

BEACH RUGBY LEAGUE RULES

Beach Rugby League will be conducted in accordance with to International Rugby League Laws of the game with specific modifications applicable to this format of the sport. The exceptions to International Rugby League Laws of the game are:

1. TIME

1.1 Duration of the match: A match lasts no longer than fourteen (14) minutes plus time lost, extra time and any special conditions. A match is divided into two (2) halves each of not more than seven (7) minutes playing time.

1.2 Half time: After half time the teams change ends. There is an interval of not more than one (1) minute. During the interval the teams, the referee and the assistant referees remain in the playing area.

1.3 The referee keeps the time but may delegate the duty to either or both the assistant referees and/or the official time-keeper if appointed.

1.4 Time lost to injury: 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. The referee may allow play to continue while a medically trained person treats an injured player at the touchline. 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.

1.5 Making up time lost: Any playing time lost is made up in the same half of the match.

1.6 Playing extra time: A match may last more than fourteen (14) minutes if the match organiser has authorised the playing of extra time and established the duration of extra time to take place following a drawn match.

1.7 Referee's right to end a match: The referee has the authority to end a match at any time when believing further play would be dangerous.

1.8 When time expires: Play ceases when the ball next becomes dead. If time expires and a free kick (play-the-ball) is then awarded, the referee allows play to continue until the next time the ball becomes dead.

2. PLAYERS

2.1 Maximum: Each team must have no more than five (5) players on the playing area.

2.2 Players nominated as substitutes: A team may nominate up to five (5) substitutes. A team may substitute any number of players during a match. Substitutes must enter the playing area at the half way line when their team is in possession. A player leaving the playing area may do so from any place.

2.3 Sent off for foul play: A player sent off for foul play must not be replaced or substituted.

2.4 Injured player: If the referee decides – with or without the advice of a doctor or other medically qualified person – that a player is so injured that the player should stop playing, the referee should 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.

2.5 Blood injury: A player who has an open or bleeding wound must leave the playing area. The player may return only when the bleeding has stopped or controlled and covered.

2.6 A player wears a jersey. A player wears shorts. A player may wear socks.

2.7 Additional items of clothing: A player may wear additional items of clothing as permitted by to International Rugby League Laws of the game.

2.8 Banned items of clothing:

(a) A player must not wear any item that is banned in accordance with to International Rugby League Laws of the game.

(b) Players must not wear footwear unless approved by match organisers. In special circumstances, and at their discretion, match organisers may permit footwear, providing such items do not have studs.

2.9 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 are changed or removed.

3. SCRUMS

3.1 There are no scrums in Beach Rugby League.

4. POINTS

4.1 A try shall count for one (1) point. There are no conversions, penalty kicks at goal or drop-goals.

5. RESTARTS

5.1 A match is started by a play-the-ball, 10m from the team in possession's goal line. Sanction: Handover to Opposition

5.2 The ball must not be kicked when in open play. Sanction: Handover to Opposition

5.3 All restarts, including infringements or penalties, will commence with a play-the-ball at the point of infringement or at least 5m from the touchline and 5m from the goal line with a reset tackle count.

5.4 The team which has conceded a try will have the play-the-ball 10m from their goal line at the next restart.

6. TEMPORARY SUSPENSION

6.1 The period of a temporary suspension shall be a maximum of two (2) minutes or, in the event that a match is completed within this period, the period of temporary suspension shall be until the completion of the match.

7. TACKLE COUNT – 5 TACKLES

7.1 A team in possession of the football shall be allowed four (4) successive play the balls. A handover shall occur after the fourth (4th) play-the-ball when the team is (a) tackled for the fifth (5th) time, or (b) they commit a breach, or (c) in the event that a player is held up in-goal.

7.2 After each tackle, the team not in possession shall retreat 5m from the play-the-ball. 1 marker may take up position at the play-the-ball.

8. PITCH DIMENSIONS

8.1 Surface of the playing enclosure:

- (a) The surface must be safe to play on at all times.
- (b) The surface must be sand.

8.2 The sand must be of at least 40 centimetres deep and composed of fine loosely compacted grains.

8.3 Dimensions:

The field of play of play should be Thirty-Five (35) metres in length and Thirty (30) metres in width. Each in-goal area should be Three (3) metres deep. Match organisers may vary the dimensions according to the requirements of the competition.

There should be a safety zone with a width of 1 metres surrounding the playing field.

There are no goalposts on the pitch.

8.4 Lines on the playing enclosure:

The lines on the playing enclosure are made of tape, rope, string or inflatable surrounds and include:

- The dead ball lines and touch-in-goal lines which are outside the field of play (where in-goal areas apply)
- The goal lines which are within the in-goal areas but outside the field of play
- The touch lines which are outside the field of play

8.5 Objections to the ground:

(a) If either team has objections about the ground the captain must tell the referee before the match starts.

(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.

9. SAND QUALITY

9.1 Sand quality requirements:

Sand selection is probably the most important factor in pitch construction. The sand should be sifted to an acceptable size and has to be not too coarse, free of stones and dangerous particles. It should not be too fine to cause dust and stick to the skin.

Any sand that is used should incorporate the following specifications:

- Washed: The sand should be double washed and free of silt and clay in order to prevent compaction.
- Particle size: The size of the sand particles should be between 0.5 and 1 millimetre to allow for proper drainage and maximum safety.
- Particle shape: A sub angular shape will resist compaction and assist the drainage.
- Colour: Tan coloured sand absorbs less heat with minimal glare.

10. THE BALL

10.1 The ball must conform to International Rugby League Laws of the game Section 3.

10.2 The ball must be size 5.

11. MATCH OFFICIALS

11.1 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 reserve referee and/or reserve assistant referee and/or a time keeper.

11.2 Toss. The referee organises the coin toss to determine which team starts the game in possession 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 start in possession or to choose an end. If the winner of the toss decides to choose an end, the opponents must start in possession and vice versa. (Other appropriate methods may be used.)

11.3 The referee may consult with assistant referees in regard to matters relating to their duties, the Law relating to foul play, or timekeeping.

11.4 If a player is injured and continuation of play would be dangerous, the referee must blow the whistle immediately.

11.5 If the referee stops play because a player is injured but there has been no infringement and the ball has not been made dead play restarts with a play the ball to the team last in possession of the ball. If neither team was in possession, the attacking team is awarded the free kick (play-the-ball).