

BEACH 5'S RUGBY

LAWS

- 1 **The playing area must have the following measurements: Length: 25 meters
Breadth: 25 meters. Plus In-goal (3meters each)**

- 2 **The teams are made up of 5 in-field players, 7 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 meter from the enclosure in a central position, 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 may disallow any action that has taken place in the meantime, unless the opponent team have gained an advantage (Ex. 1: a try is scored and the defending team has 6 players on the field: the score stands. Ex. 2: a try is scored and the attacking team has 6 players on the field: the goal is disallowed)**

- 3 **Only the recognized captain may report to the referee to ask for explanations or flag serious infringements such as the opponents having 6 players on the field.**

- 4 **The try is worth one point and there are no goals after a try.**

- 5 **The ball used in the game shall be a no. 4 type.**

- 6 **It is not allowed to kick the ball.**

- 7 **Line-out and scrummage are eliminated and play is reassumed by a free kick.**

- 8 **When the player carrying the ball is caught by the opponent, he must release the ball within 2 seconds from the halt by passing it over or leaving it to anybody's disposal. If this rule is not observed, his/her team will lose possession of the ball.**

- 9 **After scoring a try, the ball will be free-kicked from the middle of the field by the team suffering the try, 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.**

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- 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-meter penalty to the player.
- 11 In case 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 minutes' interval.
- 13 In case some teams rank with the same score during qualification rounds, the team with the highest number of tries will qualify (regardless of their type); in case parity should persist, the type of tries will count; if again parity persists, the youngest team (obtained by summing up the players' years of birth and then dividing them by 12) will win. 15. When an attacking player carries the ball into 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 The players shall wear tear-resisting jerseys and NOT T-SHIRTS with the players numbers or names on the back; the jerseys will be homologated at the beginning of the Championship by a Technical Commission formed by the Championship Manager and/or L.I.B.R. representative and a referee.
- 16 For any question or omitted rules, please contact the Organization.