



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

Surf N Sweat 2017

Beach Captain's Ball: Rules and Regulations

1 TEAM FORMATION

1.1 **Number of Players**

Two teams consisting of **six (6) players** each are playing the game. Each team will be able to field in **five (5) players (Minimum 2 Females on court at any point of time)** for each game with **one (1) player as substitute**. During the match, substitute players must remain outside the sand court until the moment of substitution. If minimum number of players is not met, the match will not proceed and a walkover will be ruled for the opposing team.

1.2 **Substitutions**

A rolling substitution system will be used. A substitute player is allowed to enter into the playing sand court **only after** the player that is being substituted has left the playing sand court. Substitution will be allowed **at any point of the match from the sidelines. Players are to notify referee before substitution**. Failure to abide by substitution rules will result in a free throw given to the opposing team.

Catchers standing on the pontoons can only be substituted during the 1-minute intervals when both teams are required to change sides.

2 PLAYERS' EQUIPMENT AND ATTIRE

2.1 **Safety**

A player shall not use equipment or wear anything sharp that is dangerous to him/her or to any other players, including any kind of jewelry, as determined by the referees. No watches are allowed. If players are found to have any of these items during game play, they will be asked to remove all dangerous objects prior to the game.

2.2 **Footwear**

Players shall play bare-footed. It is strictly forbidden to wear any kind of hard footwear or equipment that may cause injury to another player. Socks and/or elastic ankle guards and/or foot wraps are optional.



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2.3 Uniforms

The players' uniforms consist of shorts and shirt/singlet. Use of plastic goggles for eye protection is allowed. Bare-bodied players are not allowed. If both teams are wearing the same color jersey, each team will be required to send one representative up and a coin toss will decide whom to wear the bibs. Randomly attired teams will be required to put on the bibs as well. For hygiene purposes, a shirt must be worn underneath the bibs.

3 REGISTRATION & REPORTING

3.1 Registration for all teams will **start at the stipulated time in the confirmation email** at the Beach Event Registration Counter.

3.2 Teams are advised to report to the respective Court IC, **15 minutes prior to the start of their subsequent matches**. If teams are not present at the court during their stated time slot, it would be considered a walkover. The team on the field ready to play will be considered winner with a walkover 10-0 score line for that particular match.

3.3 In case of bad weather or any circumstances on the day of the matches, the respective teams are still required to report on time (unless otherwise instructed). **The organization reserves the right to delay the matches according to contingency plan**. In a situation of heavy rain with thunderstorm, the organization reserves the right to cancel the event with no refunds given. Thank you for your kind understanding.

4 REFEREEING

The game shall be directed and officiated by a referee and a timekeeper. The referee shall determine, before or during the game, if the conditions of the area of play and surrounding the area of play are satisfactory for **safe play**. He/She shall use a whistle to officiate the game, positioning himself /herself along the sidelines. The referee shall have full authority to enforce the Laws of the Game in connection with the match to which he has been appointed for. **The decisions of the referee, regarding facts connected with play, are final**. The referee who has whistled an infraction shall enter the playing area to position the ball where the infraction was committed, and to position the players accordingly to the Laws of the Game.



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5 GAMEPLAY

5.1 Start of Game / Time-out

A coin toss will be done to choose who to start first and choose the side to start from. The team, which does not start the game, will start the 2nd half. **During the game, in ambiguous situations like jump ball, alternate possession rule applies. (Opposing team who did not start first will gain possession and possession of the ball will alternate from there)**

No time-out for any reason will be allowed throughout the game. The time will only stop with the approval of the referee when any unforeseen circumstances occur, e.g. injuries to any players on court, equipment failure etc.

5.2 Scoring a Goal

5.2.1 Goal – The Catcher must catch/hold onto the ball with both his/her hands and have an obvious firm grip while remaining on the Pontoon **for at least 3 seconds. Catcher's feet have to be faced forward at all times unless deemed by referee.**

5.2.3 No direct passing – Ball must be released from the Shooter's hands to the Catcher.

5.2.4 If the Catcher is unable to hold onto the ball, he can throw the ball back into court to carry on play.

5.2.5 **Half-court rules apply, i.e. players can only score in the opposition half of the court.**

5.2.6 After a goal is scored, the game is restarted by the defending team which has conceded the goal from the Back Line at their own defensive half.

5.2.7 A ball thrown directly to the catcher from the throw in position will not be counted as a goal.

5.2.8 It will be counted as a goal when a player releases the ball before the whistle is blown. (Buzzer beater)

5.3 Attacking

5.3.1 Catcher must be on the pontoon at all times, with feet facing forward at all times. **Catchers are not allowed to jump on the pontoons.**

5.3.2 Attackers **cannot score** from behind the Back Line or the Catcher.



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- 5.3.3 Attackers can jump from inside the Court and land outside the sidelines of the Court to score but the ball must **leave their hands before they land**.
- 5.3.4 During play, if the ball is hit out of court by the defenders (even when defending the goal), the ball will belong to the attackers who will start the throw-in where the ball was hit out of court. (Any ball hit out at the baseline, throw-in will be from the corner)
- 5.3.5 The catchers are **ONLY** allowed to change during **HALF-TIME**. (Unless there are injuries involved)
- 5.3.6 Players are not allowed to bounce, dribble or walk with the ball however they are allowed to bounce or roll the ball **to another player**.
- 5.3.7 Kicking the ball or doing a 'header' is not allowed.
- 5.3.8 In the event that the defender and catcher catch the ball at the same time, the point made will be invalid. The captain's team will restart the ball.
- 5.3.9 If both attacking and defending team catch the ball simultaneously, or for any ambiguous situation, alternate possession applies. (The team who lost the coin toss will take the first possession)

5.4 Defending

- 5.4.1 Defenders cannot run behind the Back Line and the Catcher to defend. The Referee shall award a Foul throw to Attacking team **for every infringement committed**.
- 5.4.2 Defenders can jump from inside the Court and land outside the Court to defend. However, the attacking team will be awarded with a foul throw if the defender stands out of the court to defend the ball.
- 5.4.3 In the situation where a defender happens to land before tapping the ball out, the ball will still be awarded to the attacking team.
- 5.4.4 If the Catcher does not catch the ball with 2 hands or does not have an obvious firm grip, defenders from the opposing team **can still tap** the ball away from the Catcher.
- 5.4.5 If the ball is played out of the Court in any other part of the Sidelines, the Opposing Team serves the ball at the Sidelines.
- 5.4.6 The last person who touches the ball before the ball leaves the court will be considered that last touch. Hence, the ball will be awarded to the opposing team.



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5.4.7 Catchers on the pontoon are not allowed to defend the ball. Any actions deemed to be disrupting the offensive team's game play by the referee will result in a foul throw

5.5 Fouls

5.5.1 **Defensive Fouls** include:

i) **Contact on the ball**

- When the ball is swatted away from the hands of the offensive player before the ball leaves his/her hands

ii) **Contact on the player**

- When Defending Players hit the hand/s of the player with ball
- Player snatches the ball away from opponent
- Defending players make body contact on player with ball
- Undue rough play towards opponent
- Verbal abuse towards opponents or referees

iii) **Defending captain taps away the ball during play, offensive team will retain possession.**

iv) **Foul on the catcher**

- Defenders are not allowed to touch or push the catcher from the opposing team.
- For every infringement committed, a foul throw will be given to the attacker.



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- If defender intentionally comes into contact with the catcher, a yellow card will be awarded and a penalty shot is given.
- If defender intentionally comes into contact with the catcher again, a red card will be issued and the player will be send off from the game. A penalty shot is given.

iv) **Defending captain taps away the ball during play, offensive team will retain possession.**

Referees will blow for defensive fouls to serve as warning for players.

5.5.2 Offensive Foul

5.5.2.1 Charging Foul

Players with the ball cannot perform a body charge or make body contact against their defender.

5.5.3 **Foul Count** - any of the mentioned defensive fouls or offensive foul committed by a Player is counted against the Team. When a Team has accumulated **3 foul counts in one half of the game**, each **subsequent foul** thereafter will result in a penalty shot.

5.5.4 **Soft Fouls** are other forms of offences that will only lead to an immediate change in possession of ball to the opposing team. They include:

1) **A Travelling Foul**

- i) Players cannot run or walk with the ball.
- ii) If Players are running to catch the ball, they can only **take 1 step** after catching hold of the ball.



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iii) Players in a stationary position with the ball can only **move 1 step** while the other foot is in the same position (pivot foot). Players **CANNOT change their pivot foot.**

2) A Holding Foul

i) Players cannot hold possession of the ball for **more than 3 seconds.**

3) A Walking Foul (Stepping)

i) Players with the ball cannot jump and then land with the ball still in their hands.

ii) Once a Player jumps (*both feet leave off the ground*), the ball must be released before he lands (whether it is for a pass or to score).

iii) A Player who jumps in mid-air to catch the ball and lands, and jumps again.

4) An Obstruction Foul

i) Players without the ball cannot hinder the movement of Players with the ball.

ii) Body contact is **not allowed.**

iii) Defending Players cannot stand too close to Opposing Players who are holding the ball. The minimum space is **1 metre.** (Circle of angle)

iv) Players can intercept the ball before it reaches another Player's hands or if the Player does not have full control over the ball deemed by the referee.

5) A Bouncing / Rolling Foul

i) While moving, Players cannot bounce the ball (dribbling) or continuously roll the ball on the ground.



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- ii) Players can bounce or roll the ball to pass to another Player.
- iii) Players cannot deliberately drop or bounce the ball to get a better grip of the ball or to get into a better position for shooting.

6) A Kicking Foul

- i) Players cannot deliberately use their legs to play the ball (e.g. kicking, stopping or catching the ball using legs). However, if the ball does touch/hit a Player's legs accidentally, play would usually carry on but the decision lies with the referee.

7) A Spiking Foul

- i) Players cannot "spike" the ball. Warning will be given and a possible sending off can be exercised if the Player keeps repeating the same foul.

8) A Half-Court Scoring Foul

- i) Players cannot score from their own halves.
- ii) If this foul occurs, the goal is not counted and ball is awarded to the Opposing Team who gets to serve the ball at the Half-Court Sidelines.

***Foul Throw - To continue play after a foul (Defensive or Soft), the opposing team MUST play the ball at the point where the foul was committed (unless otherwise stated) and must do so immediately without using any actions to deliberately waste time.**



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6 WARNINGS / SEND-OFFS

- 6.1 The Referee has sole discretion over exercising warnings/sending offs with regard to additional penalties for the above-mentioned Fouls.
- 6.2 During the Tournament, Players will be given a First warning for repeated infringement of soft rules despite caution or intentional commitment of defensive fouls.
- 6.3 Players can be sent off if they do not heed the First warning and still carry on with further infringement of the fouls. They will not be allowed to **take part further in the same game.**
- The referee will report the reason why the player is shown a red card to the appropriate authorities, which will analyse the possibility of additional sanctions.
- 6.4 The following offences warrant warnings, after TWO warnings and thereafter is accompanied with a send-off (charged against the player)
- i) Unbecoming attitudes shown by Players
 - ii) Profanity / Foul language
 - iii) Rough Play
 - iv) Throwing the ball at Players to intentionally hurt them
 - v) Dangerous plays which might hurt other players (E.g. Intentional Contact with catcher to prevent opposing team from scoring.)
 - vi) Not respecting the referees' decision
 - vii) Unsportsmanlike behaviour (e.g. stalling intentionally)

A penalty shot* will be given upon send off.



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*A **Penalty Shot** is taken with **only 1** opposition Defender in front of the thrower with the thrower standing at a spot **3 feet away** from his/her Catcher and the Defender can only stand **right in front of the Catcher** and try to intercept/block the throw. The shot has to be taken in front of a pontoon. Referee is to penalize any deliberate attempt to stall by the thrower.

7 **DURATION**

- 7.1 The duration of all matches for the group stages shall be **8 minutes (running clock)**, divided into **2 halves of 4 minutes each**, with a **1-minute interval in between**. Teams will switch sides after each half.
- 7.2 From the Knockout Stages on, each match shall be **12 minutes (running clock)**, divided into **2 halves of 6 minutes each** with a **1 minute break at half-time**.

In the event of a tie, extra time will be played. Extra time shall be **3 minutes**, divided into **two halves of 1.5 minutes each with no interval in between**.

During extra time, the winner will be decided by the **first team to score 5 points**, whichever comes first. The decision on who to start the game for extra time will be decided by a coin toss.

In the event a draw occurs after extra time, the winner will be decided by a best of 3 penalty shots for each team. After 3 shots each, if there is a draw, the first team to score, and stops the other team from scoring wins.



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8 SCORING

8.1 The teams will be divided into **eight (8)** groups. The Group Stages will be played on a single **round robin** League system. Top 2 teams from each table will qualify and move on to play in the knockout stages.

8.2 In all league games, point will be awarded as follows:

WIN 3 POINTS

DRAW 1 POINT

LOSE 0 POINT

8.3 In the event of a tie in points between **TWO** teams in the same table, the deciding factor will be in the sequence of

- i) Outcome of the head to head games involving the tied teams
- ii) Goal difference
- iii) Number of goals scored

8.4 In the event of a tie in points between **MORE THAN TWO** teams in the same table, the deciding factor will be in the sequence of

- i) Goal difference
- ii) Number of goals scored

8.5 If both teams fail to turn up on time, it would be considered as a lost for both teams hence no points would be awarded to either team.

9 INJURIES

9.1 If there are any injuries involved, the injured player will need to leave the court (if possible) and the time on the stopwatch will continue to run.

9.2 However, if the injury results in the player being unable to be shifted out of court, the game will stop. If the opponent caused the injury deliberately, the game will be



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awarded to the team with the injured player. However, if the injury was accidental, time keeper will have to stop and record the time on the score.

Serious injuries will include: Broken limbs/ Neck

Minor injuries: Abrasions/ Sprains

For minor injuries, please report to medics immediately and JASON TANG (H/P: 9638 3531). For serious injuries please report to FLORENCE OOI (H/P No.: 9739 6599) with details of the injury.

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB