

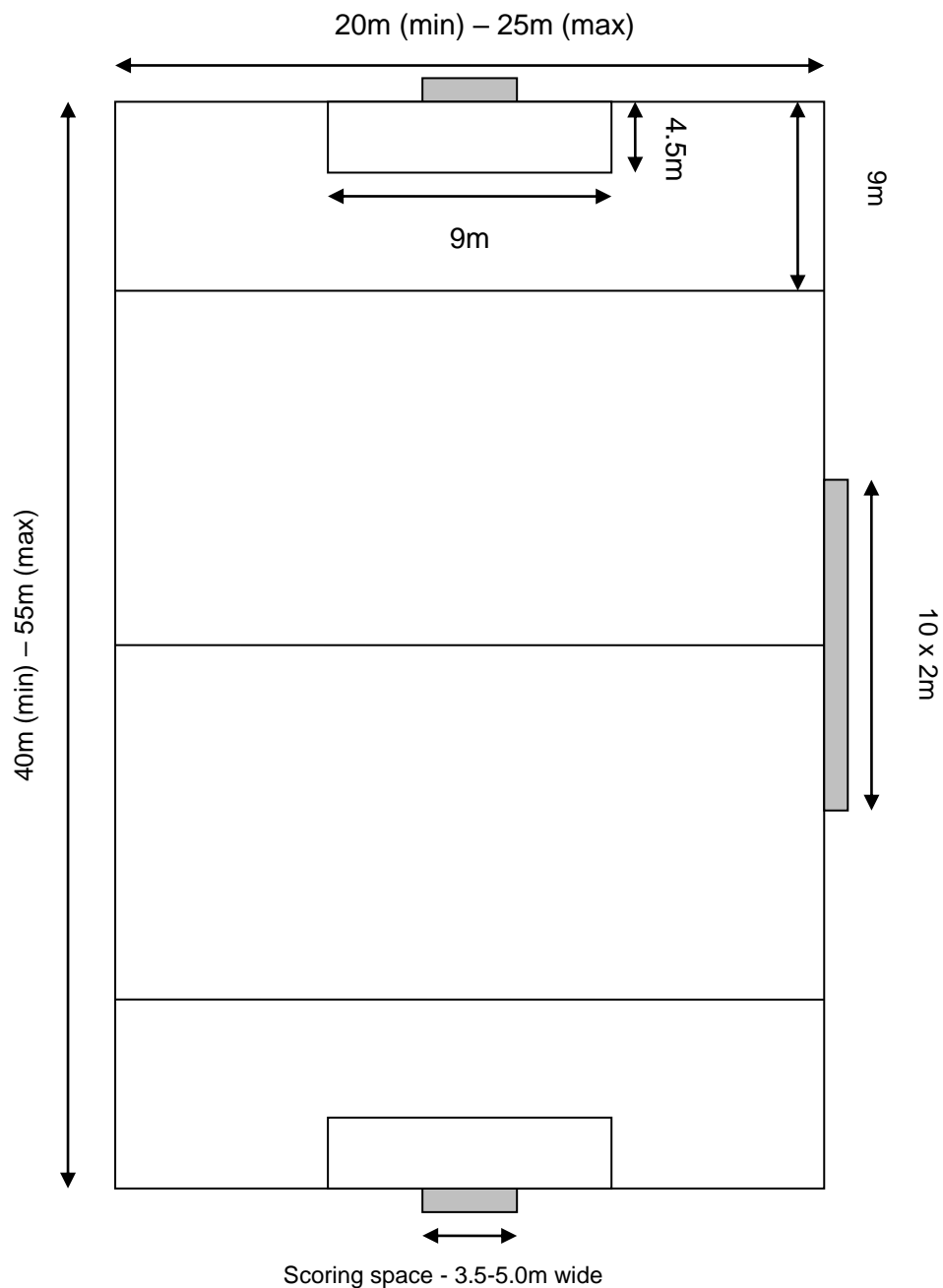
RULES OF BEACH GAELIC FOOTBALL

GENERAL

The rules of gaelic football and ladies gaelic football shall apply to 'Beach Gaelic Football' subject to modifications, amendments or additions contained in the following rules.

These specific modifications, amendments or additions shall have precedence over the normal playing rules in the case of any differences or conflicting rules.

FIELD OF PLAY DIAGRAM



RULES OF SPECIFICATION

1. THE FIELD OF PLAY

- 1.1. The minimum and maximum dimensions of the field of play shall be 40m–55m long and 25m-30m in width.
- 1.2. Lines shall be marked across the field of play parallel to the end line at a distance of 9m from each end-line, and exactly halfway between each end line.
- 1.3. The intersections of these lines and of the end-lines with the side-lines shall be marked by flags or other appropriate markers such as plastic cones.
 - 1.3.1. For safety reasons, flag poles be at least 1.5m high, and not have a sharp or pointed top and should be placed at an angle between 60° and 75° from the ground facing away from the field of play. Plastic cones or other markers should be at least 50cm high and have a rounded or flat top.
- 1.4. The minimum and maximum dimensions of scoring space (goalposts) shall be 3.5m-5m wide; 1.8m-2.2m high (to crossbar) with uprights which shall extend at least 1.8m above the crossbar.
 - 1.4.1. Goalposts may be constructed of uPVC, aluminium or other suitable materials and fixed to the ground by means of anchor pegs, weights or other means to ensure stability and safety and conform with current Safety Standards such as IS. 356:2007, EN 748, EN 749, EN 750.
- 1.5. A rectangle measuring 9m by 4.5m shall be marked in front of each scoring space.
 - 1.5.1. The rectangle shall be formed by two lines 4.5m long, 9m apart and at right angles to the end line and equidistant from each goalpost, with the ends of these lines being joined.
 - 1.5.2. The end line, including the goal-line, is part of the rectangle along with the other three lines specified above.
- 1.6. An 'interchange area', 2m wide and extending for 5m either side of the hallway line shall be marked adjacent to the side-line on one side of the field of play.
- 1.7. All lines shall be at least 10cm wide and 5cm deep and clearly visible before the commencement of play. All lines shall be refreshed at half-time and, if requested by the referee, at any other time during a game (in circumstances where the line is no longer clearly visible in the referee's opinion).
- 1.8. Lines may be marked by means of drawing a suitable instrument through the sand. A line may also be marked by using a suitable liquid or powder type material, in a colour that is clearly visible and which remains visible for the duration of a game (i.e. a material that does not quickly soak into the sand).

2. THE PLAYERS

- 2.1. A team shall consist of seven players.
 - 2.1.1. The number of players may be reduced to six players if stated in the competition regulations and/or decided by the relevant committee in charge of the competition prior to the commencement of play.

- 2.1.2. The number of additional players who can be used as substitutes (interchanges) shall be specified in the competition regulations and/or decided by the relevant committee in charge of the competition prior to the commencement of play.
- 2.2. A team must commence each half of the game with a minimum of six (*five if playing six-a-side*) players, including injured players and players who have been ordered off.
- 2.3. Before all games, the referee shall be given a list of players by each team. The list shall include each player's (including 'interchange' players) full name and jersey number.
- 2.4. A team may make an unlimited number of substitutions known as 'interchanges', but only from the 'Interchange Area' The 'Interchange Area' is an area through which players may enter and leave the field of play. No player, team official or spectator should be present in the interchange area, other than a player in possession of their team's 'baton'.
- 2.5. The 'Interchange Co-ordinator' will control the 'interchange area' and retain possession of each team's 'baton' until required for an interchange.
- 2.5.1. When a team wishes to make an interchange the incoming player request the 'baton' before entering the 'interchange area'. No other player, team officials and/or supporter may enter the 'interchange area' (except to treat an injured player).
- 2.5.2. An incoming player must pass the 'baton' to a player leaving the field of play. The baton must be passed from hand-to-hand, not thrown, within the 'interchange area'.
- 2.5.3. A player coming off must have stepped into the 'Interchange Area' before the incoming player may step on to the field of play.
- 2.5.4. In the event of an infraction – e.g. an incoming player enters the field of play before player being replaced has stepped into the 'Interchange Area' or a player enters the field of play from anywhere other than the 'Interchange Area' – the team of the offending player(s) will be subject to the following penalties; -
- (a) If the offending player's team have possession, a free kick will be awarded to their opponents from the position at where play was stopped
- (b) If offending player's team do not have possession, a penalty kick will be awarded to their opponents
- (c) If neither team has possession, a free kick will be awarded to offending player's opponents from the intersection of the halfway line and side-line directly opposite to the 'interchange area'.

3. TIME

- 3.1. The playing time shall consist of two periods of thirty minutes each, but time shall be added on in each period for incidental or deliberate delays.
- 3.2. In the case of games not involving the crediting of league points (e.g. 'group games'), and a game ends in a draw, teams shall play extra time consisting of two periods of ten minutes. In the event that the game remains tied after extra time, a further indefinite period of will be played until one teams scores – either a point or a goal – at which stage that team will be declared the winner.

- 3.3. Playing time may be reduced if specified in the competition regulations and/or decided by the relevant committee in charge of the competition prior to the commencement of play. In such cases, the extra time will be reduced to five minutes for each period.

4. EQUIPMENT

- 4.1. A beach Gaelic football shall weigh between 280g and 440g, and shall have a circumference between 68cm and 70cm.

NOTE: This circumference is the same as a normal Gaelic football but is lighter than the standard 480-500g. Beach volleyballs weigh between 260g and 280g, whilst beach soccer balls weigh between 420-440g, both beach soccer and beach volleyballs have circumferences between 68cm and 70cm.

- 4.2. Footballs used in a single competition shall not vary in weight by more than 20g in every game.
- 4.3. Each team will be provided with one baton (wood/plastic) which shall measure at least 30cm and have no sharp edges or pointed/jagged ends.

RULES OF CONTROL

5. MATCH OFFICIALS

- 5.1. Control of the Games shall be entrusted to a Referee, two Umpires and two Linesmen who shall decide on the field all matters affecting play.
- 5.2. An 'Interchange Co-ordinator' may be appointed to control the interchange area and retain possession of each team's 'baton' until required for an interchange. This function may also be carried out by a Linesman. The 'Interchange Co-ordinator' will be considered a 'match official'. This function may also be carried out by a Linesman.

6. COMMENCING PLAY

- 6.1. Two players from each team shall stand one behind the other on their own defensive side of the halfway line, and shall face the referee, for the throw in. All other players shall be at least 5m away from the halfway line.
- 6.2. The referee, facing the players, shall throw in the ball over the heads of the players.

7. UMPIRES

- 7.1. There shall be at least one goal umpire at each end of the field of play. An umpire shall stand beside a goalpost and behind the end line. The umpire(s) shall remain at the same end for the duration of the game.
- 7.2. If there are no neutral umpires available, each team will be required to provide one umpire at each end.

PLAYING RULES – EXCEPTIONS

The playing rules of gaelic football and ladies gaelic football shall apply to 'Beach Gaelic Football' except for the following; -

RULES OF FAIR PLAY

THE PLAY

- 8.1. A player may not bounce the ball whether or not it has been taken into possession.

SET PLAY

- 8.2. References to 13metres in the playing rules shall be interpreted to mean 9metres in beach gaelic football.
- 8.3. A penalty kick shall be taken from the ground at the centre point of the 9m line, and only the defending goalkeeper may stand on the goal-line. All other players, with the exception of the player taking the kick, shall be at least 9m from the ball, and shall not cross the 9m line until the ball has been kicked. The goalkeeper may move along his line, but may not advance from the goal-line until the ball has been kicked. If a defending player fouls before the ball is kicked and a goal does not result, the referee shall allow the penalty kick to be retaken.
- 8.4. After a score or when the ball is played over the end-line, the kick-out shall be taken from the ground or from the hands, on the 9m line. All players, except the goalkeeper and the player taking the kick-out (*if other than the goalkeeper, who shall then remain within the rectangle*), shall be outside the 9m line. All other players shall be 9m from the ball until it has been kicked.
- 8.5. When the ball is played over the end-line and outside the goalposts by the team defending that end, a free kick off the ground shall be awarded to the opposing team on the halfway line opposite where the ball crossed the end-line.

RULES OF FOUL PLAY

TECHNICAL FOULS

- 8.6. To bounce the ball whether or not it has been taken into possession

AGGRESSIVE FOULS

- 8.7. A Player who receives a Yellow (or Black) Card shall be dealt with as follows:
 - 8.7.1. The player shall give their name to the Referee and be sent off the field of play for 10 minutes (sin bin) if the game is of 60 minutes' duration. (*5 minutes if the game is of 20-59 minutes' duration or 3 minutes if the game is of less than 20 minutes' duration*)
 - 8.7.2. Where the time suspension (3/5/10 minutes) for a player who is sin-binned carries over into extra time, the player may be replaced at the start of extra time and is free to resume – as an interchange player – once the relevant time suspension has elapsed.

- 8.7.3. Stoppages (injuries, infractions (carded), incursions, breaks to refresh line markings) other than those involving a routine break in play (kick-out, free kick, 45m kick or side-line kick) will not be used in the determination of the 3/5/10 minute suspension.