



SUN, SURF & BEACH SOCCER
2009 JUNIOR RULES for categories 8-10 and 11-12 Only
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 begins!!!***

FIELD SIZE: The field of play should be approximately 35 yards, (32m) long by 25 yards (23m) wide. If you enlarge or reduce the field size we recommend that the length should always be greater than the width. By our best calculations that is a rectangle. Make sure that when you mark the lines, that all players, the ref and any fans can see them. They shouldn't be thicker than 5". We don't want you falling over them do we? Use appropriate materials to mark the lines. Sulphuric Acid is not a suitable material. Mark a semi-circle (half a circle for you Goalkeepers), with a radius of 5 yards (4.5m) from the midpoint of the Goal Line. This area is called the Goalie's Box. No person is allowed inside the Goalie's Box except a Goalie. If a defensive player enters his/her own Goalie's Box, a Corner-Kick is awarded to the attacking team. All other players including the Goalie must be at least 5 yards (4.5m) away from the kicker. If any part of the ball is on the line, it is considered to be in the box. The ball will therefore belong to the goalkeeper. We suggest you place a flag at the points where the Goal Lines and the Touchlines meet. These flags will be called Corner-Flags. Brilliant eh? They should be at least 5' (1.5m) tall and non-pointed. Since we are playing on the sand get something that will stick in the ground. Mark a cute little Quadrant with a radius of 2 yards (2m) to form the corner area. We suggest 2 yards (2m) so that you can get a good wind-up at the ball without sending the corner-flag into orbit. Put your goals on the center of each Goal Line. Make sure your Goals have no sharp edges and that they are not wider than 5" (12cm). Put some nets on the so you don't have to keep chasing the stupid ball. Attach the nets to the Goal Posts so that the Goalie can dive around and pick the ball out of the net without being stranded like a beached whale. The Goals should be standard indoor soccer goals measuring 4'6" (1.35m) high by 12' (3.6m) wide.

THE BALL: We suggest you use one. Make sure it's spherical. Otherwise it won't roll. The ball should be made out of leather or one of those new synthetic-leather materials to ensure that it is not a dangerous object for players or unsuspecting fans. Up to the age of 14 a number 4 seems to work best in terms of size. Blow it up until it feels "just about right." If the ball explodes, you have over inflated it!!! The International Beach Soccer Federation recommends the use of a "reduced bounce," hand stitched soccer ball for improved performance and greater enjoyment. You can't swap the ball during the game without getting an OK from the ref.

NUMBER OF PLAYERS: 5-a-side with one of the players being nominated as Goalkeeper. You can use up to three (3) substitutes during a game. They can enter, leave and re-enter as many times as they want. A substitute can only enter the field of play at the halfway line under the ref's chair AFTER one of their teammates has left the field of play. Three (3) players are needed as a minimum to start or continue a game, a ten (10) minutes grace period will be allowed before a game is forfeited. Too many players on the field at one time will result in a corner kick for the opposing team.

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 that 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 games and may be removed from the tournament. Make sure that we can distinguish one team from another and that the Goalies wear a shirt that contrast with all other players on the field. In the case of two 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-most players don't wear them in Beach Soccer, but it 's your choice.

THE REFEREE: We just liked the sound of "hey Ref where 's your glasses?" The ref will be perched on an umpire's chair like they do in tennis. Most refs we talked to thought that this would be the best way "to catch some rays." Amongst other things the ref is supposed to get the game going, check for illegal equipment, count the number of players before the start (it might take awhile), keep the game flowing, penalize fouls, stop the game for injuries, blow for halftime, let you know where he/she thinks the ball leaves the field, tell you when a goal has been scored and keeps the score. If the players, coach or fans prove to be too much of a hassle, the ref can stop the game and suspend any further action until he/she has filed a report with the organizing body.

LENGTH OF GAME: Two 15-minute periods. That sand is tiring stuff! The referee will be responsible for keeping time. Try and find a ref that can tell time! If the ref stops the game for any reason, e.g. a high tide, he/she is allowed to add on extra time at the end of each half. His/her time is the only one that counts. Half time should take about five (5) minutes. Periods and half time can be adjusted in case of bad weather.

GETTING THE GAME GOING: Start at the beginning. The ref will meet the two captains before the game and the choice of ends or kick-off will be decided by the flip of a coin. One small tip, if the visiting captain is a goalie, flip that sucker a bit higher to give them time to think. The team that wins the toss will get choice of ends or kick-off. The team losing the toss will take what's left. The kick-off should be taken from the midpoint of the halfway line (the center spot). The opposing team must be 5 yards (4.5m) from the ball at the kick-off. A goal cannot be scored direct from the kick-off. When the goal is scored, celebrate! After that, the game is restarted with a kick-off from the center spot by the team that has been scored upon. Teams will take it in turn to kick-off at the start of each half.

BALL IN AND OUT OF PLAY: The ball is judged to be out of play when it enters the ocean or gulf. Otherwise it is out of play only when all of the ball crosses the goal line or touchline. The ref is in charge so he/she will decide when it is in or out. If you hear the blowing the whistle and waving their arms they are trying to tell you the balls gone out and which team will get the chance to bring it back into play.

SCORING A GOAL (METHOD OF DETERMINING THE WINNER OF THE GAME): Try and score as many as possible otherwise everyone gets "bored to tears ". A goal has been scored when the goalie starts blaming his defenders and the idiot who scored runs around the field jumping up and down making a fool of himself/herself. Seriously, a goal is scored when ALL of the ball passes over the goal line, between the goalpost and under the cross bar on the ground or in the air. You can't throw the thing into the net or use your hand or arm to whack it in. In the event of a tie at the end of regulation time the team that has been awarded the most corner kicks will be deemed the winner of the game. In the event of corner kicks also being tied a bracket game will remain a tie.

OFFSIDE: There ain't any! We don't like it and no one understands the stupid rule anyway!

FOULS (NAUGHTY THINGS): The ref will blow his/her whistle and be angry if you commit or try to commit any of the following no no's: Kick, try to kick or trip, jump at or charge, punch, slap, hold or push opponents

Handle the ball unless you are the goalie

When the goalie leaves his/her box (his/her chain might have broken) and uses his/her hands to play the ball.

Slide tackling

Dangerous play

Charging fairly when the ball is out of the playing distance.

Obstructing an opponent, you know the old "Excuse Me " bit chasing the goalie

When the goalie wastes time.

Attacking player enters his opponent 's goalie box

If you commit any of the above rules, the ref will blow the whistle and award a Direct Free Kick to your opponents at the place the incident took place. If you are good enough, you can whack the heck out of the ball and score directly from a Direct Free Kick. The opposing team CANNOT put up a defending wall.

In our game the ref will put you in the Sin-Bin for two (2) minutes if you commit one of the following fouls:

You leave or re-enter without the ref knowing. They really care for your safety and want to know where you are at all times. You keep committing no no's or commit one very serious no no
You show disrespect for the ref by shouting and asking if they are blind or you are otherwise being a nuisance

Again, for all the previously mentioned deliberate fouls you will be asked to leave the field for two (2) minutes, a direct free kick will be awarded and you will be issued a yellow card (caution). Your team will play short for the entire duration of your penalty. You will not be allowed to re-enter the game even in the event of a power play goal. If a player received two (2) such cautions in a single game, he/she will be ejected from the game.

The two (2) minute penalty will carry over from one half to the other or any extended game.

If the ref thinks you are guilty of: violent conduct, profane language, persistent fouling after you have received a yellow card (caution) you will be sent off the field area and your team will have to play short for the remainder of the game and you will receive a red card (ejection). Not a wise thing to do when your mates will be slogging their guts out in the hot sand. This does tend to dampen your relationship.

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, referee, player, spectator 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 referee 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 receives 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 received 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 in the age bracket of the game the red card was received. If an assistant coach is available the coach must leave the field during the game in which the red card was received. (Continued on page J4)

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 KICK: When taking a free kick on the attacking field of the infraction, all players must remain even or behind the ball. When taking a free kick in the defensive half of the field the opponents must remain at least 5.5 yards (5m) 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. There must be a funnel or opening giving the player taking the kick a clear shot at goal.

KICK IN: We figured that too many of you would be able to throw the ball from one side of the field to the other so we decided upon kick ins. A kick in is awarded to the team when all of the ball crosses the touchline. The kick in is awarded against the team that booted it out of play. The ball is placed on the touchline on or about where it went out of play and is kicked into play. All players from the opposing team must be at least 5 yards (4.5m) from the ball. You are not allowed to score directly from a kick in.

PENALTY KICKS: They don't exist in this game. Except in the case of a bracket tie breaker.

GOAL KICKS: The goalie places the ball in the goalie box and only the goalie re-starts play by kicking the ball into the field of play. No other player is allowed to take goal kicks. All players must be outside the goalie box before the kick may be taken. A goal may not be scored direct from a goal kick.

CORNER KICKS: When the defensive team kicks the ball over their own goal line, a corner kick is awarded to the attacking team. The kicker cannot pass the ball to himself/herself. A goal may be scored direct from the corner kick. The defensive team must be at least 5 yards from the ball when the kick is taken. A corner kick will be awarded for too many players on the field. Refs will keep track of corner kicks to determine winner of the games. It is the coach's responsibility to verify a corner kick with the ref as they are recorded. Anything we haven't thought of or decided yet during the tournament will probably be awarded as a corner kick. Cumulative corners will be kept for all the bracket games.

THE GOALIE (SPECIAL RULE): When the goalie received the ball during the game he/she can distribute the ball in two ways: by use of his/her feet (no punting or drop kicks) and/or by rolling the ball (underhand) up to the shoulder height into the field of play. The goalie can be pulled within two minutes to go in the game and an outfielder player, wearing the goalie's hat and shirt can be substituted for the original goalie. Goalkeepers must stay in the goalie box until the last two minutes of the game. Although he/she may come out of the goalie's box to play the ball with his/her feet, he/she then must return to the goalie box unless there are less than two minutes left in the game.

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

SLIDE TACKLING IS NOT ALLOWED – NO EXCEPTIONS!!

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 he/she was sent off the field will be reported by the referee to the tournament 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. Score to be 3-0 and 3-0 corner kicks to the winning team.

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.

REMEMBER: The most corner kicks determines the winner of a tied game.

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.

BRACKET TIE BREAKER: 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: penalty kicks from opposite goalie box
NO GOALKEEPER

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

CHALLENGE RULE: If a team coach challenges another player's roster eligibility and is wrong the challenging team will play with one less player on their roster for the challenged game (eight on a roster, seven for gameseven on roster, six for game). If a team coach challenges incorrectly a second time then they will play with four players on the field instead of five for the challenged game

CHALLENGES MUST BE MADE BY THE COACH BEFORE THE GAME IN QUESTION.

APPEALS: PLEASE NOTE: There is no appeal's procedure available once a game is under way and the Tournament Director will have the final say in all matters relating to the tournament.

All decisions by the Tournament Director/Committee are FINAL ...NO EXCEPTIONS!!

COMPETING: A player can only play for one team in any category, but can play for another team in a different category, if so desired – of course he/she must be on the other teams "Official Roster " A waiver will be required for each team.. Scheduling cannot be done or changed to accommodate this situation!

PHOTO ID 'S: Photo ID is required for all youth and adult categories and must be available on request. If the photo ID is requested by the Tournament Director/Committee and cannot be produced at that time the player will not be allowed to continue until the ID is produced.

WAIVER: MUST BE SIGNED ON THE ATHLETIC WAIVER AND RELEASE OF LIABILITY FORM! Both the medical waiver and athletic waiver and release form must be filled out. A parent signature is required if the participant is a minor. Players/parents not completing these forms will not be allowed to play. A waiver will be required for each team if playing on more than one team.

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 FURTHER CHANGES CAN BE MADE ...NO EXCEPTIONS!!

FUN RULE: LET'S REMEMBER THAT WE ARE HERE TO HAVE FUN, RELAX AND MOST OF ALL HAVE A GOOD TIME!!! 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 ENHANCE BEACH SOCCER AND JUSTIFY ITS RELATIONSHIP WITH THE REAL GAME. HAVE FUN!!!

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 either tournament 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 tournament!

DISRUPTIONS: ANY TYPE OF DISRUPTION OF GAMES AND OR THE TOURNAMENT 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 finals rounds on Sunday.

COACHES MEETING FOR 18 & Over Female, Men's Open, Adult Co-Ed, and Men's Open (3 DAY EVENTS) will be held Friday (prior to tournament) at 8:00 PM at the host hotel. Games may be played on 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 an age 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 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 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 the day before each tournament and staying at the host hotel.

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