



SUN, SURF & BEACH SOCCER
2009 ADULT RULES

www.socceronthebeach.com

OBJECTIVES OF THE GAME:

The game is played for leisure, team spirit, friendship and healthy competition. Fair play must be the motivation of the game. ***It is the responsibility of the coach to read the rules of the game and share them with his/her players before tournament play begins!***

THE AREA OF PLAY AND THE GOALS: The area of play includes the playing field and perimeter zone.

DIMENSIONS OF THE PLAYING FIELD: The playing field is rectangular, and should be approximately 30 yards by 40 yards, but may be adjusted based on beach conditions.

PENALTY BOX: Four (4) flags (1.6m or 5' high) are placed in the perimeter zone area at 9.14 m (10 yards) from each corner, in order to delimitate the penalty box on each side of the playing field. Two (2) imaginary lines, parallel to the base lines and unifying the flags, define the penalty boxes. The exact position for a penalty kick should be the center of these imaginary lines. Field flags are required not to have sharp tips.

CORNERS AND CENTER OF THE FIELD: Four (4) flags (1.6m or 5' high) are placed in each corner and two (2) additional flags are placed in the perimeter zone in the middle of the sidelines. The imaginary line unifying the latter divide the field of play into two (2) halves.

GOALS ARE PLACED ON THE CENTER OF THE BASE LINES: The goals are made of two (2) vertical posts 5.50m (18') apart (as measured from the inside edge). The vertical posts are united by a horizontal bar (crossbar), which measures 2.28 m (7'3") from the sand surface.

THE BALL, THE GOAL AND BALL IN PLAY:

THE BALL: The ball of play is a number 5 soccer ball. If the ball, during the games shows any deformity or loss of pressure, it must be immediately replaced by the referee.

OUT OF PLAY: The ball is considered out of play when it completely crosses over the sidelines, the base lines, and/or the goal lines. The ball will not be considered put into play until the entire ball crosses the line.

SCORING A G-O-O-O-O-A-L: A goal will be scored when the ball entirely crosses over the goal line, in the air or on the ground between the goal post and under the cross bar.

A GOALKEEPER NO NO: As fun as it may be to try, a goalkeeper cannot score a goal for his/her own team directly using his/her hands.

THE PASS-BACK RULE: The goalkeeper will not be allowed to touch the ball with his/her hands or arms when the ball is returned to him/her during play or from a throw in or kick in – the goalkeeper may handle the ball from a headed ball back to them. Please Note: An infraction of this rule (the “pass-back rule) results in a corner kick for the team that did commit the infraction.

THE GOALKEEPING RULE: The goalkeeper playing on the LOSING team only during a game can come out of the goal and play in the field or be replaced by a field player when there are 2 MINUTES OF THE GAME LEFT TO PLAY ONLY!

******A CORNER KICK WILL BE AWARDED IF THE GOALIE THROWS THE BALL OVER HANDED. OVER HAND IS ANYTHING ABOVE THE GOALIES SHOULDER!***

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TEAM FORMATION:

Version 1.0

FIVE VS FIVE: The game is played by two (2) teams of five (5) players on each team, one (1) of which shall be the goalkeeper. There are three (3) substitutes allowed each game. Each team is allowed two (2) alternates on the roster and these alternates cannot be in the ref/substitution enclosure. Alternates can be used for the next game by replacing one (1) or two (2) of the previous eight (8).

SUBSTITUTIONS: There are no limits for substitutions. The substitute can only enter the field after the player that is being substituted has left the field at the substitution zone adjacent to the referee's chair.

ENTERING AND LEAVING THE FIELD OF PLAY: If a player breaks the substitution rule and enters the field before a teammate has left, he/she will receive a yellow card and will be suspended for two (2) minutes in accordance with the Yellow Card – Sin Bin rule. If he/she repeats this infraction, he/she will receive a red card, will be ejected from the game and will not be allowed to remain on the player's bench. In this case, his/her team will play a person down.

PAY-BACK: If the referee stops the game, due to the infraction of the Substitute Rule, the team that committed the infraction will be punished with a free kick to be awarded to the other team. Such free kick will be taken from the center of the field. If the game had already been stopped before this incident, then it will be restarted according to the rules.

MINIMUM NUMBER OF PLAYERS: The minimum number of players on the field per team is three (3). A player that received a yellow card during a point in the game when his/her team already has two (2) players suspended (Yellow Card-Sin Bin rule) or expelled will be immediately substituted and will not be allowed to play for the remainder of that game.

IN THE CASE OF RED CARD MANIA: The team that remains with less than three (3) players will be declared the loser of that game, regardless of the score, at the time the game was stopped. In this case, the score of the game for goal average effect will be 3-0 and corner kicks of 3-0 for the winning team.

GOALKEEPER TO FIELD PLAYER: A player that is playing as a goalkeeper on a team may substitute as a field player, as long as he/she changes his/her shirt. In the same way, a field player may substitute for the goalkeeper at any moment. The referee must be informed of the change before it is made. The goalkeeper MUST wear a hat of his/her choice at all times during play and a different colored shirt from other players.

REFEREEING CORPS:

REFEREES: The referees conduct the game from the referee's chair placed on the half way line. During the game his/her decisions are FINAL. The referee determines before or during the game if the conditions and the area of play are satisfactory for safe play. The referee will keep the game time and his/her score is FINAL.

RECOMMENDED EQUIPMENT FOR PLAYERS: First of all no dangerous equipment!

ABSOLUTELY NO HARD BRACES OR CASTS ALLOWED! ALL OTHER EQUIPMENT WILL BE EVALUATED BY THE REFEREE AT ANYTIME DURING THE GAME AND HIS/HER DECISION IS FINAL.

Since you will be playing on the beach, we suggest you wear a shirt, shorts, socks and/or ankle wraps, socks taped or bare feet seem to be the most popular as we DO NOT allow any hard sole shoes (like aqua shoes) and/or hard soles taped to feet!!! Any player(s) found using illegal equipment will result in forfeiting game and may be removed from the tournament!! Make sure we can distinguish one team from another and that the Goalies wear shirt that contrasts with all other players on the field. In the case of two (2) teams showing up with the same or similar color shirts, the referee will decide by the toss of a coin which team will wear the vests supplied by the referee. The goalkeeper MUST wear a hat of his/her choice and a shirt different from the other players for identifying purposes. Shin guards may be worn if so desired, but are not mandatory and most players don't wear them in Beach Soccer, but it's your choice

START, DURATION AND HOW TO WIN THE GAME

START OF THE GAME: Before the start of the game, the ref together with both captains will make a coin toss to decide which side of the field each team will start playing. The team that wins the toss has the option of kicking off or choose the side of the field. The kick off will be made from the center of the field following the referee's whistle. The players of the opposing team must stay at least five (5) meters (5.5 yards) from the ball. After the goal, the game restarts from this same point.

TWO PERIODS: The game has two (2) periods of fifteen (15) minutes each. The teams will have five (5) minutes in order to change sides at the end of each half. Periods and half time may be adjusted because of bad weather.

HOW TO BECOME A WINNER: At the end of the game, the team that has scored the most goals will be considered the winner. If the game is tied the referee will then go to the number of corner kicks awarded to each team. The team with the most will be determined the winner.

FOULS AND INFRACTIONS:

FOULS: If any player commits any of the infractions listed below there will be a direct FREE KICK taken from the place of infringement....a) Kick or trip an opponent...b) Grab, push or obstruct an opponent...c) Touch the ball intentionally with the hand or arm, except for the goalkeeper in his/her own area...d) Strike, try to strike, spit on an opponent or offend any participant of the game, referees, organizing committee of the event and/or spectators. Please Note: Any of these aggressions committed by the defending team in the penalty box will be punished with a penalty kick from the top of the penalty box. E) Infringing item "d" the player will be sent off the field. When the game is stopped due to lack of sportsmanship against the spectators or the tournament committee the game will be restarted with a free kick taken from the field. **YELLOW CARDS – SIN BIN:** Any player who repeats any of the infractions listed below will receive a yellow card and will be suspended for two (2) minutes.

YELLOW CARDS: The referee will show a yellow card when a player: a) Delays to replace the ball in play... b) Frequently infringes the rules of the game...c) Enters the field before the player he/she is substituting leaves...d) Commits a serious foul in the interpretation of the referee...e) Shows by an act or word disagreement to the referee's decision and f) Show lack of sportsmanship

SIN BIN: The suspended player must go to the discipline area (by the referee's chair) and remain there until he/she is authorized to go back on the field by the referee.

AFTER THE YELLOW CARD: The team of the penalized player will continue to play without a replacement player until the two (2) minute penalty period is over. If a player received two (2) yellow cards in one (1) game, he/she will be sent off the field. The team will continue without a replacement player until the end of the game. The penalized player's name and the reason why he/she was sent off will be reported by the referee to the tournament organizing committee, which will analyze the possibility of additional sanctions. The minimum number of players a team must have to continue playing is three (3). A red card must be shown to the expelled player by the referee. A team that does not have a minimum number of players in playing condition will be considered the loser. 3-0 goals and 3-0 corner kicks to the winning team.

BAD LANGUAGE/BAD BEHAVIOR: verbal abuse and foul/profane language during games or anytime during the tournament will be eligible to an immediate expulsion. A player who commits physical aggression and/or any act detrimental to the tournament against any participant, referees, players, spectators or members of the tournament organizing committee will be automatically excluded from the competition. A player or team member who is sent off the field will not **be** allowed to remain in the playing area. A team that refuses to continue playing a game after being warned by the referees will be considered the loser of the match by the score of 0-3 and corner kicks of 0-3 even if at the moment of the interruption the team is winning the game.

If a coach or substitute received a caution/yellow card from the referee during the game their team will play a player down for 2 minutes. If a coach or substitute receives a RED card from the referee during the game they will play a player down for the rest of the game and the coach or player will miss the next game. If a player is on a roster, even though he/she might not be playing that particular game, he/she will still come under the jurisdiction of the referee and can be cautioned or ejected for bad behavior or misconduct.

FREE KICKS: Free kicks **can** be **shot** directly **at** the goal **or passed to a team mate** except for **a kick in, a throw in or a goal kick**. When taking a free kick or restarting the game with the feet, a player, at his/her own choice may place the ball on the spot of the foul and make a small sand lump, by drawing a circle on the sand with the ball, thus elevating the position of the ball. If this kick is awarded in the attacking half of the field all players must be even or behind the ball. If the kick is on the defense half of the field there should be an opening or funnel to the goal area. ALL KICKS ARE DIRECT.

WHOOOPS: When taking a free kick or restarting the game, if a player scores an own goal without the ball having touched a team mate or an opponent, the opposing team will be awarded a corner kick.

ONCE IS ENOUGH: A player who takes a free kick or puts the ball in play may not touch the ball twice consecutively. The breaking of this rule will be punished with a free kick where the infraction occurred.

NO WALL AND CLEAR THE ZONE: When taking a free kick on the attacking field of the infractor, the players may remain in any area of the field, however the opponents must remain at least 5m (5.5 yards) away from the place wherefore the free kick will be taken and cannot position themselves between their own goal and the position of the ball.

NO WALLS AND BEHIND THE BALL: In the defensive field of the infractor, all players other than the defending goalkeeper must remain behind or on the same line as the ball when taking a free kick. The opposing players must remain at a minimum distance of 5m (5.5 yards).

INFRACTIONS DURING FREE KICK: If any irregularity happens when a free kick or a penalty shot is being taken the following will occur: if the irregularity is committed by the team that is taking the free kick and the goal is scored, the shot will be repeated or if the irregularity is committed by the infracting team, the free kick will be repeated. In the case that the beneficiary team scores a goal it will be valid.

PENALTY KICKS:

SPOT KICKS: A penalty shot will be given when a foul is committed by an opponent inside the penalty box of the infringing player.

FLUID MOTION: The player who takes the penalty shot must do it in a continuous movement (once he/she goes to the ball, he/she cannot suddenly stop).

STAY ON YOUR LINE: when defending a penalty shot the goalkeeper must position himself/herself on the goal line between both goal posts. He/she is allowed to move his/her feet along the goal line. By infracting this Rule, the penalty shot will be repeated if a goal is not scored.

GOAL KICK: When a player from the attacking team touches the ball beyond the base line, the goalkeeper may restart the game from his/her penalty area with his/her hands or feet, **once the ball is placed in the goal area it must leave the goal area before the ball is in play!** If the goalkeeper delays the returning of the ball, his/her team will be penalized with a free kick from the middle of the field. A goal cannot be scored from a goal kick. The opposing team's players must be at least five (5) yards from the goalkeeper at the time of his/her distribution.

CORNER KICK: A corner kick will be given when a player of the defensive team touches the ball out of bounds through the base line. The corner kick must be taken with the feet. The place where the corner kick will be taken must be within 1m (1.1 yards) from the flag. It is permitted to score a goal through a corner kick. The opponents must be at least 5m (5.5 yards) from the ball. The referee will keep a count of the total number of corner kicks each team gets during the game. In the event of a tie at the end of the regulation time, the team that has scored the most corner kicks will be the winner and be awarded three (3) points. The other team will be awarded one (1) point for their efforts. It is the coach's responsibility to verify corner kicks with the referees as they are recorded.

SLIDE TACKLING: IS NOT ALLOWED – NO EXCEPTIONS!!!

THROW INS: A throw-in will be given when a player touches the ball outside the sidelines of the field. The game is restarted from the point the ball was sent out. The players may use their hands or feet to execute the throw-ins. When using the feet, once the ball is placed on the ground, it may no longer be touched with the hands. A goal cannot be scored by a throw-in. The throw-ins must be taken behind the lateral lines. The player will have ten (10) seconds to put the ball in play. By infracting this rule, the throw-in will be reverted to the opposing team.

POINT SYSTEM: Four (4) points for a win (more goals than the opponent). Three (3) points for a corner kick tiebreaker win. Two (2) points for a tie, both goals and corner kicks are tied. One (1) point for a corner kick tie breaker loss.

THE BRACKET TIE-BREAKER FORMAT: 1) Head to head...2) Most four points outright wins...3) Goal differential (maximum of three goals)...4) Cumulative corners...5) 3 minute golden goal...6) Corner kicks decide games if still tied and 7) If still tied: sudden death penalty kicks with rotating players from team on the field at end of game only

SEMI-FINAL, FINAL OR GAMES NEEDING A WINNER: 1) corner kicks for game only if score tied and 2) Steps 5-7 from Bracket Tie Breaker Format will be used if corner kicks for game are tied.

CHALLENGE RULE: If a coach challenges another player's roster eligibility and is wrong the challenging team will play with one (1) less player of their roster for the challenged game. Example: eight (8) on the roster, seven (7) for the game, seven (7) on the roster six (6) for game. If a coach challenges incorrectly a second time that team will play with four (4) players on the field instead of five (5) for challenged game. CHALLENGES MUST BE MADE BY THE COACH BEFORE THE GAME IN QUESTION.

APPEALS: There is no appeal's procedure available once a game is under way and the Tournament Director/Committee will have the final say in all matters relating to the tournament. ALL DECISIONS BY THE TOURNAMENT DIRECTOR/COMMITTEE ARE FINAL.....NO EXCEPTIONS!!

FORFEIT PERIOD: If a team is not present or does not start the game in the ten (10) minute grace period a forfeit will be declared. The score will be recorded as a 3-0 and 3-0 corner kicks for the non-forfeiting team.

EJECTIONS: Automatic one (1) game suspension: serious offenses may result in dismissal from the tournament and/or if suspension is only one (1) game any more offenses may result in dismissal from the tournament.

PHOTO ID'S: Photo ID is required for all players and must be available on request. If the photo ID is requested by the committee and cannot be produced at that time the player will not be allowed to continue until the ID is produced.

ROSTER INFORMATION: The roster allows for ten (10) players and a coach per team. Only eight (8) players may dress and participate during any game. The starting eight (8) are the only ones allowed to play that game. NO MORE THAN EIGHT (8) PLAYERS AND THE COACH, IF THE COACH IS NOT A PLAYER ARE ALLOWED IN THE PLAYERS AREA BY THE REF'S CHAIR DURING ANY GAME. You will be allowed to ADD/DELETE players from your roster prior to the kick off of your first game...once the first game has started the ROSTER IS FROZEN. NO (and we mean NO) further changes can be made...NO EXCEPTIONS!!

COMPETING: A player can play for one (1) team in any category, but can play for another team in a different category if so desired. He/she must be on the other team's "official roster" and a waiver will be required for each team. Scheduling cannot be done or changed to accommodate this situation.

WAIVER: MUST BE SIGNED ON THE ATHLETIC WAIVER AND RELEASE OF LIABILITY FORM! Both the medical waiver and athletic wavier and release of liability form must be filled out A PARENT SIGNATURE IS REQUIRED IF THE PARTICIPATE IS A MINOR. PLAYERS (PARENTS) NOT COMPLETING THIS FORM WILL NOT BE ALLOWED TO PLAY. COACH TO BRING ALL COMPLETED/SIGNED PAPERWORK TO COACHES MEETING. A waiver will be required for each team if playing on more than one team.

CO-ED TEAMS: MANDATORY TWO (2) FEMALES ON ROSTER. One (1) female must be on the field at all times. If no females are available at kick off the game will be recorded as a forfeit. Once the game has started if teams female(s) are unable to continue play for any reason the team without the female must play a player down (4 players on the field).

FUN RULE: LET'S REMEMBER WE ARE HERE TO HAVE FUN, RELAX AND MOST OF ALL HAVE A GOOD TIME!!! (WE ALL CAN'T BE WINNERS) ANY TIME YOU FEEL YOUR TEMPERATURE RISING SUB YOURSELF OUT AND TAKE A DIP IN THE WATER! PLEASE PLAY THE GAME WITH THE SPIRIT THAT WILL ONLY ENHANCE BEACH SOCCER AND JUSTIFY ITS RELATIONSHIP WITH THE REAL GAME!!

For your convenience the 09 junior/adult rules and roster may be printed from www.socceronthebeach.com. If you cannot open let Sandy know. 09 Waivers for each tournament will be mailed.

BEACH ALCOHOL RULE: Any team, coach, player or team official who is found with or consuming alcohol on the beach at tournaments is subject to being disqualified and removed from the tournament. IT IS A POLICE OFFENCE TO HAVE ALCOHOL ON THE BEACH! Therefore we are now required to hire uniformed and/or plain-clothes police officers that will be patrolling throughout the Tournaments!

DISRUPTIONS: ANY TYPE OF DISRUPTION OF GAMES AND OR THE TOURNAMENTS WILL NOT BE TOLERATED!

WE ARE ASKING YOU THE COACH TO INFORM YOUR PLAYERS, PARENTS AND FANS THAT ANY TYPE OF DISRUPTION WILL NOT BE TOLERATED!

DISRUPTIONS CAN RESULT IN YOUR TEAM BEING DISQUALIFIED AND THE COACH BEING BANNED FROM THE TOURNAMENT!!!!!! A TEAM IS RESPONSIBLE FOR THEIR FAN'S BEHAVIOR!!!

COACHES MEETING FOR 8 -10, 11-12, 13-14, 15-18 Female and 15-18 Male (3 DAY EVENTS) will be held Thursday, (prior to tournament at 8:00 PM at each host hotel).

Games may be played on Friday and Saturday with all final rounds on Sunday.

COACHES MEETING FOR 18 & Over Female, Men's Open, Adult Co-Ed and Co-Ed Over 30 (3 DAY EVENTS) will be held Friday (prior to tournaments) at 8:00 PM at the host hotel. Games may be played Saturday and Sunday with all final rounds on Sunday.

DURING TWO DAY EVENTS coaches meeting for ALL categories will be held Friday (prior to tournament) at 8:00 PM at each host hotel and games will begin on Saturday.

COACH OR DESIGNEE BRING ALL COMPLETED/SIGNED PAPERWORK TO COACHES MEETING! When entering more than one team they CANNOT have the same name or close to the same name. A name will be subject to change if found by the committee to be offensive!

IN YOUTH CATEGORIES A PLAYER CANNOT BE ANY OLDER THAN THE MAXIMUM AGE IN EACH CATEGORY I.e., In the 8-10 category a player cannot be 11 on the starting day of the tournament. An 11 year old would play in the 11-12 category. Players can play up a category...i.e., A 10 year old can play in the 11-12 category. Players cannot play down. Playing up can be denied by the tournament committee.

Soccer On The Beach has the right to set a limit to the number of teams able to register due to size of venue. This can be by division or by total number of teams.

INCLEMENT WEATHER POLICY: In case of lightning/severe weather all games will be stopped and fields will be cleared in the interest of safety for all! It will be the coach's responsibility to check at the administration tent for restart of games. Game times may be reduced and scores will stand if a game has been stopped at the second half of the game. In the event the tournament should be cancelled before any games have been played due to inclement weather (I.e., hurricane) a \$50 per team discount certificate will be given that can be applied to any of the following years tournaments. No discount certificates will be given if a team has played at least one game.

I will be leaving by 10 am day before each tournament and staying at the host hotel.

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