

Surf n Sweat '12
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.

In order for each game to start, both teams must have **at least four (4) players, including at least 2 females**. If this criterion cannot be met, the opposing team shall be declared the winner with a **6-0** walkover score line.

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 in front of the timekeeper's table**. If more than required number of players are found on court playing, the team will be liable to a walkover with a score of 6-0.

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

1.3 Substitution Procedure Infraction

If a player breaks rules the Law 1.2 and enters the field before a teammate has left, a penalty throw will be awarded to the opposing team.

*A **Penalty Shot** is taken with **only 1** opposition Defender in front of the thrower with the thrower standing at a spot **5m away** from 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 (marker to indicate).

(BOTH THROWER AND DEFENDER HAS TO BE A FEMALE)

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 and opposing team will be awarded with the penalty shot.

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 and/or foot wraps are optional.

2.3 Uniforms

The players' uniforms consist of shorts and shirt. Use of plastic goggles for eye protection is allowed. Bare-bodied players are discouraged. If both teams were to have the same outfit, each team will send one representative to play scissors paper stone who will determine which team to wear the bib and start the ball. Players must have a shirt underneath the bibs for hygiene purpose. Team with random attire will be requested to put on the bibs.

3. REGISTRATION & REPORTING

3.1 Registration for all teams will **start at the stipulated time in the confirmation email** at the Side Event Registration Counter. If the team fails to register during this period of time, they will be disqualified from the competition and there will be no refunds given.

3.2 Teams are to report to the respective Court IC, **10 minutes prior to the start of their subsequent matches.** If teams were not present at the court during their stated time slot, it would be considered a walkover. Also, if the team is unable to field a min of 4 players when their match is supposed to commence, the team will be considered a walk over. The team on the field ready to play will be considered winner with a walkover 6-0 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

4.1 Referee

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.

5. GAMEPLAY

5.1 Start of Game / Time-out

Each team's representative who would play scissors paper stone will start game. The team who wins the scissors paper stone can choose to start first or choose the side to start from. The team, which does not start the game, will start the 2nd half.

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 foreseen 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 his/her hands while remaining on the Pontoon **for at least 3 seconds.**

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

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

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

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

5.3 Attacking

5.3.1 Catcher must be on the pontoon at all times. However, they are allowed to jump and catch the ball but they have to land on the pontoon for 3 seconds before the goal is counted.

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

5.3.3 Attackers can jump from inside the Court and land outside 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 where the ball was hit out of court.

5.3.5 The catchers are **ONLY** allowed to change during **HALF-TIME.** (Unless there are injuries involved)

5.4 Defending

5.4.1 Defenders cannot run behind the Back Line and the Catcher to defend. The

Referee shall award a Penalty 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 penalty throw if the defender stands out of the court to defend the ball.
- 5.4.3 In the situation where a defender happen to land before tapping the ball out, the ball will still be awarded to the attacking team.
- 5.4.4 Defenders shall not touch or push the Catcher from the opposing team. The referee shall award a Penalty Throw to Attacking team **for every infringement**.
- 5.4.5 If the Catcher does not catch the ball with 2 hands, defenders from the opposing team **can still tap** the ball away from the Catcher.
- 5.4.6 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.
- 5.4.7 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.

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 Shooter before the ball leaves his/her hands

ii) Contact on the player-

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

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

- 5.5.2 **Foul Count** - any of the above defensive fouls committed by a Player is counted against the Team. When a Team has accumulated **4 fouls in one half of the game**, each **subsequent foul** thereafter is awarded as a Penalty Throw from the spot to the Opposing Team.

- 5.5.3 **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 Walking Foul (Stepping)

- 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.

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 Travelling Foul

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 (whether it is for a pass or to score).

iii) A Player who jumps in mid-air to catch the ball and land can jump again.

4.4 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 angel)

iv) Players can intercept the ball before it reaches another Player's hands or if the Player loses control of the ball or does not hold it properly.

4.5 A Charging Foul

i) Players with the ball cannot perform a body charge on another Player.

4.6 A Bouncing / Rolling Foul

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

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 or to shoot.

4.7 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.

4.8 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.

4.9 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.

***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.**

6. Warnings/ Sending Offs

- 6.1 The Referee has sole discretion over exercising warnings/sending offs in regard to additional penalties for the above-mentioned Fouls.
- 6.2 During the Tournament, Players given 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 any further part in the same game.**
The referee will report the reason why the player is shown a red card to the appropriate authorities, which will analyze the possibility of additional sanctions.
- 6.4 The following offences warrant a First Warning/Sending (up to the discretion of the referees):
- i) Unbecoming attitudes shown by Players
 - ii) Swearing or cursing without foul language
 - iii) Profanity / Foul language
 - iv) Rough Play
 - v) Throwing the ball at Players to intentionally hurt them
 - vi) Dangerous plays which might hurt Players
 - vii) Not respecting the referees' decision

7. Duration

- 7.1 The duration of all matches for the group stages shall be **8 minutes**, divided into **2 halves of 4 minutes each**, with a **1minute interval in between**. Teams will switch sides after each half.
- 7.2 From the Knockout Stages on, each match shall be **12 minutes**, 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 **“golden goal” rule applies**, i.e. the winner of the game shall be the first team to score a goal.
The decision on who to start the game for extra time will be decided by a jump ball at the centre of court.

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 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 If two or more teams tie in their points after the group stages, the team with the **highest goal difference** will qualify. Should there still be a tie after applying this rule, then the team with the **highest number of goals scored qualifies**. Should there still be a tie after applying this rule, then the team to qualify will be decided by looking at the head-to-head results between the tied teams.

8.4 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 teams.

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 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 sheet and game will be scheduled to start at a later timing. (during lunch time)

Serious injuries will include: Broken limbs/ Neck

Minor injuries: Abrasions/ Sprains

For any injuries, please report to Gina Tan (H/P: 96808292) with details of the injury.