



Beach 5s

Tournament Rules

I. Definition of Terms

- (a) Beach 5s and/or Beach 5s Rugby** refers to the Tournament run by Beach 5s Australia and New Zealand.
- (b) Beach Rugby Australia and New Zealand** is the parent body that runs Beach 5s events in Australia and New Zealand.
- (c) The Competition** refers to the Beach 5s tournament as defined below.
- (d) The Tournament** refers to the Beach 5s Australia and New Zealand competition at the nominated location on the nominated dates.
- (e) The Tournament Committee** is the committee nominated by Beach 5s Australia and New Zealand to oversee the management of any or all Beach 5s tournaments.
- (f) The Tournament Director** is the person deemed responsible for the day-to-day operational management of each Beach 5s Tournament
- (g) Match Officials** include all referees (including assistant referees), scorers and anyone associated with the administering of the tournament, including volunteers. All match officials are appointed by the tournament committee in conjunction with the ARU, NZR and respective state and local governing bodies.
- (h) The Judicial Team** comprises a Judicial Officer and Tournament Officials as appointed by the Tournament Committee in conjunction with the ARU, NZR and state and local governing bodies.

II. Laws of The Tournament

The Tournament will be played under the rules of and in accordance to the World Rugby (WR) By Laws, Regulations and Leisure Rugby Laws, with variations under the standard set of laws regarding Beach 5s Rugby ([Beach 5s Leisure Laws](#)).

Beach 5s requires all participants (players, team officials and supporters) to exhibit respectful values and behaviours. *Appendix A: Code of Conduct* and *Appendix B: Anti-Bullying, Anti-Cyberbullying and Harassment Policy*, form part of the Laws of the Tournament. Any breach of these rules or policies will be treated as a Breach of Tournament Rules and dealt with under the provision of section XV of this document.

Beach 5s Specific Laws

1. Each team must have no more than five (5) players on the playing area.
2. A team may nominate up to seven (7) substitutes. A team may substitute any number of players during a match providing they do so when the ball is dead. A substitute player *must* enter the playing area at, or immediately adjacent to, the halfway line. A player leaving the playing area may do so from any place.
3. Players must not wear footwear and hats 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. A tackle occurs when the ball carrier is held by one or more opponents. 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.
5. 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. The tackled player must pass, including handing off, the ball within two seconds. The referee may indicate these two seconds.
 6. A player must not lie on, over, or near the ball to prevent opponents getting possession of it.
 7. A player must not intentionally fall on or over a player with the ball who is lying on the ground.
 8. A player must not intentionally fall on or over players lying on the ground with the ball between them or near them.
 9. A player on the ground must not tackle an opponent or attempt to tackle an opponent.
 10. Rucks, mauls, scrums and lineouts do not exist in Beach 5s Rugby.
 11. The tackler (and only the tackler) may act as a 'jackal' as per the following:
 - Immediately release the tackled player
 - Immediately get up or move away from the tackled players and the ball
 - **Must get up before playing the ball**
 12. 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.
 13. **A free kick may only be taken** by placing the ball on the ground, releasing both hands from the ball, tapping the ball with either foot and then picking the ball up. To remove doubt, when a free kick is awarded, **a player must not tap the ball against their foot** (without placing the ball on the ground and releasing it) and then attempt to play on.
 14. To score a try, the ball carrier **must ground the ball** in the in-goal area, **within three (3) seconds of crossing the try line**. If a player crosses the try line and does not ground the ball within 3 seconds, no try will be awarded and the referee will award a free kick to the defending team.
 15. A try is worth one (1) point. A penalty try is also worth one (1) point. Conversions do not exist in Beach 5s Australia and New Zealand tournaments.

III. Player Safety

In addition to the World Rugby (WR) By Laws, Regulations and Leisure Rugby Laws and the *Laws of the Tournament* (as prescribed herein), the following applies to all players, coaches and team managers in terms of player safety:

1. *Mouthguards* – Beach 5s Australia and New Zealand strongly recommend the wearing of mouthguards by all players during matches.
2. *Hydration* – Coaches and Team Managers should ensure that an adequate supply of fluid, preferably water, is consumed by players before, during, and after matches, to ensure that appropriate levels of hydration are maintained.
3. *Sun protection* – Coaches and Team Managers should ensure that all players have access to appropriate sun protection for the duration of the Tournament (in accordance with the *Laws of the Tournament*). Teams are responsible for providing, erecting, and maintaining their own shaded area for players (between matches), including ensuring the safety of such shelter. The Tournament Committee shall advise Team Managers of approved locations for placement of team shade shelters.

4. *Heat Guideline* –The Tournament Committee shall conduct ongoing, objective assessments of environmental factors impacting player welfare and *may* take any actions the Tournament Committee deem appropriate to ensure the best interest of the player and public safety.
5. *First Aid* – The Tournament Committee shall ensure that appropriately qualified first aid providers are appointed, and onsite, for the duration of the Tournament. The following applies in respect to the appointed first aid service providers:
 - The Tournament *Code of Conduct* (see Appendix 1 herein) applies to appointed first aid providers. All players, coaches, managers, supporters *must* treat appointed first aid providers fairly, equally and with respect and non-discrimination. Bullying, harassment, or discrimination of, or against, appointed first aid providers will not be tolerated and may be referred to the Tournament Committee.
 - At their sole discretion, appointed first aid providers may offer a pre-match ‘strapping’ service. Appointed first aid providers *are not responsible* for supplying strapping tape for pre-match strapping. Players wishing to accept pre-match strapping services from the appointed first aid provider, must supply their own strapping tape, unless otherwise advised during the Team Managers’ briefing.
 - Following assessment of a suspected player injury, an appointed first aid provider may decline to treat (including strapping) the player based on (but not limited to):
 - the suspected seriousness of the injury;
 - the known or reported history of the injured player (not limited to Beach 5s tournaments);
 - environmental factors known to the appointed first aid provider;
 - any other factor
 - The appointed first aid provider’s assessment of a player’s condition to continue playing in the tournament is final, except where a player is issued with a blue card by a referee or assistant referee. Any player, issued with a blue card by a referee or assistant referee will be deemed to fall under rugby concussion procedure and will not be permitted to take further part in that Tournament or any other Beach Rugby Tournament until the player has served the minimum period of rest as outlined in the Concussion Procedures (see also *XI Injuries*) herein.

IVI. The Competition

1. The tournament is organised, administered, and managed under the control of the Tournament Committee.
2. If instructed by the Tournament Director, all Team Managers must be present at an official ***Tournament Briefing*** to be conducted at a time and at a place as notified by the Tournament Director.
3. The Tournament Committee reserves the right to alter the format (including, but not limited to, match times and field allocation) of the tournament in the event of tide, unusual weather, or any other unexpected circumstances.
4. The rules of the tournament, including their interpretation, are at the sole discretion of the tournament officials and Beach 5s Australia and New Zealand.

V. Team Registrations

1. Team registrations shall be at the sole discretion of Beach 5s. To register, a team shall:
 - i. Submit an official Team Nomination Form as provided by Beach 5s
 - ii. Pay the nominated fee as set by Beach 5s
 - iii. Agree that all team members, team officials and their supporters are bound by Beach 5s Australia and New Zealand's Code of Conduct (*see Appendix A*)
 - iv. At least 14 days prior to the nominated tournament, provide Beach 5s with the names of up to 12 team members who will be registered to play for that team at the nominated tournament. A team must not nominate a player who is stood down under any playing code, including a player who is subject to concussion protocols from any sport.
2. A team may apply to substitute players on their team nomination or, if applicable, add players to their team nomination (to a maximum of 12 players) up to seven (7) days prior to the nominated tournament. Such application will be at the sole discretion of Beach 5s.
3. A player cannot register to a team on the day of competition. Any exception to this will be at the sole discretion of Beach 5s.
4. For junior tournaments:
 - a. each registered player's name and date of birth is required, along with parental / guardian consent
 - b. any team wishing to seek age dispensation for a player is to follow Rugby Australia Age Dispensation guidelines (<https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>) or the NZR Age Band for Age Grade Policy and Age to Play Senior Rugby .
 - c. applications for age dispensation are to be lodged with Beach 5s at least five (5) days prior to the nominated tournament. Except in extenuating circumstances, no age dispensation application will be considered by Beach 5s within five (5) days, or on the day, of the nominated tournament.

VI. Borrowing a player from another registered team

1. A player officially registered with a team may not play for another team within the same competition unless a *Replacement Player Request Form* (*see Appendix C*) is submitted to the appointed match referee and opposing Team Captain **15 minutes** prior to kick-off of a game, and the request is approved by both the appointed match referee and the opposing Team Captain.
2. Such a request must be made prior to kick off and with enough time for the appointed match referee and opposing Team Captain make such decision. Where the consent of either the appointed match referee or opposing Team Captain is refused, the requesting team *may* make a request to the Tournament Committee, if time permits.
3. Kick off for the subject match will *not* be delayed because of an application made to, or a decision pending from, the Tournament Committee.
4. A team may only borrow the number of players required to field that team's original number of registered players. For example, if a team only registers 10 players in the tournament, and loses one (1) player to injury, that team may only borrow one (1) player. In this example, the team may not borrow more than one (1) player to build the team strength beyond 10 players.

VII. Player Identification

1. All players must wear a top that is numbered. The player's number must be visible to the match referee.
2. Each player must be assigned a different number (ie. two or more players, from the same team, may not use the same number) .
3. Gang colours or paraphernalia are not to be worn.

VIII. Starting a match

1. Each team shall be responsible for getting their players to the field of play by the scheduled kick-off time. A one (1) minute grace period for late arrivals will be permitted at the discretion of the Referee and Opposing Captain. The playing time in the first half will be reduced by the corresponding time period of the delay. If after the grace period, the opposition has still not reached the field of play, then the team on the field ready for play will receive a walkover.
2. The toss of the coin (or equivalent) will be controlled by the appointed match referee prior to kick off. The winner of the toss must decide whether to kick-off or to choose an end.
3. The referee's whistle will signal the start and end of the game, and players should play to the referee's whistle. The Court Timer is to assist the referee, not replace them. Each game will last five (5) minutes each half, with not more than three (3) minutes interval between halves.

IX. Golden Point

1. In the knockout stages of the tournament (only), in the event of a tie, before extra time starts, the referee organises a toss (or equivalent). The winner of the toss (or equivalent) decides whether to kick-off or to choose an end. Play will then continue until the first team scores (Golden Point Rule). There will be no intervals between the additional periods and no teams' officials will be allowed within the playing area.

X. Replacements

1. A team may nominate up to seven (7) substitutes (registered players) per match.
2. Players may only be substituted immediately after a try has been scored or when the match referee stops play.
3. There is **no limit** to the number of substitutions that can take place during a match, including knock-out stages and finals.
4. A substitute player may only enter the playing area at, or immediately adjacent to, the halfway line. A player being substituted may leave the playing area from any place.

XI. Injuries

1. The referee does not stop the clock for injuries. The referee may allow play to continue while a medically trained person treats an injured player at the touchline.

2. If a referee (or assistant referee) suspects that a player has received a potential head injury the referee (or assistant referee) may order a player from the playing field, to the scoring tent adjacent to the playing area. That player must remain at the scoring tent until assessed by the Tournament's approved first aid service provider and shall take no further part in the Tournament unless cleared to return to play by, and only by, the Tournament's approved first aid service provider. Where the Tournament's approved first aid service provider suspects that the player has sustained a concussion injury, the following protocol (X.3) shall also apply to the player.
3. If a referee (or assistant referee) suspects a player is showing signs and symptoms of concussion, the referee (or assistant referee) may issue the player with a blue card. A player issued with a blue card by a referee or assistant referee will be deemed to fall under rugby concussion procedure and will not be permitted to take further part in that Tournament or any other Beach Rugby Tournament until the player has served the minimum period of rest as outlined in the Concussion Procedures.
4. If the injured player is unable to be moved for safety reasons the match may be abandoned.
5. In the event of a Match Abandonment due to injury, the winning team will be decided under the Provisions of Match Abandonment in Section XI.
6. No Coach or Team Manager should attempt to remove an injured player from the field of play if they cannot walk off unaided. The player must be assessed by a medical professional prior to any movement.

XII. Match Abandonment

1. If a team wilfully refuses to play, or wilfully abandons a match in progress, without the prior consent of the match referee, then, subject to confirmation by the Judicial Team, that team will be subject to any or all penalties determined by the Tournament Committee.
2. If a match official (referee) reasonably suspects that the safety of players, supporters, Tournament officials, Tournament volunteers or members of the public is at risk due to a serious breach of the Tournament Code of Conduct or Tournament Rules, the match official may abandon the match at any time.
3. In the event that a match is abandoned by a match official (referee) or the Tournament Committee due to a serious breach of the Tournament Code of Conduct, the following shall apply:
 - **Pool Matches** – the offending team/s will receive zero points for the match and any tries scored will not be counted
 - **Knock-out Matches** – the offending team/s will forfeit the match. In the event that both teams are deemed to have seriously offended against the Tournament Code of Conduct, the Tournament Committee will determine whether either team shall continue in the Tournament and if allowed to continue, the team to progress shall be determined in accordance with Rule XII.4 (below)
4. If a Team has been expelled from the Tournament, for whatever reason, then that team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool matches; and

5. For the purposes of determining standings in the pool competition table, all match results against such team shall be deemed null and void. This means that all pool competition table points awarded in matches against the expelled team with tries and points scored or conceded in matches against such team will not be taken into account in determining standings in the pool competition table.
6. Apart from the wilful abandonment of a match, if a match has to be stopped under the provisions of the Laws of the Game after its commencement, then subject to confirmation by the Tournament Committee, the following procedure shall apply:

Pool matches

- i. Where a pool match has been abandoned either at half-time or at any time in the second half, the result and any points and tries scored by each team in the match shall stand.
- ii. Where a pool match has been abandoned during the first half, the result shall be declared a draw.
- iii. Where a pool match has been declared a draw then for that match each team will be awarded two match points and any points and tries scored will count towards the total points and tries scored by each team in all their pool matches

Knock-out Matches

- i. Where a match has been abandoned either at half time or at any time in the second half, the result shall stand. If both teams are tied, then the team having scored the most tournament points (see XII) shall be declared the winner. If this does not produce a winner, then the provisions provided in *Rule XII (2) & (3)* shall be used to ascertain a winner.
- ii. However, if one of the teams participated in a pool where a team was expelled, for whatever reason, then the matter will be referred to the Tournament Committee which shall decide the most appropriate method for determining the winner of the tied knock out match.

XIII. Tournament points

1. At the end of a Match, both team managers should check the score card, as recorded by the Scorer court side. Any discrepancy should be resolved at this time with the assistance of the Referee. The Tournament Director recommends that each team manager signs the score card to signal acceptance. Once the score card has reached HQ, the result is official and cannot be challenged.

2. Position on the competition table will be determined by competition points:

OUTCOME	POINTS
Points for a win	5
Points for a draw	2
Points for a loss	1
Points for a no-show	0

3. If, at the completion of the Pool phase, two teams are equal on match points, the winner of the match in which the two tied teams have played each other will be the higher ranked.
4. In the event that this match is a draw, or more than two teams finish level on points, then the following criteria are used in the following order until one of the teams can be determined as the higher ranked:
- the team which has the best difference between tries scored for, and tries scored against, in all of its pool matches shall be the higher ranked
 - the team which has scored most tries in all of its pool matches shall be the higher ranked
 - if none of the above criteria produce a result, then it will be resolved with a toss of a coin.

XIIV. Entry and exit of the playing area

1. Five (5) players from both teams are permitted into/onto the playing area. Coaches, managers, and reserves must remain **outside** the designated playing area. Substitutions may occur when the ball is dead (i.e., after a try has been scored or when the referee stops play).
2. A substitute player may only enter the playing area at, or immediately adjacent to, the halfway line. A player being substituted may leave the playing area from any place.
3. A tournament official, including a referee, may, at any time during a match, direct any person who appears to be a member of a team, but does not appear on a team's player list to move from the playing area, including the area from where substitute players may enter the playing area.
4. At any time, before or during a match, a team captain may make an objection to the match referee about the number of players in the opposing team. As soon as the match referee knows a team has too many players, the match referee may order the captain of that team to reduce the number of players appropriately to comply with these rules. Any tries scored while a team had too many players on the field, will be disallowed.
5. Where, upon complaint made, a team is proven, to the satisfaction of the Tournament Committee, to have fielded more than 12 players during a single match, the Tournament Committee may take any and all actions that the Tournament Committee deems appropriate. This may include, but is not limited to:
 - Verbal warning to the team coach and/or manager
 - Forfeiture of the match in question, including all points scored during that match
 - Reversal of the match result

- Repeated infringements of this rule may result in suspension or disqualification from the current and/or future Tournaments

XV. Players ordered off the field of play by the appointed referee for misconduct

1. If a player is temporarily suspended (yellow carded) by the referee, the player must proceed immediately to the match official tent located at, or near, the halfway line. They must remain there for a period of two (2) minutes of playing time ("sin bin period"). The two-minute period will not commence until the player arrives at the match official tent. The temporary suspension time will be managed by the match officials.
2. Any player who receives two (2) yellow cards in the same match is to automatically receive a red card and be sent from the field. That player must serve an automatic one match suspension before taking further part in the tournament. No judicial proceeding is required to give effect to this suspension.
3. Any player who receives three (3) yellow cards during the tournament will be suspended for one (1) match. Yellow card status resets after one (1) match suspension.
4. A player sent from the field (red carded) by the match referee, other than through the accumulation of two yellow cards in the same match (see point 2 above), will not be permitted to play again until the matter has been dealt with by the Tournament judiciary.
5. A player sent from the field (red carded) by the match referee, must remain within the playing area until the conclusion of that match, unless otherwise directed by a Tournament official, including match officials.
6. If a player is suspended by the judiciary, that player may not be replaced under Rule V *Borrowing a Player from Another Registered Team*.
7. If a team has 3 or more players issued a red card by a match official (referee) during a single match, the match will be abandoned, with the non-offending team declared the winners, regardless of the score at the time the match was abandoned and regardless of whether the match was abandoned in the first or second half. The offending team *may* be called upon to 'show cause' to the Tournament Committee as to whether the team shall be permitted to continue in the Tournament.

XVI. Interaction with referees

1. It is Beach 5s principle to ensure our referees undertake their roles in a supportive and safe environment, while at the same time ensuring player safety. For this reason, we only use qualified referees from referee associations.
2. Only the team captain may approach the referee to seek clarification on a call (if clarification is not already provided by the referee) at an appropriate break in play, noting that with the short duration of each Beach 5s game, this may be after the game. Any interaction during the game is at the referee's discretion.
3. A captain, manager or coach who wishes to seek further clarification on calls made during the game, or rules of the game, should approach the Tournament Manager after the game.

XVII. Schedule of Penalties

Teams are responsible for the behaviour of their players, officials & their supporters.

In the context of Clause XV, Team Member should be taken to include all team players, team officials and team supporters.

1. 1st breach of any competition rule may include any or all of the following:
 - Warning to a team member(s) or team
 - Match or Tournament ban for a team member(s)
 - Loss of competition point(s)
 - Expulsion from the competition
 - Expulsion from future competitions.

2. 2nd or any subsequent breach of the same competition rule may include any or all of the following:
 - Warning to a team Member (s) or team
 - Match or Tournament ban for a team member(s)
 - Loss of competition point(s)
 - Expulsion from the competition
 - Expulsion from future competitions.

XVIII. Judicial Team

1. The Judicial Team will consist of members appointed by the Tournament Committee.
2. All proceedings will be based on the ARU or NZR's Disciplinary Procedures, as adopted by relevant state and / or local governing body.
3. The Tournament Committee *may* refer any judicial outcome or other matters of concern to an offending player's or team manager's home governing body for their information and/or necessary action.
4. All disputes, queries or objections must be brought to the attention of the tournament officials within fifteen (15) minutes of the completion of the game in dispute. The ruling of the relevant tournament officials shall be final.

APPENDIX A: BEACH 5s AUSTRALIA AND NEW ZEALAND - CODE OF CONDUCT

Updated: 21/12/2021

Please note this Code of Conduct also aligns with World Rugby codes/regulations & Rugby Australia's and NZR's Code of Conduct.

Principles

Our General Code of Conduct aims to encourage and promote responsible attitudes and ensure all players, coaches, managers, supporters, spectators, officials and other parties enjoy Beach 5s events in a safe, fair and welcoming environment, in the spirit of fair play.

All players, coaches, managers, players supporters, volunteers, spectators, member unions and personnel at Beach 5s events are bound by this Code of Conduct, which has been made available prior to the event in various modes. Beach 5s also has a specific Alcohol Code of Conduct, which forms part of this General Code of Conduct.

General Code of Conduct – Beach 5s

1. Treat others fairly, equally and with respect and non-discrimination. Bullying, harassment or discrimination will not be tolerated by BRA. Refer to our Anti-bullying, Anti-cyberbullying & Harassment policy.
2. Ensure the safety of yourself and others at all times.
3. Ensure respect for the rules of Beach 5s, as released by World Rugby, and do not repeatedly breach the laws of the game or engage in foul play and/or misconduct.
4. Accept and observe the decision and authority of referees, touch judges and other match officials. Do not abuse, threaten or intimidate a referee, touch judge or other match official before, during and after the event.
5. Act in a positive manner at Beach 5s events, including on- and off- the field of play. Do not act in an offensive way. Report any bad behaviour to match officials.
6. Abide by directions from Beach 5s officials, volunteers, match officials, security and Police.
7. Abide by Beach 5s' specific Alcohol Code of Conduct, which should be read in conjunction with the General Code of Conduct.

Alcohol Code of Conduct – Beach 5s

Beach 5s may, through licensed providers, serve alcohol at events and as sanctioned by the applicable local council. Beach 5s will, at all times, take steps to ensure the responsible service of alcohol.

The following section details specific Code of Conduct expectations around alcohol consumption:

1. No player will be allowed to participate in a game if they are under the influence of alcohol
2. People who consume alcohol at Beach 5s events will do so responsibly and in a respectable manner, and will not put themselves or others at risk
3. Food, low alcohol and non-alcoholic drinks (where possible) will be available at Beach 5s events
4. Responsible alcohol practices and all relevant liquor licensing laws will be followed by the licensed provider
5. People under the age of 18 will not be permitted behind any bar

6. Security will be available during Beach 5s events to help manage Beach 5s' and the licensed provider's responsibilities
7. People will abide by local Council by-laws around consumption of alcohol, and any direction given by a Beach 5s volunteer or official, security or the Police.

Beach 5s reserves the right to eject any person/s from the event should there be any Code of Conduct issues

Misconduct

Any act of misconduct may constitute an offence and in instances where the event is sanctioned by a governing body (i.e., Rugby Australia, NZR or their equivalent), any act of misconduct may result in disciplinary proceedings being brought against and sanctions imposed upon the player, coach, manager, union, association and / or body involved.

Misconduct is defined as per World Rugby rules:

“Misconduct” shall mean any conduct, behaviour, statements and/or practices on or off the playing enclosure during or in connection with a Match or otherwise, that is unsporting and/or cheating and/or insulting and/or unruly and/or ill-disciplined and/or that brings or has the potential to bring the Game and/or any of its constituent bodies, World Rugby and/or its appointed personnel or commercial partners and/or Match Officials and/or judicial personnel into disrepute. Misconduct shall only exclude Foul Play during a Match which has been the subject of consideration and a finding under the regime prescribed for Ordering Off and/or Citing in Regulation 17 of World Rugby Regulations.

Examples of misconduct include, but are not limited to:

- Acts of violence or intimidation
- Acting in an abusive, insulting, intimidating or offensive manner towards referees, volunteers, site managers or any other officials associated with Beach 5s
- Acts, statements or conduct that is discriminatory (race, religion, sex, sexual orientation, disability, colour, national or ethnic origin)
- Wagering
- Providing inaccurate or misleading information about previous disciplinary records
- Making comments that disparage / denigrate Beach 5s and any associations related to Beach 5s, including World Rugby, Rugby Australia and the New Zealand Rugby Union.

The sanctioned member union of Rugby Australia and New Zealand Rugby may follow up any contraventions of this General Code of Conduct in regard to the regulations as set out by World Rugby or otherwise.

Peter Hickey

Director

Beach Rugby Australia and New Zealand

APPENDIX B: BEACH 5s AUSTRALIA'S ANTI-BULLYING, ANTI-CYBER BULLYING AND HARASSMENT POLICY

Updated: 19/07/2021

Please note this Policy also aligns with Rugby Australia's and NZR's Code of Conduct and policy framework.

Principles

Beach 5s Anti-bullying, Anti-cyberbullying & Harassment policy aims to ensure that the working environment and playing environment of our events is free from harassment and bullying (including cyberbullying), and such actions will not, in any instance, be tolerated.

This policy is based on the following principles:

- bullying and harassment is unlawful and in direct breach of the country's legislation. Any unlawful conduct may expose both the Company and the individual to liability.
- we encourage all players, managers, volunteers, supporters, spectators, and others to report any incidents of harassment and bullying related to our events
- we will treat all complaints about harassment and bullying with confidentiality to the largest extent possible.

All players, coaches, managers, players supporters, volunteers, spectators, member unions and personnel at Beach 5s events are bound by this policy, as well as our Code of Conduct.

Junior players are also more vulnerable to bullying, cyberbullying & harassment. Therefore, we strongly abide by this policy and reserve any and all rights to take the steps necessary to keep players at our events safe.

Definitions

Bullying is defined as an ongoing or repeated misuse of power in relationships with the intention to cause deliberate psychological or physical harm. It can be verbal, physical or social.

Cyberbullying is the use of electronic communication to bully a person, typically by sending messages of an intimidating or threatening nature.

Harassment is unwanted conduct which has the purpose or effect of violating a person's dignity, or creating an intimidating, hostile, degrading, humiliating or offensive environment, and in the perception of the recipient of the conduct, it would reasonably be considered as having that purpose or effect.

Sexual harassment is any unwelcome conduct of a sexual nature where a reasonable person would have anticipated the possibility that the other person would be offended, humiliated, or intimidated by the behaviour.

Occurrence Bullying, cyberbullying and / or harassment can take a variety of different forms ranging from (but not limited to):

1. repeatedly ignoring a team member or the like, or subjecting a person to unwelcome attention (online or in person);
2. repeated intimidation, humiliation, ridicule or offence (online or in person);
3. physical threats or violence.

It is generally not defined by a single incident. Bullying, cyber-bullying and / or harassing behaviour may not always be intentional, but is always unacceptable, whether intentional or not.

Harassment or bullying may also occur by through social media platforms, phone (texts or calls), post, materials posted on noticeboards or emails, material posted on websites, including personal blogs.

Beach 5s reserves the right to eject any person/s from the event should there be any bullying or harassment.

Actions

Beach 5s takes bullying, cyberbullying and harassment very seriously. Our social media platforms and emails are actively monitoring for any issues relating to this topic, and any breaches of our expectations or those that are brought to our attention, will result in immediate action. Our Event Management team includes a HR Specialist who is well-versed in investigating such issues with confidentiality and sensitivity.

Such action can range from a warning, blocking of the person from all social media platforms and/or banning a person/s from any and all of our events as a player, manager, volunteer, spectator, etc.

With children a strong part of our event framework, we work with Clubs and Associations to abide by all child safety requirements.

Any person/s wishing to raise an issue of bullying, cyberbullying or harassment to Beach 5s should immediately contact Peter Hickey, Event Director on peter@beachrugbyaustralia.com.au or +61 418 730 100.

Peter Hickey

Director

Beach 5s Australia and New Zealand

Appendix C: REPLACEMENT PLAYER REQUEST FORM

The Team Captain / Manager must use this form to request a player from another team, to join their team for one game. This form must be completed for each game where an registered player from another team wishes to play. Approval to play in one game does not mean approval for all games.

A Request Form **must** be filled out at least 15 minutes prior to each game and approved by both the opposing Team Manager or Captain and the Referee (or Head Referee). The completed form should be retained.

If this Request Form is not filled out and signed by each party 15mins prior to a scheduled game, then the team who allows an unapproved player to play, may be deducted all competition points with possible further sanctioning.

Name of Team requesting replacement player:		
Team Manager or Captain's name:		
Reason for request:		
Date & scheduled time of game:		
Name of opposing team:		
DECLARATION		
Additional player's name (first & last name):		
Is the player you wish to play registered for another team?	Yes / No	If Yes, who do they play for?
Is the player eligible to play for the same division? I.e., age / gender?	Yes / No	

By signing below, the requesting Team Captain or Manager declares that all information on this form is accurate, and the opposing Team Captain or Manager and Referee/Head Referee agrees to the replacement player being used solely for the game listed above.

Requesting Team Captain / Manager: _____ **Opposing Team Captain / Manager:** _____

Referee / Head Referee: _____

Please provide completed & signed form to the Referee 15 mins prior to the scheduled game.