



Beach Touch

Rules 1 - Rules of Play

1. Team captains do paper, scissors, rock with the winner choosing both the end and whether to attack or defend first. Both teams begin the game, and all re-starts after tries, from behind their own try lines.
2. To commence or recommence play, the referee blows their whistle. The player must be **facing the opposition's score line** and the ball is **tapped on the ground with both hands on the ball** by an attacking player and must be passed immediately. (the player picking up the ball cannot take a step unless the step is part of the passing action).
3. An infringement of this rule (the attacking player taking more than one step) results in a change of possession and the ball is taken from that position by the non-offending team.
4. A player in possession of the ball may run or pass the ball in an effort to negotiate the opposition. To retain possession the attacking team must not allow the ball to touch the ground (unless after a touch to bring it back into play).
– A dropped ball hitting the ground or the opposition knocking the ball to the ground results in a change of possession.
N.B – A defensive player deliberately knocking the ball to the ground whilst the ball is in the air after a pass, results in the defending team being awarded possession.
5. The ball cannot be kicked.
6. If a team deliberately stalls a game, it is at the referee's discretion to award 1 point to the opposing team.
7. If a touch is affected on a player in possession, that player must return to the mark and play the ball. To play the ball, the player in possession must tap the ball on the ground with both hands on the ball when facing the oppositions tryline and immediately affect a pass without taking a step before passing, unless that step is part of the passing action.
8. The ball must be allowed to be cleared after a touch is affected. Defending players must retreat **Three (3) metres** after a touch has been affected. Failure to retire this distance will result in a penalty awarded to the attacking team whereby they will recommence their attacking set with the touch count reset to zero (0) and the defending team retreating **Five (5) metres**.
9. An attacking team retains possession of the ball until **FOUR (4) touches** have been affected or an infringement causes the ball to be turned over to the opposition. Play is recommenced by a player touching the ground with the ball in both hands and immediately affecting a pass, again without taking a step.



10. If a touch is affected on the ball in flight, by a defending player, the attacking team must retain possession for the touch count to continue. A team is not however awarded “four more touches” because of the action by the defender.
11. The defending team may move forward to affect a touch as soon as the ball touches the ground.
12. A team in possession may score a try by placing the ball on or over the scoreline (within the boundaries of the extended sidelines), prior to, or without being touched.
13. After scoring a try the ball is to be left on the ground at the mark, or immediately given to the closest opposition player. Play will recommence as per normal after a try is scored.
14. Teams are awarded 3 points for the first try and 2 points for every try after that. The team with the most points at the end of the match is the winner. If the ball is alive when the siren sounds the last touch must be played out. **There are no draws!**
15. **Power Play:**
 - a. Teams are allocated 3 Power Plays a game.
 - b. A power play cannot be used by any team until the first try in the game has been scored.
 - c. A power play is only available for use in an attacking raid during a game.
 - d. If a team wishes to use a power play, they must signify to the referee that the power play is being used by a player wearing the power play item on their arm. This player becomes the power player and they must enter the field of play from the Baseline.
 - e. The power play will be over once the attacking team becomes a defensive team and the power play item must be returned to the referee.
 - f. If a power player scores a try, the **value of that try is double**.
 - g. If the 3 points and 2 points scoring method is being used and the first try in the game is scored using a power play, then the try is worth 5 points, NOT 6.

Rule 2. TEAM COMPOSITION

1. A team will consist of Eight (8) players of which only Four (4) are allowed to be on the field of play at any one time whilst a team is in possession of the ball, and a maximum of Three (3) whilst a team is defending.
2. In the case of mixed teams, there is to always be a minimum of one (1) female on the field of play at any one time in defence. In attack there must be at least two (2) females on the field of play at any one time.
3. Substitutes are to remain behind the baseline until a team-mate indicates they wish to be substituted. They can only leave the baseline when the substituted



player makes their way to and over the sideline or baseline.

4. Players may substitute with each other at any time. Physical contact does not have to be made but the players entering the field must come from the baseline, unless if after a try is scored, they can substitute at will until the recommencement of play. Players dropping off can leave the field via either sideline or baselines.
5. In the event of a break away, players may not substitute off for a player substituting on further up field, in front of the breakaway player. This behavior or deliberate unsportsmanlike behavior will result in a penalty try being awarded.

Rule 3. PLAYER DISCIPLINE

1. Unsportsmanlike behaviour is subject to a loss of possession, dismissal from the game and/or a loss of five meters for the offending player's team.

It includes:

- * Throwing the ball away at a change of possession.
- * Continual breaches of the rules.
- * Fighting or using physical force in the game.
- * Back chatting officials and opposition players.
- * Tripping.
- * Swearing.
- * Any actions considered by officials to be bad sportsmanship.

2. If a player is dismissed from the game they can no longer take part in that game but may be substituted by one of the other team members. The player must leave the playing area and cannot sit with the rest of the team.
3. Players may be dismissed for a period of time at the absolute discretion of the officials or Team Captains. A team-mate may substitute for any player sent off for a period of time provided they have not been dismissed for the remainder of the game.

Definitions and Terminology

Touch – any contact on any part of the body, hair, clothing or ball and can only be made by a defending player. A minimum force is to be used at all times. The team in possession is entitled to **FOUR (4) touches**. Following a touch a player has a maximum of 5 seconds to tap the ball to the ground and pass. Failure to complete the tapball process results in a turnover in possession.

Tapball or Bounce – is used to commence, and recommence play after any turn over and also replaces the traditional rollball after a touch is affected on a player in possession of the ball. Players must perform the **Tapball or Bounce by placing the ball on the mark or sand and with both hands on the ball**; players must be **facing the opposition try line**. Defending players must retreat Three (3) metres from any Tapball or Bounce.



Try - If a player in possession of the ball touches the ball to the ground anywhere over the opposition's try-line and within the oppositions scoring zone this is defined as a try.

Points – Three (3) points are awarded for the first try in a game and Two (2) points are awarded for every try after that.

Power Play – is a team passage of play that enables a team to gain an advantage by electing to use a power play and a player scores will result in the try being worth double points. The power player is signified by the wearing of a sweat band in the play.

Infringements - are a breach of the rules of the game and results in possession being awarded to the non offending team; and/or, four more touches being awarded, and the non offending team being given five metres advantage towards their opponents scoreline. Infringements subject to the above actions are:

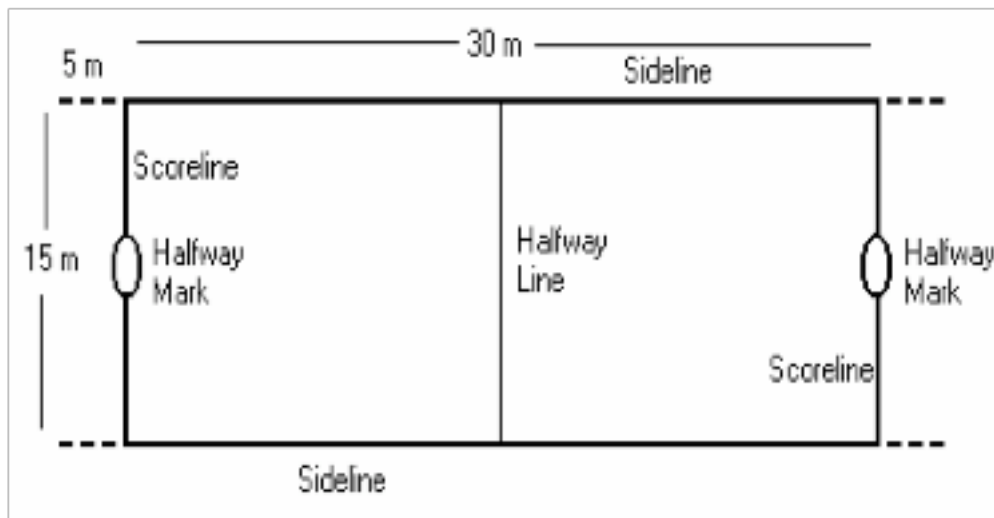
- Incorrect play of the ball during Tapball or Bounce
- Allowing the ball to fall to the ground whilst in possession
- Opposition knock the ball down
- Forward Pass
- Obstruction of a player
- Stepping on or outside of the field perimeter whilst in possession of the ball
- Stepping prior to making a pass, after a touch, or at the commencement or recommencement of the game.
- Not playing the ball when touched.
- Passing after being touched and prior to playing the ball
- On a change of possession, not returning the ball to the mark it handing it to the closest opponent.
- A defending player failing to effect a touch
- A player who substitutes off on the sideline and their substitution comes on and makes a touch, no substitutions can come on once play has commenced.
- Interfering in the play the ball
- Unsportsmanlike behaviour
- Over -vigorous in affecting a touch
- Offside – Failure to retreat Three (3) metres after a touch or Five (5) metres after a penalty.

Offside - is being :

- In front of your team mate who has the ball,
- Not retiring 3 metre after a touch,
- Not retiring 3 metre after an infringement,
- Being inside 3 metres of your opponent when the ball is “played”.
- Not being on or behind the try line at the commencement or recommencement of the game.



Field of Play



In the event of a drawn game, a **Shoot Out** will be adopted and the following procedure will be utilised to establish a single winner of a game.

Shoot Out TEAM COMPOSITION

1. In the event of a shoot-out, each team will select 5 players who will participate in the shoot-out.
2. For mixed divisions, each team will consist of a maximum of Three (3) men's players and the remainder women in the five players to participate in the shoot-out.

Shoot Out RULES OF PLAY

1. Team captains do paper, scissors, rock with the winner choosing to attack or defend and the loser gets to choose their end to defend.
2. Each team will have 5 opportunities to attack and defend. Each team will alternate attacking raids.
3. Each member of a team must take a turn of defending in the initial 5 chances of the shoot-out.
4. For mixed teams, the attacking raid must consist of a male and a female player.
5. The attacking team in a shoot-out has two (2) players and the defending team has one (1) player.
6. The defender must start on the baseline and the attacking team starts on their tryline. Once the attacking team bounces the ball and passes the defender can advance from the baseline.



7. The attacking team has one crack to score a try.
8. The attacking team can use as many passes as it wishes to score a try over the defensive team's baseline.
9. If the defender knocks the ball down or the attacking team makes an infringement it is over for that attacking raid.
10. In the event that the scores are locked after 5 raids, it goes into a sudden death of raids until there is a winner.