



**World Rugby
Leisure Rugby Laws
Beach Fives Rugby**



**WORLD
RUGBY™**

LAW 1: THE GROUND

1.1 Surface of the playing enclosure

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

1.2 Dimensions

The field of play of play should be 31 metres in length and 25 metres in width. Each in-goal area should be 3 metres in length and 25 metres in width. A tolerance of plus or minus 1 metre is permitted on all dimensions. Match organisers may vary the dimensions according to the requirements of the competition.

1.3 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

1.4 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.

LAW 2: THE BALL

- 2.1 The ball must conform to World Rugby Laws of the Game Law 2.
- 2.2 The ball must be size 4.

LAW 3: NUMBER OF PLAYERS - THE TEAM

- 3.1 **Maximum:** Each team must have no more than five 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 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 kick at the place where the game would restart
- 3.3 **Players nominated as substitutes:** A team may nominate up to seven substitutes. A team may substitute any number of players during a match providing they do so when the ball is dead. Substitutes must enter the playing area at the half way line. A player leaving the playing area may do so from any place.
- 3.4 **Sent off for foul play:** A player sent off for foul play must not be replaced or substituted.
- 3.5 **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.
- 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** A player wears a jersey which must be tear resistant. A player wears shorts. A player may wear socks.
- 4.2** **Additional items of clothing:** A player may wear additional items of clothing as permitted by World Rugby Law 4 and World Rugby Regulation 12 except shin pads.
- 4.3** **Banned items of clothing**
- (a)** A player must not wear any item that is banned in accordance with World Rugby Law 4 or Regulation 12.
- (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.
- 4.4** 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.

LAW 5: TIME

- 5.1 Duration of the match:** A match lasts no longer than ten minutes plus time lost, extra time and any special conditions. A match is divided into two halves each of not more than five minutes playing time.
- 5.2 Half time:** After half time the teams change ends. There is an interval of not more than three minutes. During the interval the teams, the referee and the assistant referees remain in the playing area.
- 5.3** 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.
- 5.4 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.
- 5.5 Making up time lost:** Any playing time lost is made up in the same half of the match.
- 5.6 Playing extra time:** A match may last more than ten 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.
- 5.7 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.
- 5.8 When time expires:** Play ceases when the ball next becomes dead. If time expires and free kick is then awarded, the referee allows play to continue until the next time the ball becomes dead.

LAW 6: MATCH OFFICIALS

Refer also to **6.A Before the Match, 6.B Touch Judges and Assistant Referees & 6.C Additional Persons** for all other duties and responsibilities.

- 6.1** 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.
- 6.2 Toss.** The referee organises the coin toss to determine which team kicks off 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 kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa. (Other appropriate methods may be used.)
- 6.3** The referee may consult with assistant referees in regard to matters relating to their duties, the Law relating to foul play, or timekeeping.
- 6.4** If a player is injured and continuation of play would be dangerous, the referee must blow the whistle immediately.
- 6.5** 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 free kick to the team last in possession of the ball. If neither team was in possession, the attacking team is awarded the free kick.

LAW 7: MODE OF PLAY

- 7.1** A match is started by a free kick, or uncontested punt. After the start, any player who is inside may take the ball and run with it. Any player may throw it. Any player may give the ball to another player. Any player may tackle, hold or push an opponent holding the ball. Any player may fall on the ball. Any player may ground the ball in in-goal. Whatever a player does must be in accordance with the Laws of the Game.
Sanction: Free kick
- 7.2** The ball must not be kicked when in open play.
Sanction: Free kick
- 7.3** Should an event occur which is not covered by these Laws, play restarts with a free kick to the team last in possession of the ball. If neither team was in possession, the attacking team is awarded the free kick.

LAW 8: ADVANTAGE

Refer also to:

8.1 Advantage in Practice

8.2 When Advantage Does Not Arise

8.3 (a) When the Advantage Law is Not Applied – Referee Contact

8.4 Immediate Whistle When No Advantage and

8.5 More Than One Infringement.

- 8.1** The advantage Law precedes most other Laws to promote continuity. When a team infringes the Laws and opponents have opportunity to gain an advantage, the referee delays blowing the whistle until determining whether or not an advantage is gained.

LAW 9: METHOD OF SCORING

- 9.1 Try.** A try is scored when a player is first to ground the ball in the opponents' In-goal.
Value: 1 point
- 9.2 Penalty try.** If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded.
Value: 1 point

LAW 10: FOUL PLAY

- 10.1** Foul play is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the Game. It includes obstruction, unfair play, repeated infringements, dangerous play, handing off a player above the shoulders and misconduct which is prejudicial to the game.
Sanction: Free kick at the place of infringement
- 10.2** All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at starts and restarts. The captain is the only player who can make a comment to the referee.
Sanction: Free kick at the place of infringement or where play would next commence
- 10.3 Sanctions for infringements of foul play**
- (a)** Any player who infringes the foul play Law must be:
- admonished, or
 - cautioned and temporarily suspended for a period of two minutes playing time, or
 - sent off
- (b)** A player who has been cautioned and temporarily suspended who then commits a second cautionable offence must be sent-off.

LAW 11: OFFSIDE

Refer also to:

11.2 & 11.3 Being put outside

11.6 Accidental offside

11.7 Offside after a knock-on

11.9 Loitering (excluding reference to kicks)

- 11.1** In general play a player is offside when ahead of a team mate who is carrying the ball or ahead of a team mate who last played it. An offside player is temporarily out of the game, and liable to sanction if taking part in the game.

Sanction: Free kick

LAW 12: KNOCK ON AND THROW FORWARD

- 12.1** A knock-on occurs when a player loses ball possession, or contacts the ball with hand or arm, and the ball goes forward to touch the ground or another player before this player gains, or regains, possession. Forward means towards the opposing team's goal line.

Sanction: Free kick to the non-offending team

- 12.2** A throw forward occurs when a player throws or passes the ball forward.

Sanction: Free kick to the non-offending team

- 12.3 Intentional knock or throw forward:** A player must not intentionally knock the ball forward with hand or arm, nor throw forward.

Sanction: Free kick. A penalty try must be awarded if the offense prevents a try that would probably otherwise have been scored.

LAW 13: KICK OFF AND RESTART KICKS

- 13.1** The kick off occurs at the start of the match and the restart of the match after half time. Restart kicks occur after a score or a touch down.
- 13.2** A team kicks off with a free kick which must be taken at or behind the centre of the half-way. The match organisers may permit the use of a punt kick to kick off. If a punt kick-off is used the kicking team must not cross the half-way line until the ball is in the possession of one of the opponents.
Sanction: Free kick from the centre of the half-way line
- 13.3** The ball must be kicked with the correct kick at the correct place.
Sanction: Free kick at the centre of the half-way line
- 13.4** After a try, opponents of the team who scored restarts play with a free kick at the centre of the half-way-line. The match organisers may permit the use of a punt kick to restart play. If a punt restart kick is used the team that scored takes the restart kick. If a punt restart kick is used the kicking team must not cross the half-way line until the ball is in the possession of one of the opponents.
- 13.5** After a score, the ball must be left where it was grounded. A player from the opponents of the team who scored may collect the ball and immediately take a restart kick from the centre of the half-way line.
Sanction: Free kick from the centre of the half-way line
- 13.6** All the kicker's team must be behind the ball when it is kicked.
Sanction: Free kick from the centre of the half-way line
- 13.7** If the ball does not travel at least five metres towards the opponents' goal line during a punt kick-off or punt restart the opposing team is awarded a free kick at the centre of the half-way line.
- 13.8** The ball must land in the field of play. If it is kicked directly into touch, touch in-goal or over the dead ball line the opposing team is awarded a free kick at the centre of half-way.

- 13.9** If the ball is kicked into the in-goal or over the goal line without having touched or been touched by a player, the opposing team has two choices:
- to ground the ball, or
 - to play on.
- 13.10** If the opposing team grounds the ball that team is awarded a free kick at the centre of the half-way line.

LAW 14: BALL ON THE GROUND - NO TACKLE

- 14.1** This situation occurs when the ball is available on the ground and a player goes to ground to gather the ball.
- 14.2** The player must immediately do one of three things:
- get up with the ball
 - pass it
 - release it.
- Sanction:** Free kick
- 14.3 What a player must not do**
- (a)** A player must not lie on, over, or near the ball to prevent opponents getting possession of it.
- (b)** A player must not intentionally fall on or over a player with the ball who is lying on the ground.
- (c)** A player must not intentionally fall on or over players lying on the ground with the ball between them or near them.
- (d)** A player on the ground must not tackle an opponent or attempt to tackle an opponent.
- Sanction:** Free kick

LAW 15: TACKLE

- 15.1** A tackle occurs when the ball carrier is held by one or more opponents.
- 15.2** 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
- 15.3** When a player tackles an opponent and they both remain on their feet (the referee may call 'tackle'), no player may prevent the tackled player from passing the ball.
- 15.4** The tackled player must pass, including handing off, the ball within two seconds. The referee may indicate these two seconds.
- Sanction:** Free kick

LAW 16: RUCKS

Rucks do not exist in Beach Fives Rugby.

LAW 17: MAULS

Mauls do not exist in Beach Fives Rugby.

LAW 18: MARK

The mark does not exist in Beach Fives Rugby.

LAW 19: TOUCH AND LINEOUT

There are no lineouts in Beach Fives Rugby.

- 19.1** The ball is in touch when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.
- 19.2** The ball is in touch when the ball carrier (or the ball) touches the touchline or the ground beyond the touchline.
- 19.3** The place where the ball carrier (or the ball) touched or crossed the touchline is where it went into touch.
- 19.4** When the ball is in touch the referee awards a free kick to the team who did not carry or put the ball into touch.
- 19.5 Player with one or both feet beyond the touch line**
- (a)** If a player with one or both feet on or beyond the touch-line (or touch-in-goal line), picks up the ball, which was stationary within the playing area, that player has picked up the ball in the playing area and thereby that player has taken the ball into touch (or touch-in-goal).
- (b)** If a player with one or both feet on or beyond the touch-line (or touch-in-goal line), picks up the ball, which was in motion within the playing area, that player is deemed to have picked up the ball in touch (or touch-in-goal).

LAW 20: SCRUM

There are no scrums in Beach Fives Rugby.

LAW 21: FREE KICKS

- 21.1** Free kicks are awarded to the non-offending team for infringements by their opponents.
- 21.2** A free kick must be taken at the mark or anywhere directly behind it. When a free kick is awarded within five metres of the opponents' goal line, the mark for the kick is five metres from the goal line, directly behind the place of infringement.
Sanction: Any infringement by the kicker's team results in a free kick awarded to the opposing team
- 21.3** When a free kick is awarded for an infringement in in-goal, the mark for the kick is in the field of play, five metres from the goal line.
Sanction: Any infringement by the kicker's team results in a free kick awarded to the opposing team
- 21.4** Any player may take a free kick awarded for an infringement with a tap kick. The ball may be kicked with any part of the lower leg from knee to the foot, excluding the knee and the heel.
Sanction: Any infringement by the kicker's team results in a free kick awarded to the opposing team
- 21.5** **A clear kick.** The kicker must kick the ball a visible distance. If the kicker is holding it, it must clearly leave the hands. If it is on the ground, it must clearly leave the mark.
Sanction: Any infringement by the kicker's team results in a free kick awarded to the opposing team

- 21.6** The opposing team must immediately run towards their own goal line until they are at least five metres away from the mark for the free kick, or until they have reached their goal line if that is nearer the mark. If the free kick is in a defending team's in-goal area, the opposing team must immediately run towards their own goal line until they are at least five metres away from the mark and not nearer than five metres from the goal line.
Sanction: Any further infringement by the opposing team results in a second free kick, 5 metres in front of the mark for the first kick. This mark must not be within 5 metres of the goal line. If the referee awards a second free kick, this (second) free kick is not taken before the referee has made the mark indicating the place for same.
- 21.7** Even if the free kick is taken and the kicker's team is playing the ball, opposing players must keep running until they have retired the necessary distance. They must not take part in the game until they have done so.
Sanction: A second free kick, 5 metres in front of the mark for the first kick
- 21.8** If the free kick is taken so quickly that opponents have no opportunity to retire, they will not be penalised for this. However, they must continue to retire the necessary distance or until a team mate who was 5 metres from the mark has run ahead of them, before they take part in the game.
Sanction: A second free kick, 5 metres in front of the mark for the first kick
- 21.9** The opposing team must not do anything to delay the free kick or obstruct the kicker. They must not intentionally take, throw or kick the ball out of reach of the kicker or the kicker's team mates.
Sanction: A second free kick, 5 metres in front of the mark for the first kick

LAW 22: IN-GOAL

- 22.1** A player grounds the ball by holding the ball and touching the ground with it, in in-goal. 'Holding' means holding in the hand or hands, or in the arm or arms. No downward pressure is required.
- 22.2** A player grounds the ball when it is on the ground in the in-goal and the player presses down on it with a hand or hands, arm or arms, or the front of the player's body from waist to neck inclusive.
- 22.3** A try is scored when an onside player is first to ground the ball in the opponents' In-goal. This applies whether an attacking or a defending player is responsible for the ball being in the in-goal.
- 22.4** The goal line is part of In-goal.
- 22.5** If a player with the ball is tackled short of the goal line but the player's momentum carries the player in a continuous movement along the ground into the opponents in-goal, and the player is first to ground the ball, a try is scored.
- 22.6** If a player is tackled near to the opponents' goal line so that this player can immediately reach out and ground the ball on or over the goal line, a try is scored.
- 22.7** In this situation, defending players who are on their feet may legally prevent the try by pulling the ball from the tackled player's hands or arms, but must not kick the ball.
- 22.8** A penalty try is awarded if a try would probably have been scored but for foul play by the defending team.
- 22.9** When defending players are first to ground the ball in their in-goal, it results in a touch down.
- 22.10** When a player carries the ball into in-goal or over the goal line that player has three seconds to score a try.
Sanction: Free kick is awarded to the defending team five metres from the goal line

- 22.11** When a player scores a try that player must leave the ball at the place where the try has been scored.
Sanction: Free kick at the centre of the half-way line and the player must be cautioned and temporarily suspended
- 22.12** When a player carries the ball into the opponents' in-goal and it becomes dead there, either because it went into touch-in-goal or on or over the dead ball line, a free kick is awarded to the defending team five metres from the goal line.
- 22.13** If a player knocks-on or throws-forward in the field of play and the ball goes into the opponents' in-goal and it is made dead there, a free kick is awarded where the knock on or throw forward happened.
- 22.14** If a defending player throws or takes the ball into In-goal and a defending player grounds it, when there has been no infringement, a free kick, is awarded to the attacking team 5 metres from the goal line in line with where the ball has been touched down.
- 22.15** When a defending player carries the ball into that player's own In-goal and it becomes dead there, either because it went into touch-in-goal or on or over the dead ball line, a free kick is awarded to the attacking team 5 metres from the goal line.
- 22.16** If an attacking player commits an infringement in in-goal, play is restarted with a free kick to the defending team 5 metres from the goal line in line with the place of infringement.
- 22.17** When a player commits any other foul play in the in-goal while the ball is out of play, the Sanction takes place where the game would otherwise have restarted.
Sanction: Free kick