laws of the Game and NRL or Beach 5s Code of Conduct.
- (f) uses offensive or obscene language.
- (g) disputes a decision of the Referee, Touch Judge, match or tournament official (including tournament volunteers).
- (h) re-enters the field of play without the permission of the Referee or a Touch Judge having previously temporarily suspended from the game.
- (i) behaves in any way contrary to the true spirit of the game.
- (j) deliberately obstructs an opponent who is not in possession.
- (k) uses a shoulder charge on an opponent

(l) applies any unnecessary pressure or twists, including grapples, crushers or performs a “chicken wing” style hold on a player in possession.

(m) forcefully spears at the legs of a player in possession, exposing him to unnecessary risk of injury.

- A penalty tap shall be awarded against any player who is guilty of misconduct (Section 15) provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, the mark is where the offence occurs.
- A penalty tap is contacting the ball with any part of the leg (except the heel) from knee to toe inclusive; ground/territory cannot be gained from such a tap.
- If in the opinion of the referee, the action of the offending player is sufficient to take further action a player may be temporarily suspended or dismissed from field.
- A temporarily suspended player shall only re-enter the playing field when permitted to do so by the Referee. The Referee shall be guided by the timekeeper if one is employed, otherwise the referee will determine the end of the suspension. (2 minutes)
- A dismissed player can take no further part in the match, nor shall he be permitted to take up a position near the playing area. A dismissed player is to be referred to the Tournament Judiciary and may take no further part in the tournament until the judiciary hearing has been conducted. A member of the Tournament judiciary will advise the offending player’s team manager of the time and location of the judiciary hearing. Wherever possible, the tournament judiciary will endeavour to conduct the judiciary hearing, including handing down its decision, prior to the player’s next scheduled match.

Law 11 – Offside

- A player is offside except when the player is in their own in-goal if the ball touches, is touched or held, by one of their own team behind them.
- An offside player shall not take any part in the game or attempt in any way to influence the course of the game
- An offside player is placed onside if: (
 - a) an opponent moves five metres or more with the ball.
 - (b) an opponent touches the ball without retaining it.
 - (c) one of their own team in possession of the ball runs in front of them.
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- (e) they retire behind the point where the ball was last touched by one of their own team, or to their own in-goal.

Law 12 – Knock on and Forward Pass

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- Knock on means to knock the ball forward towards the opponents’ dead ball line with hand or arm while playing at the ball.
- Forward Pass is a throw towards the opponents’ dead ball line

- If the team in possession knocks on or throws a forward pass, possession will pass to the non-offending team and play will restart with a Tap kick

Law 13

- All starts and restarts of play are to be taken by a Tap kick
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Law 14

Knock backs are play on.

Law 15 The Tackle

A player in possession is tackled:

- Grounded (a) when they are held by one or more opposing players and the ball or the hand or arm holding the ball comes into contact with the ground.
- Upright (b) when they are held by one or more opposing players in such a manner that they can make no further progress and cannot part with the ball.
- Succumbing (c) when, being held by an opponent, the tackled player makes it evident that they have succumbed to the tackle and wishes to be released in order to play-the-ball.
- Hand on player (d) when they are lying on the ground and an opponent places a hand on them.
- Following the completion of a tackle all defenders must immediately release the tackled player and shall not touch the tackled player or the ball until the ball has left the play-the-ball area.
- All defenders must retire 5 metres from the centre of the ruck with the exception of the marker who must stand directly in front of, and not more than one metre from the player playing the ball.
- Only one marker is permitted. The marker **MUST**:
 - Have been a defending player involved in the tackle; and
 - Face the opposing team's try-line; and
 - Remain in the marker position until the ball has left the play-the-ball area.

Try scoring.

A try is scored when:– (

- a) a player first grounds the ball in the opponents' in-goal, provided that they are not in touch or touch in-goal or on or over the dead ball line.
- (b) opposing players simultaneously ground the ball in the in-goal area provided that the attacking player is not in touch or touch in-goal or on or over the dead ball line.
- (c) An attacking player has three seconds, after crossing the try-line, to correctly ground the ball in the in-goal area. If the ball is not grounded within 3 seconds of the player crossing the try-line, the referee shall indicate 'No Try', and possession shall pass to the opposing team who may restart the game with a tap kick 5m out from their own try-line.
- (d) A player who scores a try **MUST** leave the ball in the position where the try was scored. Should the try-scorer or any member of the try scoring team remove the ball from the place where the try was scored, the referee may indicate no try and possession shall pass to the opposing team who may restart the game with a tap kick, 5metres out from their own try-line.

Sliding try (c) a tackled player's momentum carries them into the opponents' in-goal where they ground the ball even if the ball has first touched the ground in the field of play but provided that

when the ball crosses the goal line the player is not in touch or touch in-goal or on or over the dead ball line.