

# Beach Soccer Tournament Rules

## General:

The Tournament Director's interpretation of these rules shall be final and binding. The Tournament Director reserves the right to decide all matters pertaining to this tournament.

## Game Information Format & Length

Men's Divisions – 5 v 5 (4 Field Players, 1 Goalie)

Coed Divisions – 5 v 5 (4 Field Players, no Goalie – at least two females need to be on the court at all times. The goalie may count as one of the female players.)

2×12 min. halves. 2 min. halftime.

## Team size

10 players max. on a roster in ALL divisions.

## Court size

Approximately: 20×40 yards.

## Goal size

Goals are approximately 7- feet tall and 18 feet wide.

## Level of Play

Recreational and Competitive Divisions for adults 18 and older.

## Amount of Games

Each team will play a minimum of 3 games in the Group Stage. Forfeited games will result in a win and 3 points for the non-Forfeiting Team.

## Roster Restrictions and Requirements

No additions, substitutions or deletions may be made to your roster after your players are checked in at your first game. All players must be listed on the online roster before the first game begins. Players may not play on more than one team within their same division. Players who are not present for their team's first game may not participate. All eligible players must play a minimum of one pool play game to participate in playoffs.

## Uniforms

Bring your own uniforms. You will receive a light blue tournament shirt, which may be used in situations of jersey color conflicts. We recommend your team wears a color significantly different than light blue. You may even want to bring two alternate colors. These can include customized jerseys, t-shirts or tank tops appropriate for a family beach. If no distinguishing clothing can be found, one team will be supplied scrimmage vests by the Pro-Am Beach Soccer Tournament.

\*Keep in mind the climate on a beach varies\*

## Foot Gear

No shoes, cleats or shin guards of any kind are allowed. Players can play either barefoot or with socks (preferably sand socks). Additional wrapping tape is recommended (on your bare feet or

on the outside of your socks) in order to better protect your feet (hot sand, etc.).

No jewelry of any kind is allowed. This includes necklaces, watches, earrings, etc. Casts, air-splints, or metal splints of any kind are not allowed.

### **Prizes**

1st place teams: Medals and Prize Bags

2nd place teams: Prize Bags

### **Protests:**

No protests will be allowed.

### **Forfeits:**

A team shall be allowed a 5-minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. A minimum of 4 players constitutes a team, and if 4 players are present the match may not be delayed.

If during the course of the match a team falls below the minimum 4 players, the game will be forfeited to their opponent. A team that has forfeited a game may not advance to the finals. If the top team in a group forfeits, the team in their group with the next best record will be declared the group winner. A forfeit in the group play shall be awarded as 3 points for a win with the score 3-0.

To avoid forfeit, a coed team may play with a minimum of 1 female on the court, but no more than 3 males.

### **Points:**

At the conclusion of group play, each team will be ranked according to their performance against the other teams in their group. This ranking will determine the teams that will meet in the next round and/or final matches.

The ranking criteria are as follows:

- Win – 3 points
- Tie – 1 point
- Loss – 0 points
- The win by forfeit – 3 points

The team with the most match points is the first place team from their group.

### **Tiebreakers (for determining advancement to playoffs):**

In the event of a tie within a division, the following tiebreaker rules will be applied in order:

1. Winner of the head-to-head competition
2. Goal differential (Max +8 per game)
3. Most Goals Scored
4. Coin Toss

If 3 teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated and the first tiebreaker will be goal differential.

## Tiebreakers for elimination games:

For playoffs, if the score is tied at the end of two halves, the teams will play one full 3-minute overtime period. If the game remains tied then the game will go to penalty kicks. The best of three kicks from the spot. If still tied, teams will take alternating shots until one team scores and the other doesn't in the same number of shots taken. For quarter-final, semi-final and championship play the same preceding rules will be enforced to determine the winner of the match.

If the score is still tied, kicks from the imaginary penalty mark in accordance with the procedure stipulated.

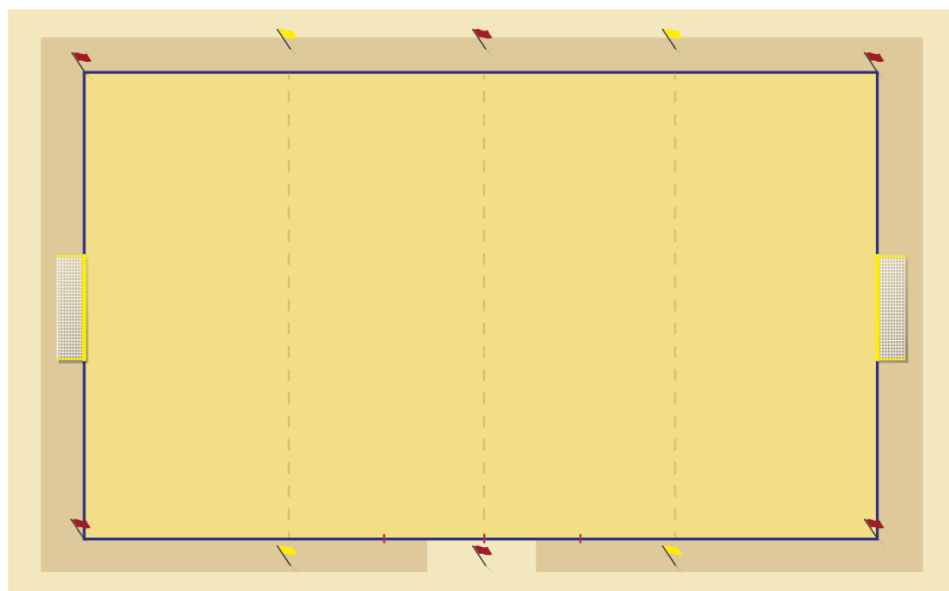
FIFA "Kicks from the Penalty Mark" rules will apply to determine the winner. If, before both teams have taken three kicks, one team has scored more goals than the other could possibly score in its three kicks, the winner is declared and no more kicks are taken. If, after both teams have taken three kicks, and have scored the same number of goals, or not scored at all, kicks continue to be taken alternately until one team scores one goal more than the other from the same number of kicks.

## Game Rules

THERE IS NO PUNTING, GOALKEEPERS CAN ONLY THROW OR ROLL

NO DIRECT KICK GOALS ON KICK OFF

Penalty Area:



Two cones delineate the penalty area on each side of the playing court. The two cones are placed 10 yards from each corner. Two imaginary lines, parallel to the baselines and unifying the penalty

cones, define the penalty areas. The exact positions for penalty kicks shall be the center of these penalty lines.

#### Corners and Center of the Playing Sand Court:

Four flags are placed in each corner of the playing sand court. Two cones are placed in the center of the court and define the mid-court line.

#### The Game: Start, Duration, and its Rules Start of a game:

The referee shall make a coin toss to decide which team has the option to kick-off or the choice of the side of the court. The players of the opposing team shall be positioned at least at five yards from the ball. After a goal, the game continues and restarts with a new kick-off, taken by the team that has allowed the goal. A goal cannot be scored directly from the kick-off. All kicks are direct, except for the kickoff.

#### Free Kick:

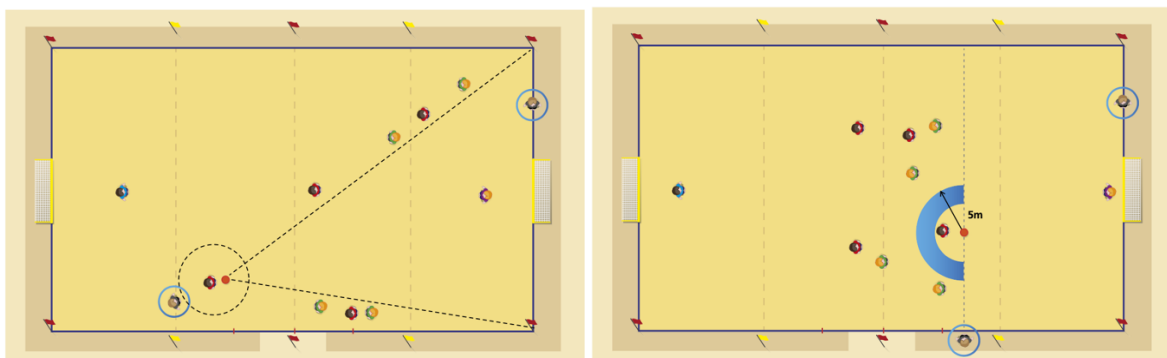
The referee will award a free kick from the point where a foul was committed. The player who suffered the infraction must execute the kick. The kick shall be "direct", from which a goal can be scored directly against the defending side. A player, after executing a free kick, may not touch the ball twice consecutively. The breaking of this rule will be punished with a free kick where the infraction occurred.

#### No Walls:

If the infraction is committed against the offensive team in the offensive team's attacking end, no defensive players may form a wall. Until the free kick is executed, all players must position themselves behind or on the same line as the ball placed at the point where a foul was committed, and they must remain at a minimum distance of five (5) yards from the ball.

The defensive goalkeeper must remain in his penalty area and at least five (5) yards from the ball, but may stand on the goal line regardless of distance from the ball. If the infraction is committed in the offensive team's defensive end, all other players, excluded the player taking the free kick, must remain at least five yards away from the place of the infraction, wherefore the free kick will be taken.

The players, except the defending goalkeeper, cannot position themselves in the area directly between the goal, toward which the kick is taken, and the ball. No players shall enter in such area before the free kick has been taken. No players shall be allowed to touch the ball before it has touched the sand, the defending goalkeeper, a post or the crossbar.



### **Infractions during Free Kicks:**

If any irregularity happens when a free kick is being taken, the following will occur: If the team that is taking the free kick commits the irregularity, a new free kick shall be awarded to the defending team from the point where the infraction has taken place. Any player of that team shall be allowed to take the direct kick.

If the originally infringing team commits the irregularity, and a goal is not scored because the ball has been blocked, a new free kick will be taken from the point where the original or new infraction has taken place, kicking teams choice. In case this point is in the penalty area, a penalty kick shall be awarded.

If the irregularity is committed by the originally infringing team, and a goal is not scored because an infraction of invasion of the restricted area has occurred, the free kick shall be repeated by the same player. If the originally infringing team commits the irregularity and a goal is scored, the goal shall be validated.

### **Penalty Kick:**

A penalty kick shall be awarded when a player inside his own team's penalty area commits a foul, while the ball is in play. The player who has suffered the infraction must take the penalty kick, with the exception of a pass-back. The ball shall be placed at 10 yards distance from the center of the goal. All players except for the defending goalkeeper shall position themselves outside the penalty area, and they can enter into the penalty area only after the ball has moved as the result of the execution of the penalty kick. When taking a penalty kick, a player is allowed to place the ball on the spot of the foul and make a small sand lump, thus elevating the position of the ball. The player who takes the penalty kick must do it in a continuous movement. Any player can play the ball once it rebounds from the defending goalkeeper. The player who has executed the penalty kick shall not be allowed to play the ball once it rebounds directly from a goal post or from the crossbar.

### **Slide Tackling:**

For safety reasons, slide tackling is not allowed.

### **Goalkeeper's position:**

When defending a penalty kick the goalkeeper must position himself on the goal line between both goal posts.

### **Infractions during penalty kicks:**

If the team that is taking the penalty kick commits an irregularity and the goal is scored, the shot will be repeated. If a goal is not scored, the defending goalkeeper shall restart the game. If the defending team commits an irregularity, the free kick will be repeated in case a goal has not been scored as the result of the penalty kick. If the defending team commits an irregularity and a goal is scored, the goal shall stand.

## **Goalkeeper Rules**

### **The Goalkeeper's Restart:**

The goalkeeper's re-start is awarded when one player of the attacking team plays or deflects the ball over the baseline, excluding the goal itself. The goalkeeper shall restart the play with his hands and has five (5) seconds to do so, from the moment he stands and he has control of the

ball. If the goalkeeper delays the game for more than five (5) seconds or re-starts the game passing the ball to his feet, the other team shall be awarded a free kick from the mid-court line. The goalkeeper cannot score a goal using his hands. In such case, the other goalkeeper shall re-start the play. The goalkeeper can score a goal only as a regular player, kicking the ball only once it has been passed to him by another player.

### **The Pass-Back Rule:**

The goalkeeper shall not be allowed to touch the ball with his/her hands or arms two consecutive times when a ball is returned to him/her from a player of his team, including a header or an inbound pass, without the ball having touched an opposing player. An infraction of the "pass-back rule" results in a penalty kick against the team that did commit the infraction.

### **Goalkeeper Jersey**

Each goalkeeper must wear colors that distinguish them from the other players, and the referee. Goalies may wear gloves.

### **Corner Kicks:**

The corner kick shall be given when a player of the defensive team plays or deflects the ball out of bounds through his/her team's baseline, not a goal. A player of the attacking team must take the corner kick. The ball shall be placed within a one (1) yard radius from the corner. A corner kick is a direct kick. The defending players can position themselves at a minimum distance of five yards from the corner. If a defending player shall touch or block the ball inside the five (5) yard radius directly from a corner kick, the corner kick shall be repeated. When taking a corner kick a player has five (5) seconds to execute the kick from the moment that he has possession of the ball. If a player shall infringe his five (5) seconds time limit, the opponent goalkeeper shall restart the play.

### **Ball Inbound:**

The ball inbound is the method of restarting play when the ball touches outside a sideline. The ball inbound must be taken from behind the sidelines. The game shall be restarted from the point where the ball crossed the sideline. To inbound, the players shall use their hands (both hands, starting their action holding the ball behind their head and keeping both feet on the sand), or feet. A goal cannot be scored from a ball inbound. The player shall have five (5) seconds to inbound the ball. If the ball is not played inbound within 5 seconds, the other team takes possession as a ball inbound restart. Do not mound the sand for a kick-in.

### **Offsides**

There is no offsides.

### **Substitutions**

Substitutions may be made on the fly but must be done with the new player entering at midfield and the player coming off exiting at midfield such that the referee can see the change.