

Beach Footy (Two-Hand Touch) – Rules and Information



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In this competition the emphasis is on enjoyment & social atmosphere. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. The normal rules of Rugby League shall apply except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the Referee and their decision is final.

Number of Players & Reserves

- Teams are allowed a maximum of **6 players on the field**.
- Mixed teams will have no more than **4 male players on the field**.
- Teams are allowed unlimited substitutions. (Maximum of **6 reserves on the bench**)
- Teams may commence games with a minimum of **4 players**.
- Teams can *borrow* players from other teams only if they cannot field a full team, and may only play with **5 players** on the field if they do so. If regular players are just running late, the team may play with **6 players** only once they are no longer using another team's player.

Length of Game & Late Penalties

- Games will consist of **2 x 18 minute** halves with a **3 minute** half time break. No clock stoppages will be made except under exceptional circumstances. Such circumstance will be at the sole discretion of the Referee.
- No time-outs are allowed.
- If a game commences late then it still must finish at the scheduled time. Equal minutes will be deducted from each half.
- If a team is more than **5 minutes late**, they will concede a try every minute thereafter, however, after **12 minutes** the game will be forfeited.

The Playing Area & Onside

- The field will be marked out to be roughly **32m x 25m** with a small in-goal area of only **1-2m**.
- Due to the shortened length of the field the onside is reduced to **3m**.

Required Uniform and Jewellery

- Teams should all wear the same colour t-shirt. Bibs are available, however it is encouraged to organise a team uniform, as bibs can be a little loose, and may make you easier to touch.
- Numbers on shirts are not essential.
- All players are to play with bare feet, socks or approved beach footwear (Soft rubber or neoprene only. No hard plastic soles).
- No one will be permitted to play while wearing jewellery of any kind. If a player forgets and it is missed by the referee, the player accepts responsibility if it is broken or lost.
- Mouthguards are recommended, but not compulsory.

Kick Off

- The kick must travel at least **3 metres**.

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- If the **kick does not make the 3m** or is **kicked out on the full** it will result in a **penalty tap** for the opposing team at half way.
- If the ball is **kicked over the side line** after touching the ground, the **kicking team starts with a roll ball**, 3m in from touch, where the ball crossed the line.
- If the ball is **kicked over the try line** (including a player standing in the in-goal area and catching the ball) after touching the ground, the kicking team starts with a **roll ball from halfway**.

Touches & Roll Balls

- Touches are to be made with **2 hands**, no pushing or tackling will be tolerated.
- Players are asked to avoid touches to the chest area of female players, the groin area of male players, and anywhere above the shoulders.
- When a touch is made the player must **roll the ball between their legs**, whilst facing the oppositions try line. Playing the ball with the foot is not required.
- For touches made at the same time as a pass, kick or try, the **attacking team is awarded the advantage**.
- A player who is touched may take **1 step** before rolling the ball. If more than 1 step is made, the player must go back to the point where they were touched and **play the ball directly in front of the marker**.
- If a player is touched and then passes the ball, the ball is called back for the player to make the roll ball. The **touch and pass penalty does not apply**.
- If a player rolls the ball and no touch has been made it is ruled as a **surrendered touch**.

Dropped Ball

- If a pass is thrown onto the ground or is dropped, even if the ball went backwards, it will constitute **loss of control and a changeover will occur**.
- Play will recommence with a roll ball to the opposing team wherever the **ball first touched the sand**.

Markers

- The defending team is permitted to have **1 marker** to remain where the ball is being played, however the marker must stay square (toe to toe) with the player, and must hold that position until the ball has been **picked up** by the dummy half.
- Moving early will result in the touch not being called and **advantage being played** for the attacking side (if they drop the ball due to interference a penalty will be awarded).
- If the marker does not make an effort to stay or even get square a **penalty will be awarded immediately**.

Dummy Half

- Players shall have 3 seconds to receive the ball at dummy half once a roll ball is completed.
- Dummy half **cannot be touched** while in possession of the ball, otherwise it will result in a change over.
- Dummy half **cannot score a try**, however if the dummy half kicks the ball and re-gathers, this now negates the previous part of this rule and they can then legitimately score a try.

Kicking & Scoring a Try

- The ball may be kicked on touches **0, 4 and 5 only**.
- **All types of kicks are allowable** and the ball is permitted to touch the sand.
- On any kick, it is the responsibility of the kicking team to make no contact with the team receiving the kick in the contest for the football. If contact is made, the defending team will receive a **penalty tap from where the ball was kicked**.
- All kicks must be kept in the field of play. (Do not put a bomb up over the in-goal area; it must be taken in the field of play). As soon as it touches the sand over the try line, the ball is dead.
- When scoring a try, you must place the ball down over the try line in a controlled manor and without being touched. Tries are worth **1 point for males & 2 points for females**.

Disciplinary Action

- This competition is social. Any rough play, abusive language, bickering or challenge to the umpires authority **will not be tolerated**.

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- Any deliberate foul or deliberate dangerous behaviour may result in a **warning or immediate send-off** depending on referee's discretion. The idea is to play a safe game to minimize injuries and maximize fun.
- If sent off, another player from your team can take the court as a substitution after **2 minutes**.
- Depending on the severity of the instance, the referee may allow you back on the court after a **5 minute** cooling off period.
- Severe cases of intolerable behaviour will result in **suspension from the competition and/or a complete ban**, with no refund of registration or match fees already payed.
- **Kicking or throwing of sand** will not be tolerated. Anyone caught doing this deliberately will be immediately sent off.

Finals

- Players can only play for **1 team** across the finals series.
- To be eligible to play in the Grand Final a player must be a registered Beach Sports member and have played at least **3 games** for the team in the final.

Meet Friends, Have Fun, Keep Fit!!