



## **LAWS OF "IL6SPIAGGE" BEACH RUGBY TOURNAMENT**

### **LAW 1: THE GROUND**

#### 1.1 Surface of the playing enclosure

Size of the play area:

Length 26 meters (tolerance +/- 1 m.) including the goal areas of 3 meters each, and a width of 25 meters (tolerance +/- 1 m.) ensuring a safety strip of 3 meters along the side lines and 4 meters behind the goal areas. The surface of the entire playing field is thus increased to 34 meters in length by 34 meters in width (tolerance +/- 1 mt.). The ground surface will be made of sand.

#### 1.2 Objections to the ground.

If either team has objections concerning the playing surface, the team captain must notify the referee before the start of the game.

The referee will try to resolve the issues but must not start the match as long as even a part of the playing field is considered unsafe.

### **LAW 2: THE BALL.**

2.1 The game must be played with a ball approved by World Rugby.

2.2 The ball must be size 4.

### **LAW 3: NUMBER OF PLAYERS - THE TEAM**

3.1 Maximum: Each team shall not have more than five (5) players on the playing area.

3.2 More than the permitted numbers: At any time before or during a match a team captain may make an objection to the referee about the exceeding number of players in the opponent's team. As soon as the referee knows that a team has too many players, the referee must order the captain of that team to reduce the number appropriately. A try is disallowed when scored by a team with more than the permitted number of players.

Sanction: Free pass at the place where the game would restart

3.3 Substitutes: A team may make up to five (5) substitutions. A team may substitute any number of players during a match, provided they do so when the ball is dead. Substitutes must enter the playing area at the halfway line. A player who leaves the playing area may do so from any place.

3.4 Sent off for foul play: A player sent off for foul play may not be substituted.

3.5 Injured Player: If the referee finds that a player is so injured that he is unable to continue the game, the referee must order that player to leave the playing area, with or without the advice of a physician or other medically qualified person. The referee may also order an injured player to leave the field in order to be examined by a doctor.

3.6 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.

#### **LAW 4: PLAYERS' CLOTHING**

4.1 Approved clothing: A player shall wear a jersey of durable fabric with sleeves and a pair of shorts suitable for competition. On the back of the jersey each player shall bear a number or name allowing immediate identification of individual players.

4.2 Referee's approval of the players' clothing and additional items: The referee in charge has to approve the players' gear at the first match of each match day. A player may wear additional items of clothing that must comply with Rule 4 of the World Rugby Laws of the Game, or with the specific World Rugby Regulation 12, with the exception of shin guards.

4.2 Forbidden clothing:

- A player must not wear any item that is soiled with blood.
- A player must not wear any item that is sharp or abrasive.
- A player shall not wear any item that contains buckles, clasps, rings, zippers, screws, bolts, or hardware or rigid details or guards not otherwise permitted or provided for in Rule 4 of the Rules of the Game of World Rugby
- A player shall not wear jewelry such as rings and earrings.
- A player must not wear gloves, but fingerless gloves may be permitted.
- A player must not wear any item normally permitted by Rule 4 of the World Rugby Laws of the Game, but which in the opinion of the referee is likely to cause injury to a player.
- A player must not wear caps with metal buckles and hard visors.
- Players must not wear footwear.

The Referee must and may ask the removal of any clothing item that is considered unsafe or non complying, at any time before or during the match.

The use of a mouth guard is mandatory in order to play.

## **LAW 5: TIME AND DURATION OF THE MATCH**

5.1 Time of play. There are two halves of a match lasting 5 minutes each with a 3-minute interval. During the match, each team may request a single time out of one minute, and only when the team is in possession of the ball. During the time out, the referee suspends the actual playing time.

The match shall end at the end of the playing time unless a free kick is awarded, which shall be given in any case.

5.2 Time lost to injury: The referee may stop play for not more than one minute to allow assistance to an injured player, or for any other permitted delay. The referee may also let the game continue, while medical assistance to the injured player is in progress on the sideline, or for any other permitted delay.

5.3 Extra time: in the event that a match ends in a tie at the end of regular game time, a third extra half will be played with no time limit and with the sudden death rule: that is, the team that scores first wins the match. Prior to that extra time a draw will be made to determine which team will be assigned possession of the ball to start the game and the other will be given the choice of which half of the field to line up in.

When playing a multi-team event with qualifier rounds for the purpose of the final round ranking, the number of goals scored will be accounted for; in case of a further tie, the difference between goals scored and goals taken will be calculated; if the tie persists, the younger team will be favored.

5.4 Referee's Right to End a Match: The referee has the authority to end a match at any time if he or she believes it is unsafe to continue to play.

## **LAW 6: REFEREES**

The referee is responsible for:

- playing time;
- scoring
- he must ascertain that a doctor is present throughout the match, pursuant to Article 7(d) of the Italian Rugby Federation's Sporting Activities Regulations.
- of compliance with Article 10 of the I.R.B. Rules regarding the player who goes through concussive trauma. If a player is injured and presents one or more of the following symptoms: loss of memory, loss of consciousness, confusional state and/or tempore-spatial disorientation, dizziness or unsteadiness, vomiting, diplopia, the referee shall have the injured player removed from the field and transferred to a Hospital center for appropriate investigations. This may be at the request of the field doctor, or at his sole discretion.

The referee may change a decision of his or her own, only upon a signal from an official linesman. The referee may use his whistle to stop play, at any time, to indicate a try, a disallowed, or an infraction.

## **LAW 7: MODE OF PLAY**

The referee draws lots and the captain who wins may choose whether to take the kickoff or in which half of the field he wishes to start the game.

The goal is worth one point and no transformation kicks are taken. The player who enters the opponent's goal area with the ball must score the try within 3 seconds, otherwise the score will not be awarded and play will resume with a free kick for the defending team 5 meters from the goal line.

The ball must be left at the exact spot where the scoring occurs. Stopping with a foot or voluntarily kicking the ball during play is prohibited; the use of foot is permitted only to resume play.

In Beach Rugby:

- there is no Ruck
- there is no Maul.
- there is no mark.
- there is no Touche.
- there is no Scrum .

Play will resume with a free kick.

During the match, only the captain may speak to the referee to ask for clarification or to point out serious irregularities(e.g., a sixth opposing player on the field), and may do so only when the game is halted.

After the scoring of a try, the game will resume in the center of the field (in an ideal semicircle with a radius of about 5 meters) by taking a free kick.

The player who will make the free kick will then play the ball himself.

Restart of play may also take place quickly, but such a restart of play may be made only by the player making the recovery of the ball from the scoring point in his own end zone; in all other cases the player making the reprise of play must wait for the opposing team's positioning in their own half.

Whenever play resumes, the team not in possession of the ball shall position itself not less than 5 meters from the point where play resumes. Failure to respect the distance will be sanctioned by the referee with a free kick moved 5 meters forward from the previous point. Play may never resume, either for the attacking or the defending team, at any time less than 5 meters from the goal area.

#### **LAW 8:- BEARER OF GROUNDED BALL.**

The ball carrier who goes to ground does not lose possession if he maintains control of the ball.

#### **LAW 9: TACKLE**

A tackle occurs when the ball carrier is touched with both hands by an opponent, preventing him from advancing clearly and quickly, regardless of whether the ball is free or not, the following cases may occur:

9.1 Standing block - in the case of a static phase, "standing blocking of the ball carrier," then, with tackled/placer standing, the ball carrier will have to release/pass the ball within 2 seconds of the referee's count or he will lose possession. In this case, play will resume with a free kick awarded to the defending team (turn over);

9.2 Tackler on the ground - In the case of a tackler/placer on the ground, the ball must be available for his use within two seconds, otherwise the carrier will lose possession. In this case play will resume with a free kick awarded to the defending team (turn over); In the case of a ruck there are two seconds to play the ball, otherwise the attacking team will lose possession and play will resume with a free kick awarded to the defending team (turn over);

## **LAW 10: FOUL PLAY**

Any player who goes against the letters and intent of these rules and by extension who commits acts contrary to the general spirit of the game commits foul play and will be sanctioned as follows:

- verbally admonished about the foul committed
- admonished and temporarily suspended (sin bin) for a period of 2 minutes of play, or
- sent off as a result of a serious foul, disrespect toward the referee or double admonishing.

Any movement of the ball away from the scoring point, either by the touching down player or by his teammates, will be sanctioned with the measure of temporary send off (yellow card).

## **LAW 11: OFFSIDE**

In general, a player is offside when he is either ahead of a teammate who is carrying the ball or ahead of a teammate who has just made a pass with the ball. A player who is offside is temporarily out of the game, and may be sanctioned if he interacts with the play. That implies: playing the ball, tackling the ball carrier, preventing the opponent team to play as they wish.

Whenever a tackle occurs and there is at least one player standing over the ball on the ground, two offside lines are formed, one for each team. A team's offside line is parallel to the goal line and passes through the rearmost point touched by a player from their team involved in the tackle or standing over the ball on the ground.

## **LAW 12: KNOCK ON OR FORWARD THROW**

A knock on occurs when a player loses possession of the ball, or touches it with his hand or arm, and the ball goes forward and touches the ground or another player before that player gains or regains possession. Forward means toward the goal line of the opposing team. Play will resume with a free kick to the non-offending team.

## **REFEREE OF THE RULES**

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