

Surf N Sweat '12
Beach Soccer: Rules and Regulations

1. TEAM FORMATION

1.1 Number of Players

Two teams consisting of **five (5) male players** each are playing the game. Each team will be able to field in **four (4) players** (One (1) Goalkeeper and Three (3) field players) 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 three (3) players, including a goalkeeper**.

1.2 Substitutions

A rolling substitution system will be used for Beach Soccer. 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 time**. Substitution can **only** be made with prior approval and acknowledgement of the referee. Failure to do so will result in a free kick by opposing team.

1.3 Substitution Procedure Infraction

If a player breaks rules the Law 1.2 and enters the field before a teammate has left, he shall receive a **yellow card**.

1.4 Minimum Number of Players

The minimum number of players on the court per team is three (3). If a 2nd player receives a red card in a team after one of his teammates has already being sent off by a 1st red card , the team shall be declared 0-3 loser of that game, regardless of the score at the time the game was stopped (as they have less than the number of minimum players left on court).

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. The referee reserves the right to stop the game and request for players to remove dangerous items if they are found in possession of it.

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 shirts. Use of plastic goggles for eye protection is allowed. Bare-bodied players are discouraged. In the event two teams wear similar-colored jerseys, scissors paper stone will determine which team will wear the bibs. Players must have a shirt underneath the bibs for hygiene purpose. Teams having players who wear random attires would be asked to put on the bibs too.

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 the subsequent matches. Teams are required to hang around the court hence matches are able to start on time.** Failure to report on court at the stipulated time will result in a walkover given to the opposing team. The team on the field ready to play will be considered 3-0 for that particular match.

If the team is unable to field a min of 3 players when their match is supposed to commence, the team will be considered a walk over.

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. The organization also reserves the right to cancel the event if heavy rain persists. No refunds will be given.** We seek your understanding and cooperation in this matter.

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 shall use a whistle to officiate the game, positioning himself 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 Kickoff / Restart of Game after Scoring

Both teams sending a representative to play scissors paper stone will start game or choose the side to start from. The team, which does not start the game, will kick off the 2nd half.

The kick-off shall be made from the center of the mid-court line following the whistle from the referee. That whistle shall start the clock and the game. All players shall remain in their respective half of the field, until the starting whistle.

After every goal, the game restarts with a new kick-off, taken by the team that has conceded the goal. **A goal cannot be scored directly from the first touch of the kick-off, but only after the ball has been passed AT LEAST ONCE.** (If not the goal will not be counted)

5.2 Duration of the Game

The duration of all matches of 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.

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**.

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 team that kicks off the extra time shall be decided by a coin toss. If the game is still a draw after extra time, **sudden death penalty kicks** will be played.

5.3 Scoring a Goal

A goal is scored when the ball **entirely crosses over the goal line** (In the air or on the ground between the goal posts and under the crossbar). The goal shall be validated, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal, as determined by the referee, and has occurred during playing time. After each goal scored, the ball shall be placed back to the centre of the court and the team which conceded the goal shall start the play again.

***Half-court rule applies, i.e. any player can attempt to score a goal ONLY AFTER he has crossed into the attacking half of the court.**

5.4 How to Win the Match

At the end of the match, the winner shall be the team that has scored (1) the more goals, (2) the "Golden Goal" (For draws during knockout stages).

If the draw persists, there shall be a penalty shoot-out: the winner shall be the team that scores more goals by any margin in an equal number of penalty kicks given to both teams. The referee shall decide the goal at which the penalty kicks shall be taken. The players, including the goalkeeper, on the playing sand court at the end of the game shall take the penalty shots in sequence. A player can repeat a penalty kick, provided that all his/her teammates have had their turn and a second sequence commences.

5.5 The Dropped Ball Rule

A dropped ball is a way of restarting play after a temporary stoppage **becomes necessary**, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game. The referee drops the ball at the place where it was located when the play was stopped. Play restarts when the ball touches the sand. The ball will be dropped again at the same place, if a player touches it before it makes contact with the sand, or when the ball leaves the court after it makes contact with the sand, without a player touching it. Players are to be **2m away** from the point where the ball is dropped.

5.6 Offside

There is no offside.

5.7 Back-Pass Rule

The goalkeeper shall not be allowed to touch the ball with his/her hands or arms when a ball is returned to him by a teammate, who passes the ball with his legs. The goalkeeper is only allowed to use his hands after he touches the ball with other parts of his body. However, the goalkeeper is allowed to use his hands if teammate passes the ball using other parts of the body apart from the legs.

*Note: Deflection is not included (i.e. When a defending player makes contact with the ball before the ball is passed to the goalkeeper, the goalkeeper is allowed to use his hands to catch).

5.8 Goalkeeper Movement in Penalty Area

The penalty area is the area between the goal line and an imaginary parallel line joining both touch lines at a distance of 5 m from the goal line and marked by two disc markers placed next to each touchline outside the pitch.

The goalkeeper can only exercise his authority to use his hands/arms within his own penalty area. All other rules complying to other on field players apply to the goalkeeper normally once he leaves his penalty area.

6. FOULS AND INFRACTIONS

6.1 Fouls

If any player commits any of the infractions listed below, there will be a **direct free kick** taken from the place where the infringement occurred.

The referee shall allow **play to continue** when the team that suffered an offence will benefit from such an advantage, and shall penalize the original offense if the anticipated advantage does not ensue at that time.

It is considered a foul, and a direct kick is awarded to the opposing team, if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

1. To kick or trip an opponent.
2. To grab, hold, push, charge or to intentionally obstruct an opponent.
3. To touch the ball with the hand or arm. This does not apply if a player touches the ball with his arm(s) or hand(s) unintentionally with the ball going towards his arm(s) or hand(s) at high speed (**ball to hand**).

6.2 Yellow Card

A referee shall show a yellow card to a player when he:

1. Commits a serious foul in the interpretation of the referee.
2. Shows by an act or word, disagreement to the referee's decision.
3. Shows lack of sportsmanship.
4. Commits an infraction during a free kick, or during a kickoff.
5. Enters in the court, during a substitution, before the player being replaced has entirely left it

6.3 Red card

A player is shown a red card, and sent off from the playing area and from the competition area, if he commits any of the following offences:

1. Guilty of serious foul play.
 2. Guilty of violent conduct.
 3. Uses offensive, insulting or abusive language.
 4. Receives a **second** yellow card in the same match.
 5. Intentionally denies with a foul an obvious goal-scoring opportunity to an opponent.
- The red-carded player's team shall continue to play **without a replacement player**. 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 Suspensions

There will be no suspensions or card accumulations for any warning cards. Warning cards **only applies to the current match** and **will not be carried over** to the subsequent matches.

7. FREE KICK

7.1 Free Kick

The referee will award a free kick from the point where a foul was committed. **The kick shall be "direct"**, from which a goal can be scored directly against the defending side, **but only in the attacking end of the court due to 'half-court rule'**.

The player who was fouled takes the kick, unless he has been seriously injured, in which case his substitute will take it.

A player cannot touch the ball more than once in the process of making the free kick. However, players are allowed to make a sand pile before kicking the ball.

When taking a free 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.

7.2 No Walls Rule

If the free kick is taken at **the kicker team's offensive half of the field**, all other players, except the kicker and the defending goalkeeper, must be located:

- Inside the field;
- Behind or to the side of the ball, except the goalkeeper, who may remain in his penalty area;
- At least 3metres from the ball until it is in play.

If the free kick is taken at the **kicker team's defensive half of the field or on the centre line**, all other players, other than the kicker, and the defending goalkeeper must be located:

- Inside the field;
- At least 3metres from the ball until it is in play and never within the area between the goal and the ball, except the defending goalkeeper who may remain in his penalty area;
- The ball can be kicked in any direction, including back to any teammate including the goalkeeper.

7.3 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.

If the 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 infraction has taken place. In the case that this point is in the penalty area, a **penalty kick** shall be awarded.

If the irregularity is committed by the infringing team, and a goal is not scored because of an invasion of the restricted 3.0m mark, the free kick shall be **repeated by the same player**.

The direct kick shall not be repeated if a goal is scored despite an irregularity being committed by the infringing team, and the **goal shall be validated**.

8. PENALTY KICK

8.1 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 ball shall be placed in the middle of the penalty "line"** (an 'invisible' line demarcated by 2 disc markers at the sidelines) **which is 5 metres from the base line**. All players 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 goalkeeper or onto the goal posts (but must still be in play).

8.2 Goalkeeper's position

When defending a penalty kick the goalkeeper must position himself, and can only move, on the goal line between both goal posts. The goalkeeper can use his hands to block off the shot.

8.3 **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 goalkeeper shall restart the game.

If the infringing team commits an irregularity, the penalty kick will be repeated in the case that a goal has not been scored. The goal will stand if the penalty is scored despite this irregularity.

9. **GOAL KICK**

The goalkeeper's goal kick is a method of starting play. Awarded when one player of the attacking team plays or deflects the ball over the base line, excluding the goal itself, and the ball has touched outside the boundaries or a player who **has touched outside a base line** attempts to play the ball.

The goalkeeper shall restart the play with a goal kick within his penalty area and has **five (5) seconds** to do so, from the moment he stands and has control of the ball. If the goalkeeper delays the game for more than five (5) seconds, the other team shall be **awarded a free kick from the mid-court line**.

10. **CORNER KICK**

A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

The whole of the ball, after last touching a player of the defending team, passes over the base line, either on the ground or in the air.

The ball is placed inside an imaginary arc of 1 m radius from the corner nearest to where the ball crossed the base line. The kicker may make a small mound of sand with his feet or the ball to raise the position of the ball.

The opponents must remain at least 3 m away from the ball until it is in play. The ball is in play after it has been kicked or touched. The kicker may not play the ball a second time until it has touched another player. The kicker must take the corner kick within 5 seconds of taking

11. BALL INBOUND

The ball inbound is a method of restarting play, when the ball touches outside a sideline. The ball inbound must be taken from **behind the lateral lines**. The game shall be restarted from the point where the ball has crossed a sideline. Any player, including the keeper, can take the ball inbound. **To inbound, the players can choose to use their hands (Throw-in) or use their feet (Kick-in). A goal cannot be scored directly from a ball inbound.** The player shall have **five (5) seconds** to inbound the ball. By infringing this rule, the ball inbound shall be reverted to the opposing team.

12. SCORING

12.1 The teams will be divided into **four (4) 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.

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

WIN	3 POINTS
DRAW	1 POINT
LOSE	0 POINT
Walkover	3- 0 score

12.3 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.

12.4 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.