

PITCH BEACH 2023 | RUGBY TOURNAMENT RULES AND FORMAT

GENERAL

This tournament abides by World Rugby Laws of the game Rugby Union 2022 and Touch Rugby Laws 2021.

Should there be any conflicting rules in this document, the World Rugby Laws shall prevail.

The tournament will be played over 2 days:

There will be **4/5** teams with max. 20 persons each. All genders are allowed to play.

During the competition some teams may need to swap players for an uncontested scrum due to having inadequate numbers of front row players due to injury, or other reasons, this should be declared to the referee and opposing captain by such teams before the match commences.

From World Rugby Law 3 - Uncontested Scrums: An uncontested scrum is the same as a normal scrum, except that the teams do not compete for the ball, the team throwing in the ball must win it, and neither team is allowed to push.

CONDUCT

All participants and teams are reminded that the competition is played in a public area and will be attended by members of the public including vulnerable adults and children. All participants are expected to behave appropriately. Any instance of any participant being seen to be bringing the game into disrepute will be subject to sanction by the Tournament Committee. This can include being refused entry to the tournament and/or removal from the tournament. No refund available in this stance.

MEDIA

This tournament will have some photographers who will publish photos and videos in a public website. In case you don't wish to see images of you displayed please advise the organizing committee beforehand.

DURATION OF THE GAMES

The final format of the UNION tournament (7s or Xs) and Touch Rugby will be announced closer to the date, depending on the total number of inscriptions of players. Players from Union Tournament 7s/Xs on Day 1 can also be able to enroll, if they want, in the Touch Tournament, if there is no enough elements to form a team, barbarian teams will be formed.

Ten-a-side- 10 minutes each half with up to 4 min. half-time period.

Seven-a-side - 7 minutes each half with up to 3 minutes half-time period

Beach fives rugby-a-side - 5 minutes each half with up to 2 minutes half-time period.

Touch Rugby- 15 min continuous.

GAME SCORING

| RUGBY 7s/10s | | BEACH RUGBY / TOUCH RUGBY | |
|--------------|----------|---------------------------|---------|
| Penalty Try | 7 points | Try or Penalty Try | 1 point |
| Try | 5 points | | |
| Conversion | 2 points | | |
| Penalty | 3 points | | |
| Drop Goal | 3 points | | |

TABLE SCORING

- **Win** – 3 points
- **Draw** – 1 point
- **Lose** – 0 points

CRITERIA IN CASE OF DRAW

In case of draw in number of points the tiebreaker will be done by the following criteria:

- **1st criteria:** the team who scored most points in the games wins.

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- **2nd criteria:** The team who suffered less points in the games wins.

AWARDS

The Winner is decided by the sum of all points gathered in the two days. (The teams will be awarded from 1st to 4th Place)

REFEREES AND TOUCH JUDGES

All games will be officiated by referee with recognized experience.

All Teams must provide a Touch Judge for each match. The Touch Judge must be presented to the appointed Referee before the start of the match.

TOURNAMENT LAWS

The tournament will be played under the Laws of the Game of Rugby Football as framed by the World Rugby's "Laws of the Game – Variations – seven-a-side" and "World Rugby Leisure Rugby Laws – Beach Fives Rugby".

For further information about the rules, please consult the corresponding Manual available on the World Rugby Website.

MEALS

Lunch for players / registered team members and supporters, will be available on Friday and Saturday after the games.

Dinners and welcome cocktail will be served as mentioned on the tournament program on the 3 days of the event.

FURTHER QUESTIONS

Use info@at4s.org or Tournament Coordinator (Terry Martins N° : +351939509470)

BEACH RUGBY RULES

1. The playing area must have the following measurements: **Length: 31 meters** plus In-goal (2 meters each) **Breadth: 25 meters.**

2. The teams are made up of **5 in-field players** and 7 substitute players unlimited 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, 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 scrum are eliminated and play is reassumed by a free kick.

8.

8.1. A **tackle** occurs when the ball carrier is held by one or more opponents.

8.2. 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

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- must immediately get up or move away from the ball
- must get up before playing the ball.

Sanction: Free kick

8.3. When a player tackles an opponent and they both remain on their feet (The referee may call 'tackle'):

(a) The tackler:

- must not attempt to pull the ball from the tackled player's hands
- must not prevent the tackled player from playing the ball

(b) Other players: No player may prevent the tackled player from passing the ball

Sanction: Free kick

8.4. The tackled player must pass, including handing, the ball within two seconds. The referee may indicate these two seconds.

Sanction: Free kick

8.5. Players in opposition to a tackled player must immediately retire to behind the ball and if they are in front of the ball must not attempt to play the ball or obstruct opponents.

Sanction: Free kick

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

10. The distance from the ball for penalty kicks or kick-o 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 2 minutes' interval.

13. 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 attacking player will be cautioned and temporarily suspended.

15. Tie Breakers

Number of points obtained in the games amongst the tied teams.

Difference of scored and suffered tries in the games amongst the tied teams.

Number of tries scored in the games amongst the tied teams.

Sudden Death.

TOUCH RUGBY RULES

1. The rules of the Federation of International Touch (FIT) - 5th Edition are adopted.
2. Maximum number of players per team: 16 (sixteen);
3. Number of players on the game sheet: 14 (fourteen);
4. Each team must appoint at least 2 referees for each tournament. If a team does not have referees with a Touch Referee Course, it must nominate players with enough Touch experience to collaborate in the refereeing.
5. The appointed referees may be players.
6. It is the responsibility of each team to provide the whistle(s) to their referee(s).
7. At the end of their game, the team captains must go to the organization table, together with the referee, to sign the game sheet.

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8. At the end of the elimination games, in case of a tie between the two teams, the tie will be broken using the "Drop-off".

DISCIPLINE

Yellow Card – Temporary suspension (2 minutes) with no replacement.

The second yellow card in the same game will lead to a permanent suspension for that game with no replacement.

Red Card – Permanent Suspension for that game with no replacement.

Note: In case of serious offenses the referee will decide to extend or not to extend the suspension to the next games of the tournament

- For any question or omitted rules, please contact the Organization.